

Dungeons and Dragons 3.5

When D&D 3.5 was released in July 2003, I (along with many others) was disappointed to find that the new core rulebooks made no attempt to indicate the precise changes that had been made in the revision. With the individual changes numbering in the thousands, I wanted some way for my group of experienced 3.0 players to be able to get a handle on the revision -- to find and consider all the subtle changes that have been made to classes, skills, feats, spells etc. without all of them having to go through the text paragraph by paragraph. So I decided to do it myself...

I have gone through the entire *Player's Handbook*, as well as chapters 7 and 8 of the *Dungeon Master's Guide* (the parts of the DMG of most relevance to players) and carefully compared them to the equivalent sections in the 3.0 rulebooks, to produce the files listed below. I've highlighted all of the changes and tried to provide enough of the surrounding text to show the revisions in context. Those parts of the books which did not change, as well as most of the examples and "flavor" text, are not reproduced here, so these files are certainly not intended as a substitute for purchasing the revised core rulebooks.

Errata Updates: The files have been updated to reflect the latest official errata for the PHB, released by Wizards of the Coast on February 17, 2006, and also for the DMG, released on March 12, 2004.

If you find any errors or omissions, please feel free to contact me through the address at the bottom of this page.

(The files are in Adobe® PDF format. If you don't already have the Adobe Acrobat® reader, click on the icon below to get it.)



PLAYER'S HANDBOOK

- Preface **Introduction:** No significant changes were made to this chapter.
- Chapter 1 [Abilities and Races](#) (75 Kb; 2 pages)
- Chapter 2 (These two chapters are combined into one document since there are only a couple of significant changes to chapter 1).
- Chapter 3 [Classes](#) (334 Kb; 19 pages)
- Chapter 4 [Skills](#) (273 Kb; 10 pages)
- Chapter 5 [Feats](#) (170 Kb; 7 pages)
- Chapter 6 **Description:** No significant changes were made to this chapter.
- Chapter 7 [Equipment](#) (170 Kb; 7 pages)
- Chapter 8 [Combat](#) (212 Kb; 9 pages)
- Chapter 9 [Adventuring](#) (94 Kb; 2 pages)
- Chapter 10 [Magic](#) (80 Kb; 2 pages)
- Chapter 11 **Spells:** I have created separate files for each of the spellcasting classes, as listed below.
- [Bard Spells](#) (257 Kb; 13 pages)
 - [Cleric Spells](#) (542 Kb; 38 pages) (includes all changes to cleric domain spells)
 - [Druid Spells](#) (275 Kb; 14 pages)
 - [Paladin Spells](#) (122 Kb; 4 pages)
 - [Ranger Spells](#) (134 Kb; 5 pages)

[Sorcerer/Wizard Spells](#) (468 Kb; 27 pages)

Appendix [General Guidelines and Glossary](#) (118 Kb; 4 pages)

Afwezig

DUNGEON MASTER'S GUIDE

Chapter 7 [Magic Items](#) (466 Kb; 26 pages)

Niet te vinden

Chapter 8 [Glossary](#) (103 Kb; 3 pages)

Ook niet te vinden

Last updated: May 22, 2006.

Compiled and edited by [Steven Cooper](#) (remove NOSPAM to reply).

D&D 3.5 – ABILITIES AND RACES

This is a summary of Chapter 1 (*Abilities*) and Chapter 2 (*Races*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared them with the corresponding chapters in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text.

ABILITIES *(Note: Only subsections with changes are noted here.)*

Strength (STR) (p. 8)

- Strength measures your character's muscle and physical power.
 - This ability is important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry (see Chapter 9: Adventuring).
- You apply your character's Strength modifier to:
 - Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's STR modifier bonus, while two-handed attacks receive 1½ times the STR modifier bonus. Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow, or a sling.

RACES

- *General Notes:*
 - There were no significant changes to the general material at the beginning of the chapter, except that in Table 2-1 (Racial Ability Adjustments) on p. 12, the Gnome entry has changed to reflect the fact that the gnome's favored class is now bard, not illusionist.
 - There were no significant changes to the background information text for the various races (Personality, Physical Description, Relations, etc.), so I omit any further mention of it here.

Humans (p. 12)

- *Size:* Medium.
- *Base land speed:* 30 ft.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level, and 1 extra skill point at each additional level.
- *Automatic language:* Common.
- *Bonus languages:* Any (other than secret languages, like Druidic).
- *Favored class:* Any.

Dwarves (p. 14)

- +2 CON, -2 CHA.
- *Size:* Medium.
- *Base land speed:* 20 ft. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- *Darkvision:* Dwarves can see in the dark up to 60 ft.
- *Stonecunning:* This ability grants a dwarf a +2 bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 ft. of unusual stonework can make a Search check as if he was actively searching.
 - Unusual stonework includes sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, etc. Something that isn't stone but that is disguised as stone counts as unusual stonework.
 - A dwarf can use the Search skill to find stonework traps as a rogue can.
 - A dwarf can intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- *Weapon familiarity:* Dwarves may treat dwarven waraxes and dwarven urgroshes as martial rather than exotic weapons.
- *Stability:* A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to AC against monsters of the giant type (e.g. ogres, trolls, and hill giants).
 - Any time a creature loses its Dexterity bonus (if any) to AC (e.g. when caught flat-footed), it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- *Automatic languages:* Common and Dwarven.
- *Bonus languages:* Giant, Gnome, Goblin, Orc, Terran, Undercommon.
- *Favored class:* Fighter.

Elves (p. 15)

- +2 DEX, -2 CON.
- *Size:* Medium.
- *Base land speed:* 30 ft.
- Immunity to magic sleep effects, and +2 racial bonus on saving throws against enchantment spells or effects.
- *Low-light vision:* An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The elf retains the ability to distinguish color and detail under these conditions.
- *Weapon proficiency:* Elves receive the Martial Weapon Proficiency feats for the longsword ~~or rapier~~, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search and Spot checks. An elf who merely comes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if actively looking for it.
- *Automatic languages:* Common and Elven.
- *Bonus languages:* Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.
- *Favored class:* Wizard.

Gnomes (p. 16)

- +2 CON, –2 STR.
- **Size:** Small.
 - As a Small creature, a gnome gains a +1 size bonus to AC, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- **Base land speed:** 20 ft.
- **Low-light vision:** A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The gnome retains the ability to distinguish color and detail under these conditions.
- **Weapon familiarity:** Gnomes may treat gnome hooked hammers as martial rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- **Add +1 to the DC for all saving throws against illusion spells cast by gnomes.**
 - This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to AC against monsters of the giant type (e.g. ogres, trolls, and hill giants).
 - Any time a creature loses its Dexterity bonus (if any) to AC (e.g. when caught flat-footed), it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on **Alchemy Craft** (alchemy) checks.
- **Automatic languages:** Common and Gnome.
 - In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like) – see below.
- **Bonus languages:** Draconic, Dwarven, Elven, Giant, Goblin, Orc.
- **Spell-like abilities:**
 - 1/day: *speak with animals* (burrowing mammal only; duration 1 minute).
 - (provided the gnome's **INT** **CHA** score is at least 10) 1/day: *dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's **CHA** modifier.
- **Favored class:** **Illusionist Bard**.

Half-Elves (p. 18)

- **Size:** Medium.
- **Base land speed:** 30 ft.
- Immunity to magic sleep effects, and +2 racial bonus on saving throws against enchantment spells or effects.
- **Low-light vision:** A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The half-elf retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search and Spot checks.
- **+2 racial bonus on Diplomacy and Gather Information checks.**
- **Elven Blood:** For all **special abilities and effects** effects related to race, a half-elf is considered an elf.
- **Automatic languages:** Common and Elven.
- **Bonus languages:** Any (other than secret languages, like Druidic).
- **Favored class:** Any.

Half-Orcs (p. 18)

- +2 STR, –2 INT, –2 CHA.
- **Size:** Medium.
- **Base land speed:** 30 ft.
- **Darkvision:** Half-orcs can see in the dark up to 60 ft.
- **Orc Blood:** For all effects related to race, a half-orc is considered an orc.
- **Automatic languages:** Common and Orc.
- **Bonus languages:** Draconic, Giant, Gnoll, Goblin, Abyssal.
- **Favored class:** Barbarian.

Halflings (p. 19)

- +2 DEX, –2 STR.
- **Size:** Small.
 - As a Small creature, a halfling gains a +1 size bonus to AC, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- **Base land speed:** 20 ft.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear.
 - This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons **and slings**.
- +2 racial bonus on Listen checks.
- **Automatic languages:** Common and Halfling.
- **Bonus languages:** Dwarven, Elven, Gnome, Goblin, Orc.
- **Favored class:** Rogue.

D&D 3.5 – CLASSES

This is a summary of Chapter 3 (*Classes*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in **blue** text. This should enable any player familiar with D&D 3.0 to quickly find the changes made to the various classes in the revised version.

• General Notes:

- The classes are listed in alphabetical order, except for the cleric and the fighter (on this page). This allows those classes which require two pages to be spread across facing pages, for greater convenience.
- I have not reproduced the tables for those classes (cleric, fighter, sorcerer, and wizard) whose special abilities can be easily summarised with a few lines of text. Similarly, I have not reproduced the Spells per Day and Spells Known tables for any of the spellcasting classes, since there has been no change to any of these tables. The symbol (☞) in the text below is used to refer the reader to the appropriate table in the PHB for more detailed information.
- There were no significant changes to the general information at the beginning of the chapter. Likewise, the background text for each class (Characteristics, Religion, Races, etc.) was not significantly changed, so I omit further mention of it here, except for the new "Role" paragraph given for each class.

CLERIC (p. 30)

Role: The cleric serves as a typical group's primary healer, diviner, and defensive specialist. He can hold his own in a fight but usually isn't well served by charging to the front of combat. The cleric's domains and spell selection can greatly affect his role as well.

- **Alignment:** Must be within one step of his deity's (i.e. it may be one step away on the lawful/chaotic axis or the good/evil axis, **but not both**).
 - Clerics of St. Cuthbert (a lawful neutral deity) may choose only between lawful good and lawful neutral for their alignment.
 - A cleric may not be neutral unless his deity's alignment is also neutral.
- **Hit Die:** d8.
- **Class Skills:** Concentration (CON), Craft (INT), Diplomacy (CHA), Heal (WIS), Knowledge (arcana) (INT), **Knowledge (history) (INT)**, Knowledge (religion) (INT), **Knowledge (the planes) (INT)**, Profession (WIS), ~~Spy (INT, exclusive skill)~~, Spellcraft (INT).
 - A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (INT) to his list of class skills.
 - A cleric who chooses the Knowledge domain adds all Knowledge (INT) skills to his list of class skills.
 - A cleric who chooses the Travel domain adds **Survival (WIS)** to his list of class skills.
 - A cleric who chooses the Trickery domain adds Bluff (CHA), Disguise (CHA), and Hide (DEX) to his list of class skills.
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** All simple weapons, all types of armor, and shields (**except tower shields**).
- **Spells:** Divine spells, drawn from the cleric spell list.
 - A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one).
 - A cleric must choose and prepare his spells in advance. He must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells.
 - To prepare or cast a spell, a cleric must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + cleric's WIS modifier.
 - The cleric can cast only a certain number of spells of each spell level per day (☞). He receives bonus spells per day if he has a high WIS score. He also gets one domain spell of each spell level he can cast, starting at 1st level.
 - **Spontaneous casting:** A good cleric (or a neutral cleric of a good deity) can convert any prepared non-domain spell to a *cure* spell of the same level or lower at will. An evil cleric (or a neutral cleric of an evil deity) instead can convert a prepared non-domain spell to an *inflict* spell.
- **Deity and domains:** If the typical worshippers of a deity include the members of a race, a cleric of that deity must be of the specified race.
 - A cleric gains two domains from the list of domains related to his deity. If the cleric has no deity, he may choose any two domains (subject to alignment).
 - A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.
- **Base attack bonus:** Average (level × ¾).
- **Saving throws:** Fortitude and Will good (2 + level/2). Reflex poor (level/3).
- **Bonus languages:** Celestial, Abyssal, Infernal.
 - These choices are in addition to the bonus languages available to the character because of his race.
- **Aura (Ex):** A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment.
 - Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.
- **Turn/Rebuke Undead (su):** Any cleric can affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see PHB p. 159).
 - A cleric may attempt to turn undead a number of times per day equal to 3 + his CHA modifier.
 - A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Ex-Clerics

- A cleric who grossly violates the code of conduct required by his deity loses all spells and class features, **except for armor and shield proficiencies and proficiency with simple weapons**.
 - He cannot thereafter gain levels as a cleric of that deity until he atones (see the *atonement* spell description, p. 201).

FIGHTER (p. 37)

Role: In most adventuring parties, the fighter serves as a melee combatant, charging into the fray while his comrades support him with spells, ranged attacks, and other effects. Fighters who favor ranged combat can prove very deadly, though without other melee support, they can find themselves in front-line combat more often than they might prefer.

- **Alignment:** Any.
- **Hit Die:** d10.
- **Class Skills:** Climb (STR), Craft (INT), Handle Animal (CHA), **Intimidate (CHA)**, Jump (STR), Ride (DEX), Swim (STR).
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** All simple and martial weapons, all armor, and shields (**including tower shields**).
- **Base attack bonus:** Good (equal to level).
- **Saving throws:** Fortitude good (2 + level/2). Reflex and Will poor (level/3).
- **Bonus feats:** At 1st level, a fighter gets a bonus combat-oriented feat (in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character). The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter.
 - The fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

BARBARIAN (p. 24)

Role: A barbarian's typical primary role in a group of adventurers is as a front-line combat specialist. No other character can match his sheer toughness. He can also serve as a good scout, thanks to his speed, skill selection, and trap sense.

- *Alignment:* Any nonlawful.
- *Hit Die:* d12.
- *Class Skills:* Climb (STR), Craft (INT), Handle Animal (CHA), Intimidate (CHA), ~~Intuit-Direction (WIS)~~, Jump (STR), Listen (WIS), Ride (DEX), **Survival** (WIS), Swim (STR).
- *Skill points at 1st level:* (4 + INT modifier) × 4.
- *Skill points at each additional level:* 4 + INT modifier.

Class Features

- *Weapon/armor proficiency:* All simple and martial weapons, light armor, medium armor, and shields (except tower shields).
- *Base attack bonus:* Good (equal to level).
- *Saving throws:* Fortitude good (2 + level/2). Reflex and Will poor (level/3).

Ex-Barbarians

- A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian.
 - He retains all the other benefits of the class (damage reduction, fast movement, **trap sense**, and uncanny dodge).

Note: In this and similar tables in this document, a hyphen (-) at the left-hand side of an ability signifies that there have been one or more changes to it, which are highlighted in blue text. An asterisk (*) signifies that the ability was not in D&D 3.0, but has been added to the table for D&D 3.5. A number signifies that an ability has changed its level from D&D 3.0 to D&D 3.5. For example, in D&D 3.0 the barbarian gained the ability uncanny dodge (+1 against traps) at 10th level. In the revised edition, this ability was moved to 3rd level, and changed its name to Trap Sense as well.

Lvl	Special ability	Description
-	1 Fast Movement (Ex)	A barbarian's land speed is faster than the norm for his race by +10 ft. <ul style="list-style-type: none"> This benefit applies only when he is wearing no armor, light armor or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.
-	Illiteracy	Barbarians are the only characters who do not automatically know how to read and write. <ul style="list-style-type: none"> A barbarian may spend 2 skill points to gain the ability to read and write any language all languages he is able to speak. A barbarian who gains a level in any other class automatically becomes literate. Any other character who gains a barbarian level does not lose the literacy he or she already had.
-	Rage (Ex) 1/day	The barbarian temporarily gains +4 STR, +4 CON, and +2 morale bonus on Will saves, but takes a -2 penalty to AC. <ul style="list-style-type: none"> The increase to CON increases the barbarian's hit points by 2 hp/lvl; these go away at the end of the rage when his CON drops back to normal (they are not lost first the way temporary hit points are). While raging, a barbarian cannot use any CHA-, DEX-, or INT-based skills (except Balance, Escape Artist, Intimidate and Ride), the Concentration skill, or any abilities requiring patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger, or spell completion. The barbarian can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. The rage lasts for a number of rounds equal to 3 + the newly-improved CON modifier. A barbarian may prematurely end his rage. After the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to STR, -2 penalty to DEX, can't charge or run) for the duration of the current encounter. A barbarian can fly into a rage only once per encounter, and only a certain number of times per day (depending on his level). Entering a rage takes no time in itself, but the barbarian can only do it during his action, not in response to someone else's action.
-	2 Uncanny Dodge (Ex)	The barbarian retains his DEX bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker (however, he still loses his DEX bonus to AC if immobilized). <ul style="list-style-type: none"> If the barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.
10	3 Trap Sense (Ex) +1	The barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. <ul style="list-style-type: none"> The bonuses rise by +1 at 6th level and every 3 levels thereafter. Trap sense bonuses gained from multiple classes stack.
	4 Rage 2/day (see above)	
-	5 Improved Uncanny Dodge (Ex)	The barbarian can no longer be flanked. <ul style="list-style-type: none"> This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.
13	6 Trap Sense +2 (see above)	
11	7 Damage Reduction (Ex) 1/-	Subtract the specified amount from the damage a barbarian takes each time he is dealt damage from a weapon or a natural attack. <ul style="list-style-type: none"> The DR rises by 1 point at 10th level and every 3 levels thereafter. Damage reduction can reduce damage to 0 but not below 0.
	8 Rage 3/day (see above)	
16	9 Trap Sense +3 (see above)	
14	10 Damage Reduction 2/- (see above)	
	Uncanny dodge (+1 against traps)	► 3 (trap sense +1)
15	11 Greater Rage (Ex) DR 1/-	The barbarian's rage bonuses become +6 to STR and CON, and a +3 morale bonus to Will saves. <ul style="list-style-type: none"> The penalty to AC remains at -2.
		► 7
	12 Rage 4/day (see above)	
19	13 Trap Sense +4 (see above)	
17	13 Damage Reduction 3/- (see above)	
	Uncanny dodge (+2 against traps)	► 6 (trap sense +2)
*	14 Indomitable Will (Ex)	While in rage, the barbarian gains a +4 bonus on Will saves to resist enchantment spells. <ul style="list-style-type: none"> This bonus stacks with all other modifiers, including the morale bonus on Will saves the barbarian also receives during his rage.
	DR 2/-	► 10
*	15 Trap Sense +5 (see above)	
	Greater Rage	► 11
20	16 Damage Reduction 4/- (see above)	
	Rage 5/day (see above)	
	Uncanny dodge (+3 against traps)	► 9 (trap sense +3)
20	17 Tireless Rage (Ex)	The barbarian no longer becomes fatigued at the end of his rage.
	DR 3/-	► 13
*	18 Trap Sense +6 (see above)	
*	19 Damage Reduction 5/- (see above)	
	Uncanny dodge (+4 against traps)	► 12 (trap sense +4)
*	20 Mighty Rage (Ex)	The barbarian's rage bonuses become +8 to STR and CON, and a +4 morale bonus to Will saves. <ul style="list-style-type: none"> The penalty to AC remains at -2.
	Rage 6/day (see above)	
	DR 4/-	► 16
	(not winded after rage)	► 17 (tireless rage)

BARD (p. 26)

Role: The bard is perhaps the ultimate generalist. In most adventuring groups, he works best in a supporting role. He can't usually match the stealth of the ranger or the rogue, the spellcasting power of the cleric or the wizard, or the combat prowess of the barbarian or the fighter. However, he makes all the other characters better at what they do, and he can often fill in for another character when needed. For a typical group of four characters, the bard is perhaps the most useful fifth character to consider adding, and he can make a great team leader.

- **Alignment:** Any nonlawful.
- **Hit Die:** d6.
- **Class Skills:** ~~Alchemy (INT)~~, Appraise (INT), Balance (DEX), Bluff (CHA), Climb (STR), Concentration (CON), Craft (INT), Decipher Script (INT, ~~exclusive skill~~), Diplomacy (CHA), Disguise (CHA), Escape Artist (DEX), Gather Information (CHA), Hide (DEX), ~~Intuit Direction (WIS)~~, Jump (STR), Knowledge (*all skills, taken individually*) (INT), Listen (WIS), Move Silently (DEX), Perform (CHA), Profession (WIS), ~~Spy (INT, exclusive skill)~~, Sense Motive (WIS), **Sleight of Hand** (DEX), Speak Language (n/a), Spellcraft (INT), Swim (STR), Tumble (DEX), Use Magic Device (CHA, ~~exclusive skill~~).
- **Skill points at 1st level:** (6 + INT modifier) × 4.
- **Skill points at each additional level:** 6 + INT modifier.

Class Features

- **Weapon/armor proficiency:** All simple weapons, plus ~~one of the following:~~ the longsword, rapier, sap, short sword, shortbow, ~~longbow~~, and whip. Bards are proficient with light armor, ~~medium armor~~ and shields (except tower shields).
 - A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.
- **Spells:** Arcane spells, drawn from the bard spell list.
 - Bard spells do not need to be prepared ahead of time. Every bard spell has a verbal component (singing, reciting, or music).
 - To learn or cast a spell, a bard must have a CHA of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + bard's CHA modifier.
 - The bard can cast only a certain number of spells of each spell level per day (☐). He receives bonus spells per day if he has a high CHA score. He has a limited selection of spells known at each level (☐).
 - Upon reaching 5th level, and at every third bard level after that (8th, 11th, etc.) a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.
- **Base attack bonus:** Average (level × ¾).
- **Saving throws:** Reflex and Will good (2 + level/2). Fortitude poor (level/3).

Ex-Bards

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

Lvl	Special ability	Description
-	1 Bardic Knowledge	A bard may make a bardic knowledge check (1d20 + bard level + INT modifier) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. <ul style="list-style-type: none"> The DC depends on the type of knowledge sought (□). The bard may not take 10 or take 20 on this check. A successful check will not reveal the powers of a magic item, but may give a hint as to its general function. If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on bardic knowledge checks.
-	Bardic Music	A bard can use song, instrumental music, recitation, etc. to produce magical effects on those around him (usually including himself, if desired). <ul style="list-style-type: none"> Bardic music abilities can be used once per day per bard level. Each ability requires both a minimum bard level and a minimum number of ranks in at least one Perform skill to qualify. Starting a bardic music effect is a standard action. Some abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells or activate magic items by command word or spell completion. Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.
-	Countersong (Su) (Ranks: 3)	Counter magical effects that depend on sound (but not spells that simply have verbal components). <ul style="list-style-type: none"> Each round, the bard makes a Perform check. Any creature within 30 ft. of the bard (including the bard himself) affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.
-	Fascinate (Sp) (Ranks: 3) [ench. (compulsion), mind-affecting]	Cause 1 or more creatures to become fascinated. <ul style="list-style-type: none"> The bard may fascinate one creature at 1st level, and one additional creature for every three levels beyond 1st. A creature to be fascinated must be within 90 ft., able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check; his result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it fails, the creature remains fascinated for as long as the bard continues to play and concentrate (up to 1 round per bard level). Any potential threat (e.g. an ally of the bard moving behind approaching it) allows a fascinated creature another saving throw against a new Perform check. Any obvious threat automatically breaks the effect.
-	Inspire Courage (Su) (Ranks: 3) [mind-affecting]	Allies (including the bard himself) receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. <ul style="list-style-type: none"> To be affected, an ally must be able to hear the bard sing for a full round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. These bonuses rise to +2 at 8th level, +3 at 14th level, and +4 at 20th level.
	2	
-	3 Inspire Competence (Su) (Ranks: 6) [mind-affecting]	Grant an ally a +2 competence bonus on skill checks with a particular skill. <ul style="list-style-type: none"> The ally must be within 30 ft. and able to see and hear the bard. The bard must also be able to see the ally. The effect lasts for as long as the bard concentrates, up to a maximum of 2 minutes. The DM may rule that certain uses of this ability are infeasible (e.g. chanting to make a rogue move more quietly). A bard can't inspire competence in himself.
	4	
	5	
-	6 Suggestion (Sp) (Ranks: 9) [ench. (compulsion), mind-affecting, language-dependent]	Make a suggestion (as the spell) to a creature that the bard has already fascinated (see above). <ul style="list-style-type: none"> Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion does not count against the bard's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ bard's level + bard's CHA modifier) negates the effect.
	7	
*	8 Inspire Courage +2 (see above)	
-	9 Inspire Greatness (Su) (Ranks: 12) [mind-affecting]	Grant self or willing ally 2 bonus hit dice (d10s), +2 competence bonus on attack rolls, and +1 competence bonus on Fortitude saves. <ul style="list-style-type: none"> The bonus hit dice grant the commensurate number of temporary hit points (apply the target's CON modifier, if any). The bonus hit dice count as regular hit dice for determining the effect of spells such as sleep. To be affected, an ally must be within 30 ft. and able to hear the bard sing for a full round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. For every three levels the bard attains beyond 9th, he can target one additional ally with a single use of this ability.
	10	
	11	
*	12 Song of freedom (Sp) (Ranks: 15)	Create an effect equivalent to break enchantment on a single target within 30 ft. <ul style="list-style-type: none"> Caster level is the character's bard level. Using this ability requires 1 minute of uninterrupted concentration and music. A bard can't use song of freedom on himself.
	13	
*	14 Inspire Courage +3 (see above)	
*	15 Inspire Heroics (Su) (Ranks: 18) [mind-affecting]	Grant self or willing ally a +4 morale bonus on saving throws and a +4 dodge bonus to AC. <ul style="list-style-type: none"> To be affected, an ally must be within 30 ft. and able to hear the bard sing for a full round. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. For every three levels the bard attains beyond 15th, he can target one additional ally with a single use of this ability.
	16	
	17	
*	18 Mass Suggestion (Sp) (Ranks: 21) [ench. (compulsion), mind-affecting, language-dependent]	As suggestion (see above), but the bard can make the suggestion simultaneously to any number of creatures he has already fascinated.
	19	
*	20 Inspire Courage +4 (see above)	

DRUID (p. 33)

Role: The druid enjoys extraordinary versatility. Though she lacks the sheer healing power of the cleric, she makes up for it with additional offensive power, thanks to her spell selection and wild shape ability. A druid backed up by another secondary healer (such as a paladin) can prove extremely valuable to a group of adventurers. Her animal companion also provides valuable melee combat support.

- **Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.
- **Hit Die:** d8.
- **Class Skills:** ~~Animal Empathy (CHA, exclusive skill)~~, Concentration (CON), Craft (INT), Diplomacy (CHA), Handle Animal (CHA), Heal (WIS), ~~Intuit Direction (WIS)~~, Knowledge (nature) (INT), Listen (WIS), Profession (WIS), Ride (DEX), ~~Sery (INT, exclusive skill)~~, Spellcraft (INT), Spot (WIS), Survival (WIS), Swim (STR).
- **Skill points at 1st level:** (4 + INT modifier) × 4.
- **Skill points at each additional level:** 4 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Druids are proficient with the following weapons: club, dagger, dart, ~~longspear~~, quarterstaff, scimitar, sickle, shortspear, sling, and spear. ~~Their spiritual oaths prohibit them from using weapons other than these.~~ They are also proficient with all natural attacks (claw, bite, etc.) of any form they assume with wild shape. Druids are proficient with light and medium armor but are prohibited from wearing metal armor. They are proficient with shields (except tower shields), but must use only wooden ones.
 - A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel.
 - A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours afterwards.
- **Spells:** Divine spells, drawn from the druid spell list.
 - A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one).
 - A druid must choose and prepare her spells in advance, as a cleric does. She does not, however, have access to any domain spells or granted powers.
 - To prepare or cast a spell, a druid must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + druid's WIS modifier.
 - The druid can cast only a certain number of spells of each spell level per day (☞). She receives bonus spells per day if she has a high WIS score.
 - *Spontaneous casting:* A druid can convert any prepared spell to a *summon nature's ally* spell of the same level or lower at will.
- **Base attack bonus:** Average (level × ¾).
- **Saving throws:** Fortitude and Will good (2 + level/2). Reflex poor (level/3).
- **Bonus language:** Sylvan.
 - This choice is ~~in place of one of~~ in addition to the bonus languages available to the character because of his race.
 - A druid also knows Druidic in addition to her regular allotment of languages. Druids are forbidden to teach this language to nondruids.

Ex-Druids

- A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor and shield proficiencies).
 - She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description, p. 201).

The Druid's Animal Companion (p. 36)

- A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.
 - A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the DM may add the following creatures to the list of options: crocodile, porpoise, Medium shark, and squid.
 - A druid of 4th level or higher may select from alternative lists of animals (see next page).
- Use the base statistics for a creature of the companion's kind, but with the following changes:
 - **Bonus HD** (see table): Extra eight-sided (d8) Hit Dice, each of which gains a CON modifier, as normal, and also improves the animal companion's base attack and base save bonuses. The animal companion gains additional skill points or feats as normal for advancing an animal's Hit Dice.
 - **Base attack bonus:** Average (total HD × ¾).
 - **Saving throws:** Fortitude and Reflex good (2 + total HD/2). Will poor (total HD/3).
 - **Nat. Adj.** (see table): This number is an improvement to the animal companion's existing natural armor bonus.
 - **STR/DEX Adj.** (see table): Add this value to the companion's STR and DEX scores.
 - **Bonus Tricks** (see table): The number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it. These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. Once selected, these bonus tricks can't be changed.

Class Level	Bonus HD	Nat. Adj.	STR/DEX Adj.	Bonus Tricks
1st to 2nd	+0	+0	+0	1
3rd to 5th	+2	+2	+1	2
6th to 8th	+4	+4	+2	3
9th to 11th	+6	+6	+3	4
12th to 14th	+8	+8	+4	5
15th to 17th	+10	+10	+5	6
18th to 20th	+12	+12	+6	7

Class Level	Special ability	Description
1st to 2nd	Link (Ex)	The druid can handle her animal companion as a free action, or "push" it as a move action (even if she does not have any ranks in the Handle Animal skill). <ul style="list-style-type: none"> • The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.
	Share Spells	The druid may have any spell (but not spell-like ability) she casts on herself also affect her animal companion. <ul style="list-style-type: none"> • The animal companion must be within 5 ft. at the time of casting. If the spell or effect has a duration other than Instantaneous, it stops affecting the animal companion if it moves farther than 5 ft. away and will not affect the companion again even if it returns to the druid before the duration expires. • The druid may cast a spell with a target of "You" on her companion (as a touch range spell) instead of on herself. • A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).
3rd to 5th	Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the animal companion takes no damage on a successful save.
6th to 8th	Devotion (Ex)	The companion gains a +4 morale bonus on Will saves against enchantment spells/effects.
9th to 11th	Multiattack	The companion gains Multiattack as a bonus feat if it has three or more natural attacks (and does not already have that feat). <ul style="list-style-type: none"> • With this feat, a creature's secondary attacks with natural weapons take a -2 penalty instead of the normal -5 penalty. • If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.
12th to 14th		
15th to 17th	Improved Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the animal companion takes no damage on a successful save and half damage if the save fails.
18th to 20th		

Lvl	Special ability	Description
-	1 Animal Companion (Ex)	The druid may acquire a loyal animal companion that accompanies her on her adventures as appropriate for its kind. <ul style="list-style-type: none"> As a druid advances in level, the animal companion's power increases (see <i>previous page</i>). If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.
-	Nature Sense (Ex)	The druid gains a +2 bonus on Knowledge (nature) and Survival checks.
*	Wild Empathy (Ex)	The druid can influence the attitude of an animal (as per a Diplomacy check to influence a person). <ul style="list-style-type: none"> Check result is 1d20 + druid's level + druid's CHA modifier. Domestic animals typically have a starting attitude of indifferent; wild animals are usually unfriendly. The druid and the animal must be able to study each other (typically, they must be within 30 ft. of each other). Influencing an animal in this way generally takes 1 minute, although it might take more or less time. A druid can use this ability to influence a magical beast with INT 1 or 2, but she takes a -4 penalty on the check.
-	2 Woodland Stride (Ex)	The druid may move through any sort of undergrowth (e.g. natural thorns, briars, overgrown areas, etc.) at normal speed and without taking damage or suffering any other impairment. <ul style="list-style-type: none"> Thorns, briars, and overgrown areas that have been magically manipulated to impede movement still affect her.
-	3 Trackless Step (Ex)	The druid leaves no trail in natural surroundings and cannot be tracked. <ul style="list-style-type: none"> The druid may choose to leave a trail if she so desires.
-	4 Resist Nature's Lure (Ex)	The druid gains a +4 bonus on saving throws against the spell-like abilities of fey (e.g. dryads, pixies and sprites).
-	5 Wild Shape (Su) (1/day)	The druid gains the ability to turn herself into any Small or Medium animal and back again. <ul style="list-style-type: none"> As for alternate form special ability (see <i>Monster Manual</i>), except as noted here. The effect lasts 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night. Any gear worn or carried by the druid melds into the new form and becomes non-functional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet. The form chosen must be that of an animal the druid is familiar with. The druid loses her ability to speak while in animal form, but she can communicate normally with animals of the same general grouping as her new form. A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted below. In addition, the druid gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form's HD can't exceed the character's druid level. At 12th level, the druid can use wild shape to take the shape of a dire animal plant creature (e.g. a shambling mound), with the same size restrictions as for animal forms. The druid can't take the form of a plant that isn't a creature (e.g. a tree or a rose bush). At 16th level, the druid can use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day, in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but retains her own creature type. At 18th level, the druid can assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, the druid may use this wild shape ability to change into a Huge elemental.
	6 Wild Shape (2/day) (see above)	
	7 Wild Shape (3/day) (see above)	
	8 Wild Shape (Large) (see above)	
-	9 Venom Immunity (Ex)	The druid gains immunity to all organic poisons (including monster poisons but not mineral poisons or poison gas).
	10 Wild Shape (4/day) (see above)	
	11 Wild Shape (Tiny) (see above)	
-	12 Wild Shape (dire animal plant) (see above)	
-	13 A Thousand Faces (Su)	The druid may change her appearance at will (as per the <i>alter-self disguise self</i> spell), but only while in her normal form. <ul style="list-style-type: none"> This affects the druid's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.
	14 Wild Shape (5/day) (see above)	
	15 Timeless Body (Ex)	The druid no longer takes ability score penalties for aging, and cannot be magically aged. <ul style="list-style-type: none"> Any penalties already incurred remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.
	Wild Shape (Huge) (see above)	
	16 Wild Shape (elemental 1/day) (see above)	
	17	
-	18 Wild Shape (6/day, elemental 2/day) (see above)	
	19	
*	20 Wild Shape (elemental 3/day, Huge elemental) (see above)	

Alternative Animal Companions

- A druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid's level for purposes of determining the companion's characteristics and special abilities.
 - Creatures marked with an asterisk (*) are available only in an aquatic environment.
 - 4th level or higher (adjustment: level - 3): ape; bear, black; bison; boar; cheetah; *crocodile; dire badger; dire bat; dire weasel; leopard, lizard, monitor; *shark, Large; snake, constrictor; snake, Large viper; wolverine.
 - 7th level or higher (adjustment: level - 6): bear, brown; *crocodile, giant; deinonychus (dinosaur); dire ape; dire boar; dire wolf; dire wolverine; *elasmosaurus (dinosaur); lion; rhinoceros; snake, Huge viper; tiger.
 - 10th level or higher (adjustment: level - 9): bear, polar; dire lion; megaraptor (dinosaur); *shark, Huge; snake, giant constrictor; *whale, orca.
 - 13th level or higher (adjustment: level - 12): dire bear; elephant; *octopus, giant.
 - 16th level or higher (adjustment: level - 15): *dire shark; dire tiger; *squid, giant; triceratops (dinosaur); tyrannosaurus (dinosaur).

MONK (p. 39)

Role: The monk functions best as an opportunistic combatant, using her speed to get into and out of combat quickly rather than engaging in prolonged melees. She also makes an excellent scout, particularly if she focuses her skill selection on stealth.

- **Alignment:** Any lawful.
- **Hit Die:** d8.
- **Class Skills:** Balance (DEX), Climb (STR), Concentration (CON), Craft (INT), Diplomacy (CHA), Escape Artist (DEX), Hide (DEX), Jump (STR), Knowledge (arcana) (INT), **Knowledge (religion)** (INT), Listen (WIS), Move Silently (DEX), Perform (CHA), Profession (WIS), **Sense Motive (wis)**, **Spot (wis)**, Swim (STR), Tumble (DEX).
- **Skill points at 1st level:** (4 + INT modifier) × 4.
- **Skill points at each additional level:** 4 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, **sai**, shuriken, siangham, sling. Not proficient with any armor or shields.
 - When wearing armor, **using a shield, or carrying a medium or heavy load**, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities (see below). ~~Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.~~
- **Base attack bonus:** Average (level × ¾).
 - **Note:** The monk no longer uses a different base attack bonus for unarmed attacks, and so there are no longer any special considerations for the monk mixing weapon attacks with unarmed attacks (except for the flurry of blows ability; see below).
- **Saving throws:** All good (2 + level/2).
- **AC Bonus (Ex):** When unarmored and unencumbered, a monk adds her WIS bonus (if any) to her AC, as well as the bonus shown in the table below.
 - These bonuses to AC apply **even against touch attacks** or when the monk is flat-footed. She loses these bonuses if she is immobilized or helpless.

Lvl	Flurry of blows	Unarmed Damage			AC Bonus	Speed Bonus
		Small	Med.	Large		
1	-2/-2	1d4	1d6	1d8	+0	+0
2	-1/-1	1d4	1d6	1d8	+0	+0
3	+0/+0	1d4	1d6	1d8	+0	+10
4	+1/+1	1d6	1d8	2d6	+0	+10
5	+2/+2	1d6	1d8	2d6	+1	+10
6	+3/+3	1d6	1d8	2d6	+1	+20
7	+4/+4	1d6	1d8	2d6	+1	+20
8	+5/+5/+0	1d8	1d10	2d8	+1	+20
9	+6/+6/+1	1d8	1d10	2d8	+1	+30
10	+7/+7/+2	1d8	1d10	2d8	+2	+30

Lvl	Flurry of blows	Unarmed Damage			AC Bonus	Speed Bonus
		Small	Med.	Large		
11	+8/+8/+8/+3	1d8	1d10	2d8	+2	+30
12	+9/+9/+9/+4	1d10	2d6	3d6	+2	+40
13	+9/+9/+9/+4	1d10	2d6	3d6	+2	+40
14	+10/+10/+10/+5	1d10	2d6	3d6	+2	+40
15	+11/+11/+11/+6/+1	1d10	2d6	3d6	+3	+50
16	+12/+12/+12/+7/+2	2d6	2d8	3d8	+3	+50
17	+12/+12/+12/+7/+2	2d6	2d8	3d8	+3	+50
18	+13/+13/+13/+8/+3	2d6	2d8	3d8	+3	+60
19	+14/+14/+14/+9/+4	2d6	2d8	3d8	+3	+60
20	+15/+15/+15/+10/+5	2d8	2d10	4d8	+4	+60

Ex-Monks

- A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.
 - A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

Lvl	Special ability	Description
-	1 Unarmed Strike	The monk automatically gains Improved Unarmed Strike as a bonus feat. <ul style="list-style-type: none"> A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. The monk may thus apply her full STR bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve such weapons (e.g. <i>magic fang</i> or <i>magic weapon</i>). A monk deals more damage with her unarmed strikes than a normal person would (see table on previous page).
-	Flurry of blows (Ex)	When unarmored, the monk may strike with a flurry of blows at the expense of accuracy. <ul style="list-style-type: none"> She may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round (see table on previous page). This penalty applies for 1 round, so it also affects any attacks of opportunity the monk might make before her next action. At 5th level, the penalty lessens to -1, and at 9th level it disappears. The monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham), using them interchangeably as desired. She applies her STR bonus to weapon damage rolls for all successful attacks, whether she wields a weapon in one or two hands. In the case of a quarterstaff, each end counts as a separate weapon. At 11th level, the monk gains a second extra attack at her full base attack bonus (see table above).
-	Bonus feat	May select either Improved Grapple or Stunning Fist (even lacking the prerequisites) as a bonus feat.
	Evasion	► 2
	Stunning Attack	(now available only through the Stunning Fist feat)
1	2 Evasion (Ex)	On a successful Reflex save against an attack that normally deals half damage on a successful save, the monk instead takes no damage. <ul style="list-style-type: none"> Can only be used if the monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.
-	Bonus feat	May select either Combat Reflexes or Deflect Arrows (even lacking the prerequisites) as a bonus feat.
-	3 Fast Movement (Ex)	The monk gains an enhancement bonus to her base speed (see table above). <ul style="list-style-type: none"> A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. From 9th level on, the monk's running ability is actually a supernatural ability.
	Still Mind (Ex)	Gains a +2 bonus on saving throws against spells and effects from the school of enchantment.
10	4 Ki Strike (magic) (Su)	The monk's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with Damage Reduction. <ul style="list-style-type: none"> At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with DR. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with DR and bypassing hardness.
-	Slow Fall (Ex) (20 ft.)	A monk within arm's reach of a wall can use it to reduce the effective distance of a fall. <ul style="list-style-type: none"> The monk takes damage as if the fall were shorter than it really is by the indicated distance. This ability improves with level until, at 20th level, the monk can use a nearby wall to slow her fall and fall any distance without harm.
-	5 Purity of Body (Ex)	The monk gains immunity to all diseases except supernatural and magical diseases (e.g. mummy rot and lycanthropy).
-	6 Slow Fall (30 ft.)	(see above)
-	Bonus feat	May select either Improved Disarm or Improved Trip (even lacking the prerequisites) as a bonus feat.
	7 Wholeness of Body (Su)	The monk can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.
	Leap of the Clouds	
-	8 Slow Fall (40 ft.)	(see above)
-	9 Improved Evasion (Ex)	On a failed Reflex save against attacks (e.g. dragon's breath weapon or <i>fireball</i>), monk takes only half damage. <ul style="list-style-type: none"> Can only be used if the monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.
13	10 Ki Strike (lawful) (see above)	
*	Slow Fall (50 ft.) (see above)	
	Ki Strike (+1)	► 4
*	11 Diamond Body (Su)	The monk gains immunity to poisons of all kinds.
	Greater Flurry (see above)	
-	12 Abundant Step (Su)	Once per day, the monk can slip magically between spaces (as if using the spell <i>dimension door</i>). <ul style="list-style-type: none"> The monk's caster level for this effect is one-half her monk level (rounded down).
*	Slow Fall (60 ft.) (see above)	
	13 Diamond Soul (Ex)	The monk gains spell resistance equal to her current monk level + 10.
	Ki Strike (+2)	► 10
*	14 Slow Fall (70 ft.) (see above)	
	15 Quivering Palm (Su)	Can set up vibrations within the body of another creature that can thereafter be fatal if desired. <ul style="list-style-type: none"> The monk can use this attack once per week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures and creatures immune to critical hits cannot be affected. The quivering palm attack succeeds if the monk strikes successfully and the target takes damage from the blow. Thereafter, the monk can try to slay the victim at any time within a number of days equal to her monk level. To make the attempt, the monk merely wills the target to die (a free action); unless the target makes a Fortitude save (DC 10 + ½ monk's level + monk's WIS modifier), it dies. If the save is successful, the target is no longer in danger from that particular quivering palm attack.
-	16 Ki Strike (adamantine) (see above)	
*	Slow Fall (80 ft.) (see above)	
	17 Timeless Body (Ex)	The monk no longer takes ability score penalties for aging, and cannot be magically aged. <ul style="list-style-type: none"> Any penalties already incurred remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.
	Tongue of the Sun & Moon (Ex)	The monk can speak with any living creature.
*	18 Slow Fall (90 ft.) (see above)	
	Slow Fall (any)	► 20
	19 Empty Body (Su)	The monk can assume an ethereal state for 1 round per monk level per day (as per the spell <i>etherealness</i>). <ul style="list-style-type: none"> This ability may be used a number of times each day, as long as the total number of rounds does not exceed the monk's level.
-	20 Perfect Self	The monk is forevermore treated as an outsider (an extraplanar creature) rather than as a humanoid for the purpose of spells and magical effects , and gains Damage Reduction 10/magic. <ul style="list-style-type: none"> As an outsider, the monk is subject to spells that repel enchanted creatures (e.g. <i>protection from law</i>). Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.
18	Slow Fall (any distance) (see above)	

PALADIN (p. 42)

Role: The paladin's chief role in most groups is as a melee combatant, but she contributes other useful support as well. She makes a good secondary healer, and her high Charisma opens up fine leadership opportunities.

- **Alignment:** Lawful good.
- **Hit Die:** d10.
- **Class Skills:** Concentration (CON), Craft (INT), Diplomacy (CHA), Handle Animal (CHA), Heal (WIS), **Knowledge (nobility and royalty)** (INT), Knowledge (religion) (INT), Profession (WIS), Ride (DEX), **Sense Motive (WIS)**.
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** All simple and martial weapons, all types of armor, and shields (except tower shields).
- **Spells (from 4th level):** Divine spells, drawn from the paladin spell list.
 - A paladin must choose and prepare her spells in advance, as a cleric does. *She does not, however, have access to any domain spells or granted powers.*
 - To prepare or cast a spell, a paladin must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + paladin's WIS modifier.
 - The paladin can cast only a certain number of spells of each spell level per day (☞). She receives bonus spells per day if she has a high WIS score.
 - Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.
- **Base attack bonus:** Good (equal to level).
- **Saving throws:** Fortitude good (2 + level/2). Reflex and Will poor (level/3).

Ex-Paladins

- A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, *but not weapon, armor and shield proficiencies*).
 - She cannot progress any further in levels as a paladin until she atones (see the *atonement* spell description, p. 201).
 - A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

The Paladin's Mount (p. 45)

- The standard mount is a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin). It is superior to a normal mount of its kind and has special powers, as noted below.
 - The mount is treated as a magical beast, not an animal, *for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats)*.
- Use the base statistics for a creature of the mount's kind, but with the following changes:
 - **Bonus HD** (see table): Extra eight-sided (d8) Hit Dice, each of which gains a CON modifier, as normal, and also improves the mount's base attack and base save bonuses. *The mount gains additional skill points or feats as normal for advancing an animal's Hit Dice.*
 - **Base attack bonus:** Average (total HD × ¾).
 - **Saving throws:** Fortitude and Reflex good (2 + total HD/2). Will poor (total HD/3).
 - **Nat. Adj.** (see table): This number is an improvement to the mount's existing natural armor bonus.
 - **STR Adj.** (see table): Add this figure to the mount's STR score.
 - **INT** (see table): The mount's INT score.

Paladin Level	Bonus HD	Nat. Adj.	STR Adj.	INT
5th to 7th	+2	+4	+1	6
8th to 10th	+4	+6	+2	7
11th to 14th	+6	+8	+3	8
15th to 20th	+8	+10	+4	9

Paladin Level	Special ability	Description
– 5th to 7th	Empathic Link (Su)	The paladin has empathic link with her mount out to a distance of up to 1 mile. <ul style="list-style-type: none"> • The paladin cannot see through the mount's eyes, but they can communicate <i>empathically</i>. • The link gives the paladin the same connection to an item or place that her mount has.
	Improved Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the mount takes no damage on a successful save and half damage if the save fails.
	Share Spells	The paladin may have any spell (<i>but not spell-like ability</i>) she casts on herself also affect her mount. <ul style="list-style-type: none"> • The mount must be within 5 ft. at the time of casting. If the spell or effect has a duration other than Instantaneous, it stops affecting the mount if it moves farther than 5 ft. away and will not affect the mount again even if it returns to the paladin before the duration expires. • The paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. • A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).
	Share Saving Throws	For each of its saving throws, the mount uses its own base save bonuses or the paladin's, whichever is higher. <ul style="list-style-type: none"> • The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the paladin might have (e.g. from magic items or feats).
* 8th to 10th	Improved Speed (Ex)	The mount's speed increases by 10 ft.
– 11th to 14th	Command (Sp)	The mount may <i>command</i> (as the spell) any normal animal of approximately the same kind as itself, as long as the target creature has fewer Hit Dice than the mount. <ul style="list-style-type: none"> • This ability is usable once per day per two paladin levels of its master. The mount must make a DC 21 Concentration check to succeed if it is being ridden at the time (e.g. in combat). If the check fails, the ability does not work, but the attempt still counts against the mount's daily uses. • <i>Each target may attempt a Will save (DC 10 + ½ paladin's level + paladin's CHA modifier) to negate the effect.</i>
15th to 20th	Spell Resistance (Ex)	The mount gains spell resistance equal to its master's paladin level + 5.

Lvl	Special ability	Description
* 1	Aura of Good (Ex)	The power of a paladin's aura of good (see the <i>detect good</i> spell) is equal to her paladin level (just like the aura of a cleric of a good deity).
	Detect Evil (sp)	At will, a paladin can use <i>detect evil</i> (as the spell).
2	Smite Evil (su) 1/day	On one normal melee attack, the paladin may add her CHA bonus (if any) to her attack roll and deal 1 extra point of damage per paladin level. <ul style="list-style-type: none"> If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day.
	Divine Grace	► 2
	Lay on Hands	► 2
	Divine Health	► 3
1	2 Divine Grace (Su)	The paladin gains a bonus equal to her CHA bonus (if any) on all saving throws.
1	Lay on Hands (Su)	Each day, the paladin may heal wounds (her own or others') by touch (total hp equal to her level×her CHA bonus). <ul style="list-style-type: none"> The paladin must have a CHA score of 12 or higher to use this ability. The paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. The paladin may use any or all of this healing to deal damage to undead creatures. Using lay on hands this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.
	Aura of Courage	► 3
	Smite Evil	► 1
2	3 Aura of Courage (Su)	The paladin is immune to fear (magical or otherwise), and each ally within 10 ft. of her gains a +4 morale bonus on saving throws against fear effects. <ul style="list-style-type: none"> This ability functions while the paladin is conscious, but not if she is unconscious or dead.
1	Divine Health (Ex)	The paladin gains immunity to all diseases, including supernatural and magical diseases (e.g. mummy rot and lycanthropy).
	Remove Disease	► 6
	Turn Undead	► 4
3	4 Turn Undead (Su)	The paladin can turn undead as a cleric of three levels lower would. <ul style="list-style-type: none"> She may use this ability a number of times per day equal to 3 + her CHA modifier.
* -	5 Smite Evil 2/day (see above)	
	Special Mount (Sp)	The paladin gains the services of an unusually intelligent, strong and loyal steed (see below). <ul style="list-style-type: none"> This ability is the equivalent of a spell of a level equal to one-third of the paladin's class level. Once per day, as a full-round action, the paladin may call her mount from the celestial realms in which it resides. It immediately appears adjacent to her and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. Calling a mount is a conjuration (calling) effect. The mount is the same creature each time it is called, though the paladin may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Should the mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not call another mount for 30 days or until she gains a paladin level (whichever comes first), even if the mount is somehow returned from the dead. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.
3	6 Remove Disease (sp) 1/week	The paladin can produce a <i>remove disease</i> effect (as the spell). <ul style="list-style-type: none"> She can use this ability one additional time per week for every three levels after 6th.
	7	
	8	
-	9	Remove Disease 2/week (see above)
* -	10	Smite Evil 3/day (see above)
	11	
-	12	Remove Disease 3/week (see above)
	13	
	14	
-	15	Remove Disease 4/week (see above)
* -	16	Smite Evil 4/day (see above)
	17	
-	18	Remove Disease 5/week (see above)
	19	
* -	20	Smite evil 5/day (see above)

RANGER (p. 46)

Role: The ranger's best role is that of a scout and secondary combatant. Without the heavy armor of the fighter or the staying power of the barbarian, the ranger should focus on opportunistic and ranged attacks. Most rangers use their animal companions as sentries, scouts, or to assist them in melee combat.

- **Alignment:** Any.
- **Hit Die:** d8.
- **Class Skills:** ~~Animal Empathy (CHA, exclusive skill)~~, Climb (STR), Concentration (CON), Craft (INT), Handle Animal (CHA), Heal (WIS), Hide (DEX), ~~Intuit Direction (WIS)~~, Jump (STR), Knowledge (dungeoneering) (INT), Knowledge (geography) (INT), Knowledge (nature) (INT), Listen (WIS), Move Silently (DEX), Profession (WIS), Ride (DEX), Search (INT), Spot (WIS), Survival (WIS), Swim (STR), Use Rope (DEX).
- **Skill points at 1st level:** (6 + INT modifier) × 4.
- **Skill points at each additional level:** 6 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Proficient with all simple and martial weapons, light ~~and medium~~ armor, and shields (except tower shields).
 - ~~When wearing light or no armor, a ranger can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.~~
- **Spells** (from 4th level): Divine spells, drawn from the ranger spell list.
 - A ranger must choose and prepare his spells in advance, as a cleric does. **He does not, however, have access to any domain spells or granted powers.**
 - To prepare or cast a spell, a ranger must have a WIS of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + ranger's WIS modifier.
 - The ranger can cast only a certain number of spells of each spell level per day (☞). He receives bonus spells per day if he has a high WIS score.
 - Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.
- **Base attack bonus:** Good (equal to level).
- **Saving throws:** Fortitude ~~and Reflex~~ good (2 + level/2). ~~Reflex and~~ Will poor (level/3).

Lvl	Special ability	Description
-	1 1st Favored Enemy (Ex)	The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks, and also a +2 bonus on weapon damage rolls, against creatures of a selected type (and possibly subtype). <ul style="list-style-type: none"> If the ranger selects humanoids as a favored enemy, he must also nominate a subtype (aquatic, dwarf, elf, goblinoid, gnoll, gnome, halfling, human, orc, or reptilian). If he selects outsiders, he must likewise nominate a subtype (air, chaotic, earth, evil, fire, good, lawful, native, or water). If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever is higher. A ranger can only select his own race as a favored enemy if he is evil. The ranger also gets the damage bonus with ranged weapons, but only against targets within 30 ft. The bonus does not apply to damage against creatures that are immune to critical hits. At 5th level and every five levels thereafter, the ranger may select an additional favored enemy. In addition, at each such interval, the bonuses against every previous any one favored enemy (including the one just selected, if desired) increase by +2.
*	Track	The ranger gains Track as a bonus feat.
*	Wild Empathy (Ex)	The ranger can influence the attitude of an animal (as per a Diplomacy check to influence a person). <ul style="list-style-type: none"> Check result is 1d20 + ranger's level + ranger's CHA modifier. Domestic animals typically have a starting attitude of indifferent; wild animals are usually unfriendly. The ranger and the animal must be able to study each other (typically, they must be within 30 ft. of each other). Influencing an animal in this way generally takes 1 minute, although it might take more or less time. A ranger can use this ability to influence a magical beast with INT 1 or 2, but he takes a -4 penalty on the check.
*	2 Combat Style (Ex)	The ranger may select either archery or two-weapon combat as the combat style he will pursue. <ul style="list-style-type: none"> If he selects archery, he is treated as having the Rapid Shot feat, even if he lacks the normal prerequisites. If he selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he lacks the normal prerequisites. The benefits of the ranger's chosen style apply only when he wears light or no armor.
*	3 Endurance	The ranger gains Endurance as a bonus feat.
*	4 Animal Companion (Ex)	The ranger may acquire a loyal animal companion that accompanies him on her adventures as appropriate for its kind. <ul style="list-style-type: none"> This ability functions just like the druid ability of the same name (see "The Druid's Animal Companion" above), except that the ranger's effective druid level is one-half his ranger level.
	5 2nd Favored Enemy	(see above)
*	6 Improved Combat Style (Ex)	The ranger's aptitude with his chosen combat style (archery or two-weapon combat) improves. <ul style="list-style-type: none"> If he selected archery, he is treated as having the Manyshot feat, even if he lacks the normal prerequisites. If he selected two-weapon combat, he is treated as having the Improved Two-Weapon Fighting feat, even if he lacks the normal prerequisites. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.
*	7 Woodland Stride (Ex)	The ranger may move through any sort of undergrowth (e.g. natural thorns, briars, overgrown areas, etc.) at normal speed and without taking damage or suffering any other impairment. <ul style="list-style-type: none"> Thorns, briars, and overgrown areas that have been magically manipulated to impede movement still affect him.
*	8 Swift Tracker (Ex)	The ranger may move at normal speed while following tracks without taking the normal -5 penalty. <ul style="list-style-type: none"> He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.
*	9 Evasion (Ex)	On a successful Reflex save against an attack that normally deals half damage on a successful save, the ranger instead takes no damage. <ul style="list-style-type: none"> Can only be used if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.
	10 3rd Favored Enemy	(see above)
*	11 Combat Style Mastery (Ex)	The ranger's aptitude with his chosen combat style (archery or two-weapon combat) improves again. <ul style="list-style-type: none"> If he selected archery, he is treated as having the Improved Precise Shot feat, even if he lacks the normal prerequisites. If he selected two-weapon combat, he is treated as having the Greater Two-Weapon Fighting feat, even if he lacks the normal prerequisites. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor.
	12	
*	13 Camouflage (Ex)	The ranger can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
	14	
	15 4th Favored Enemy	(see above)
	16	
*	17 Hide in Plain Sight (Ex)	While in any sort of natural terrain, the ranger can use the Hide skill even while being observed.
	18	
	19	
	20 5th Favored Enemy	(see above)

ROGUE (p. 49)

Role: The rogue's role in a group can vary dramatically based on her skill selection – from charismatic con artist to cunning burglar to agile combatant – but most rogues share certain aspects. They aren't capable of prolonged melee combat, so they focus on opportunistic sneak attacks or ranged attacks. The rogue's stealth and her trapfinding ability make her one of the best scouts in the game.

- *Alignment:* Any.
- *Hit Die:* d6.
- *Class Skills:* Appraise (INT), Balance (DEX), Bluff (CHA), Climb (STR), Craft (INT), Decipher Script (INT), Diplomacy (CHA), Disable Device (INT, ~~exclusive skill~~), Disguise (CHA), Escape Artist (DEX), Forgery (INT), Gather Information (CHA), Hide (DEX), ~~Innuendo (WIS)~~, Intimidate (CHA), Jump (STR), Knowledge (local) (INT), Listen (WIS), Move Silently (DEX), Open Lock (DEX), Perform (CHA), Profession (WIS), ~~Read Lips (INT, exclusive skill)~~, Search (INT), Sense Motive (WIS), Sleight of Hand (DEX), Spot (WIS), Swim (STR), Tumble (DEX), Use Magic Device (CHA, ~~exclusive skill~~), Use Rope (DEX).
- *Skill points at 1st level:* (8 + INT modifier) × 4.
- *Skill points at each additional level:* 8 + INT modifier.

Class Features

- *Weapon/armor proficiency:* Proficient with ~~a selection of all~~ simple weapons, plus hand crossbow, rapier, sap, shortbow, and short sword. Proficient with light armor, but not with shields.
- *Base attack bonus:* Average (level × 3/4).
- *Saving throws:* Reflex good (2 + level/2). Fortitude and Will poor (level/3).

Lvl	Special ability	Description
–	1 Sneak Attack +1d6	The rogue deals extra damage any time her target would be denied its DEX bonus to AC (whether it actually has a DEX bonus or not), or when the rogue flanks the target. <ul style="list-style-type: none"> The extra damage increases by +1d6 every two rogue levels after 1st level. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 ft. With a sap (blackjack) or unarmed strike, the rogue can make a sneak attack that deals nonlethal rather than lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. A rogue can sneak attack only living creatures with a discernible anatomy – undead, constructs, oozes, plants and incorporeal creatures are immune, as are any creatures that are immune to critical hits. The rogue cannot sneak attack while striking a creature with concealment, or striking the limbs of a creature whose vitals are beyond reach.
	Trapfinding	Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20, and can use the Disable Device skill to disarm magic traps. <ul style="list-style-type: none"> Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. A magic trap generally has a DC of 25 + the level of the spell used to create it to disarm it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study it, figure out how it works, and bypass it (with her party) without disarming it.
–	2 Evasion (Ex)	On a successful Reflex save against an attack that normally deals half damage on a successful save, the rogue instead takes no damage. <ul style="list-style-type: none"> Can only be used if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
11	3 Sneak Attack +2d6 (see above)	
	Trap Sense (Ex) +1	The rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. <ul style="list-style-type: none"> The bonuses rise by +1 at 6th level and every 3 levels thereafter. Trap sense bonuses gained from multiple classes stack.
	Uncanny dodge (DEX bonus to AC)	► 4
3	4 Uncanny Dodge (Ex)	The rogue retains her DEX bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker (however, she still loses her DEX bonus to AC if immobilized). <ul style="list-style-type: none"> If the rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.
	5 Sneak Attack +3d6 (see above)	
14	6 Trap Sense +2 (see above)	
	Uncanny dodge (can't be flanked)	► 8 (improved uncanny dodge)
	7 Sneak Attack +4d6 (see above)	
6	8 Improved Uncanny Dodge (Ex)	The rogue can no longer be flanked. <ul style="list-style-type: none"> This defense denies another rogue the ability to sneak attack the rogue by flanking her, unless the attacker has at least four more rogue levels than the target has. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.
	9 Sneak Attack +5d6 (see above)	
17	Trap Sense +3 (see above)	
–	10 Special Ability	The rogue gains a special ability of her choice, from among the following options: <ul style="list-style-type: none"> Crippling Strike (Ex): An opponent damaged by one of the rogue's sneak attacks also takes 2 points of STR damage. Defensive Roll (Ex): Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt a Reflex saving throw (DC = damage dealt) in order to take only half damage. She must be aware of the attack and able to react to it – if she is denied her DEX bonus to AC, she can't use this ability. The rogue's evasion ability does not apply to the defensive roll. Improved Evasion (Ex): As for evasion, except that the rogue now takes only half damage even on a failed Reflex save. A helpless rogue (e.g. unconscious or paralyzed) does not gain the benefit of improved evasion. Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round. Skill Mastery: The rogue selects a number of skills equal to 3 + her INT modifier. The rogue may take 10 on skill checks with these skills even if stress and distractions would normally prevent her from doing so. She may gain this special ability multiple times, selecting additional skills for it to apply to each time. Slippery Mind (Ex): If the rogue is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. (She gets only this one extra chance to succeed on her saving throw.) Feat: The rogue may gain a bonus feat in place of a special ability. The rogue gains another special ability at every third level above 10th.
	11 Sneak Attack +6d6 (see above)	
	Uncanny dodge (+1 against traps)	► 3 (trap sense +1)
20	12 Trap Sense +4 (see above)	
	13 Sneak Attack +7d6 (see above)	
	Special ability (see above)	
	Uncanny dodge (+2 against traps)	► 6 (trap sense +2)
	15 Sneak Attack +8d6 (see above)	
*	Trap Sense +5 (see above)	
	16 Special ability (see above)	
	17 Sneak Attack +9d6 (see above)	
	Uncanny dodge (+3 against traps)	► 9 (trap sense +3)
*	18 Trap Sense +6 (see above)	
	19 Sneak Attack +10d6 (see above)	
	Special ability (see above)	
	Uncanny dodge (+4 against traps)	► 12 (trap sense +4)

SORCERER (p. 51)

Role: A sorcerer tends to define his role based on his spell selection. A sorcerer who focuses on damage-dealing spells becomes a center of the party's offensive power. Another may rely on more subtle magics, such as charms and illusions, and thus take a quieter role. A party with a sorcerer should strongly consider adding a second spellcaster, such as a bard, cleric, druid, or even a wizard, to make up for the sorcerer's lack of versatility. Since a sorcerer often has a powerful presence that gives him a way with people, he may serve as the "face" for an adventuring party, negotiating, bargaining, and speaking for others. The sorcerer's spells often help him sway others or gain information, so he makes an excellent spy or diplomat for an adventuring group.

- **Alignment:** Any.
- **Hit Die:** d4.
- **Class Skills:** ~~Alchemy (INT);~~ **Bluff (CHA)**, Concentration (CON), Craft (INT), Knowledge (arcana) (INT), Profession (WIS), ~~Scrie (INT, exclusive skill);~~ Spellcraft (INT).
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Proficient with all simple weapons. Not proficient with any type of armor or with shields.
 - A sorcerer wearing armor of any type or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.
- **Spells:** Arcane spells, drawn from the sorcerer/wizard spell list.
 - Sorcerer spells do not need to be prepared ahead of time.
 - To learn or cast a spell, a sorcerer must have a CHA of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + sorcerer's CHA modifier.
 - The sorcerer can cast only a certain number of spells of each spell level per day (☐). He receives bonus spells per day if he has a high CHA score. He has a limited selection of spells known at each level (☐).
 - Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, etc.) a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.
- **Base attack bonus:** Poor (level×½).
- **Saving throws:** Will good (2 + level/2). Fortitude and Reflex poor (level/3).
- **Familiar:** A sorcerer can obtain a familiar, which serves as a companion and servant.
 - Obtaining a familiar takes 24 hours and uses up magical materials costing 100 gp.
 - The sorcerer chooses the kind of familiar he gets. As he advances in level, the familiar also increases in power (see next page). A familiar also grants special abilities to its master (see below). These special abilities apply only when the master and familiar are within 1 mile of each other.
 - If the familiar dies or is dismissed by the sorcerer, he must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 XP per sorcerer level; success reduces the loss to one-half that amount. However, the sorcerer's XP total can never go below 0 as a result of a familiar's demise.
 - A slain or dismissed familiar cannot be replaced for a year and a day. A slain familiar can be raised from the dead just as a character can be, but it does not lose a level or a CON point when this occurs.
 - A character with more than one class that grants a familiar may have only one familiar at a time.

Familiar	Special ability granted to master
- Bat	Master gains a +3 bonus on Listen checks.
- Cat	Master gains a +3 bonus on Move Silently checks.
- Hawk	Master gains a +3 bonus on Spot checks in bright light.
* Lizard	Master gains a +3 bonus on Climb checks.
- Owl	Master gains a +3 bonus on Spot checks in shadows. ←Master gains low-light vision.
Rat	Master gains a +2 bonus on Fortitude saves.
- Raven	Master gains a +3 bonus on Appraise checks. <ul style="list-style-type: none">• A raven familiar can speak one language of its master's choice as a supernatural ability.
- Snake (Tiny viper)	Master gains a +3 bonus on Bluff checks.
- Toad	Master gains +3 hit points. ←Master gains +2 to CON score.
Weasel	Master gains a +2 bonus on Reflex saves.

Familiars (p. 52)

- All familiars have special abilities (or impart abilities to their masters) depending on the master's **combined level in classes that grant familiars**, as noted below.
 - A familiar is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains the normal animal's HD, base attack bonus, saves, skill points, and feats).
 - Only a normal, unmodified animal may become a familiar. Thus, a druid/sorcerer can't use her animal companion as a familiar.
- Use the base statistics for a creature of the familiar's kind, but with the following changes:
 - Hit Dice:** For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.
 - Hit Points:** The familiar has one-half the master's total hit points (not including temporary hit points), rounded down.
 - Attacks:** Use the master's base attack bonus, as calculated from all his classes. Use the familiar's DEX or STR modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.
 - Saving throws:** For each saving throw, use either the familiar's base save bonus (Fort +2, Ref +2, Will +0), or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves (e.g. from magic items or feats).
 - Skills:** For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of the familiar's total skill modifiers, some skills (e.g. Craft) may remain beyond the familiar's ability to use.
 - Nat. Adj.** (see table): This number is an improvement to the familiar's existing natural armor bonus.
 - INT** (see table): The familiar's INT score.

Master Class Level	Nat. Adj.	INT
1st to 2nd	+1	6
3rd to 4th	+2	7
5th to 6th	+3	8
7th to 8th	+4	9
9th to 10th	+5	10
11th to 12th	+6	11
13th to 14th	+7	12
15th to 16th	+8	13
17th to 18th	+9	14
19th to 20th	+10	15

Master Class Level	Special ability	Description
1st to 2nd	Alertness (Ex)	The master gains the Alertness feat while the familiar is within arm's reach.
	Improved Evasion (Ex)	Against an attack that allows a Reflex save for half damage, the familiar takes no damage on a successful save and half damage if the save fails.
	Share Spells	The master may have any spell (but not spell-like ability) he casts on himself also affect his familiar. <ul style="list-style-type: none"> The familiar must be within 5 ft. at the time of casting. If the spell or effect has a duration other than Instantaneous, it stops affecting the familiar if it moves farther than 5 ft. away and will not affect the familiar again even if it returns to the master before the duration expires. The master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).
	Empathic Link (Su)	The master has empathic link with his familiar out to a distance of up to 1 mile. <ul style="list-style-type: none"> The master cannot see through the familiar's eyes, but they can communicate empathically. Only general emotional content (e.g. fear, hunger, happiness, curiosity) can be communicated. The link gives the master the same connection to an item or place that his familiar has.
3rd to 4th	Deliver Touch Spells (Su)	When the master casts a touch spell, he can designate his familiar as the "toucher". <ul style="list-style-type: none"> The master and familiar must be in contact at the time the spell is cast. As normal, if the master casts another spell before the touch is delivered, the touch spell dissipates.
5th to 6th	Speak with Master (Ex)	A master and familiar can communicate verbally as if using a common language. <ul style="list-style-type: none"> Other creatures do not understand the communication without magical help.
7th to 8th	Speak with Animals of its Kind (Ex)	The familiar can communicate with animals of approximately the same kind as itself (including dire varieties). <ul style="list-style-type: none"> Bats may speak with rodents bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Communication is limited by the intelligence of the conversing creatures.
9th to 10th		
11th to 12th	Spell Resistance (Ex)	The familiar gains spell resistance equal to its master's level + 5.
13th to 14th	Scry on familiar (Sp)	Once per day, the master may scry on his familiar (as if casting the scrying spell).
15th to 16th		
17th to 18th		
19th to 20th		

WIZARD (p. 55)

Role: The wizard's role depends somewhat on her spell selection, but most wizards share certain similarities in function. They are among the most offensively minded of the spellcasting classes, with a broad range of options available for neutralizing enemies. Some wizards provide great support to their comrades by way of their spells, while others may focus on divination or other facets of wizardry.

- **Alignment:** Any.
- **Hit Die:** d4.
- **Class Skills:** ~~Alchemy (INT)~~, Concentration (CON), Craft (INT), **Decipher Script (INT)**, Knowledge (*all skills, taken individually*) (INT), Profession (WIS), ~~Spy (INT, exclusive skill)~~, Spellcraft (INT).
- **Skill points at 1st level:** (2 + INT modifier) × 4.
- **Skill points at each additional level:** 2 + INT modifier.

Class Features

- **Weapon/armor proficiency:** Proficient with club, dagger, heavy crossbow, light crossbow, and quarterstaff. Not proficient with any type of armor or with shields.
- **Spells:** Arcane spells, drawn from the sorcerer/wizard spell list.
 - A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*.
 - A wizard begins play with a spellbook containing all 0-level wizard spells (**except those from her prohibited school or schools, if any**), plus three 1st-level wizard spells of your choice. For each point of INT bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.
 - To learn, prepare or cast a spell, a wizard must have an INT of at least 10 + spell level. The saving throw DC for the spell is 10 + spell level + wizard's INT modifier.
 - The wizard can cast only a certain number of spells of each spell level per day (☞). She receives bonus spells per day if she has a high INT score. A wizard may know any number of spells.
 - A wizard wearing armor of any type or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.
- **Base attack bonus:** Poor (level×½).
- **Saving throws:** Will good (2 + level/2). Fortitude and Reflex poor (level/3).
- **Bonus language:** A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.
- **Familiar:** A wizard can obtain a familiar in exactly the same manner as a sorcerer can (*see previous pages*).
- **Scribe Scroll:** At 1st level, a wizard gains Scribe Scroll as a bonus feat.
- **Bonus feats:** At 5th, 10th, 15th and 20th level, a wizard gains a bonus feat.
 - At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

School Specialization

- If desired, a wizard may specialize in one school of magic. A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus to Spellcraft checks to learn the spells of her chosen school.
 - The wizard must choose whether to specialize and, if she does so, choose her specialty, at 1st level. At this time, she must also give up **two other schools** of magic (unless she chooses to specialize in divination, in which case she gives up only one other school), which become her prohibited schools. **A wizard can never give up divination to fulfill this requirement.**
 - Spells of the prohibited school(s) are not available to the wizard, and she can't even cast such spells from scrolls or wands. She may not change either her specialization or her prohibited school(s) later.
 - The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these categories are called universal spells. A wizard cannot select universal as a specialty school or as a prohibited school.

EXPERIENCE AND LEVELS (p. 58)

This section was transferred from chapter 9 of the D&D 3.0 PHB (p. 144). Only subsections with significant changes are noted here.

Level Advancement

- Skill Points (*this is now step 6 in the Level Advancement process (i.e. after modifying Ability Scores and Hit Points), instead of step 4.*)
 - For class skills, each skill point buys 1 rank, and a character's maximum rank in the skill is his or her character level + 3.
 - Remember that you buy skills based on the class you have advanced in, so that only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you may have levels in.
 - Your character's INT modifier affects the number of skill points he or she gets at each level. Use your character's **current** INT score, including all permanent changes (e.g. inherent bonuses, ability drains, **or an INT increase gained at step 4, above**) but not any temporary changes (e.g. ability damage, **or enhancement bonuses gained from spells or magic items, such as a headband of intellect**), to determine the number of skill points you gain.

MULTICLASS CHARACTERS (p. 59)

Only subsections with significant changes are noted here.

Class and Level Features

- Base Attack Bonus
 - Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.
 - ~~The monk is a special case because her additional unarmed attacks are better than her base attack bonus would suggest. For a multiclass monk fighting unarmed, the character must either use the additional attacks given for her monk levels (only) or the additional attacks that are standard for her combined base attack bonus, but not both.~~
- Skills
 - If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum ranks. (The maximum rank for a class skill is 3 + character level.) If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.
 - ~~If a skill is unavailable to a class (that is, if it's an exclusive skill that a multiclass character's other class doesn't have access to), then levels in that class don't increase the multiclass character's maximum ranks.~~
- Class Features
 - The character gets all the class features of all his or her classes but must also suffer the consequences of the special restrictions of all his or her classes. (*Exception:* A character who acquires the barbarian class does not become illiterate.)
 - In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin level is 4th or higher, her effective turning level is her cleric level plus her paladin level minus 3.
 - In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. **When a barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it.** Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

Adding a Second Class

- A character can't gain 1st level in the same class more than once, even if this would allow him or her to select different class features (e.g. a different set of domains for a cleric).
- When picking up a new class, a character does not receive the following starting benefits given to characters who begin their careers in that class:
 - Maximum hit points from the first Hit Die.
 - Quadruple the per-level skill points.
 - Starting equipment.
 - Starting gold.
 - ~~An animal companion (druid only).~~

D&D 3.5 – SKILLS

This is a summary of Chapter 4 (*Skills*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in **blue** text.
Note: For the first part of this chapter (up to the individual skill descriptions), I have noted only the significant changes.

Table 4-1: Skill Points per Level (p. 62)

- Bards and rangers now get (6 + INT modifier) × 4 skill points at first level, with (6 + INT modifier) per level thereafter.

Table 4-2: Skills (p. 63)

- There are no exclusive skills anymore – all skills are either class skills (●) or cross-class (×) skills.

(AC) Armor check penalty applies to checks with this skill (for Swim, double the normal armor check penalty applies).

(T) Training (i.e. at least 1 rank) is required to use this skill.

Skill	Ability	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz
Alchemy	► Craft (alchemy) (requires 1 spellcaster level to make alchemical items)											
Animal Empathy	(replaced by Wild Empathy (druid/ranger class ability))											
Appraise	INT	×	●	×	×	×	×	×	×	●	×	×
Balance (AC)	DEX	×	●	×	×	×	●	×	×	●	×	×
Bluff	CHA	×	●	×	×	×	×	×	×	●	●	×
Climb (AC)	STR	●	●	×	×	●	●	×	●	●	×	×
Concentration	CON	×	●	●	●	×	●	●	●	×	●	●
Craft (craft/trade/art)	INT	●	●	●	●	●	●	●	●	●	●	●
Decipher Script (T)	INT	×	●	×	×	×	×	×	×	●	×	●
Diplomacy	CHA	×	●	●	●	×	●	●	×	●	×	×
Disable Device (T)	INT	×	×	×	×	×	×	×	×	●	×	×
Disguise	CHA	×	●	×	×	×	×	×	×	●	×	×
Escape Artist (AC)	DEX	×	●	×	×	×	●	×	×	●	×	×
Forgery	INT	×	×	×	×	×	×	×	×	●	×	×
Gather Information	CHA	×	●	×	×	×	×	×	×	●	×	×
Handle Animal (T)	CHA	●	×	×	●	●	×	●	●	×	×	×
Heal	WIS	×	×	●	●	×	×	●	●	×	×	×
Hide (AC)	DEX	×	●	×	×	×	●	×	●	●	×	×
Innuendo	► Bluff, Sense Motive											
Intimidate	CHA	●	×	×	×	●	×	×	×	●	×	×
Intuit Direction	► Survival (automatic with 5 ranks of Survival)											
Jump (AC)	STR	●	●	×	×	●	×	×	●	●	×	×
Knowledge (arcana) (T)	INT	×	●	●	×	×	●	×	×	×	●	●
Knowledge (architecture & engineering) (T)	INT	×	●	×	×	×	×	×	×	×	×	●
* Knowledge (dungeoneering) (T)	INT	×	●	×	×	×	×	×	●	×	×	●
Knowledge (geography) (T)	INT	×	●	×	×	×	×	×	●	×	×	●
Knowledge (history) (T)	INT	×	●	●	×	×	×	×	×	×	×	●
Knowledge (local) (T)	INT	×	●	×	×	×	×	×	×	●	×	●
Knowledge (nature) (T)	INT	×	●	×	●	×	×	×	●	×	×	●
Knowledge (nobility and royalty) (T)	INT	×	●	×	×	×	×	●	×	×	×	●
Knowledge (religion) (T)	INT	×	●	●	×	×	●	●	×	×	×	●
Knowledge (the planes) (T)	INT	×	●	●	×	×	×	×	×	×	×	●
Listen	WIS	●	●	×	●	×	●	×	●	●	×	×
Move Silently (AC)	DEX	×	●	×	×	×	●	×	●	●	×	×
Open Lock (T)	DEX	×	×	×	×	×	×	×	×	●	×	×
Perform (category)	CHA	×	●	×	×	×	●	×	×	●	×	×
Pick Pocket	► Sleight of Hand											
Profession (vocation) (T)	WIS	×	●	●	●	×	●	●	●	●	●	●
Read Lips	► Spot											
Ride (mount-type)	DEX	●	×	×	●	●	×	●	●	×	×	×
Scry	(scry spell now requires Will save instead of skill check)											
Search	INT	×	×	×	×	×	×	×	●	●	×	×
Sense Motive	WIS	×	●	×	×	×	●	●	×	●	×	×
Sleight of Hand (Pick Pocket) (AC)(T)	DEX	×	●	×	×	×	×	×	×	●	×	×
Speak Language (T)	(none)	×	●	×	×	×	×	×	×	×	×	×
Spellcraft (T)	INT	×	●	●	●	×	×	×	×	×	●	●
Spot	WIS	×	×	×	●	×	●	×	●	●	×	×
Survival (Wilderness Lore)	WIS	●	×	×	●	×	×	×	●	×	×	×
Swim (AC)	STR	●	●	×	●	●	●	×	●	●	×	×
Tumble (AC)(T)	DEX	×	●	×	×	×	●	×	×	●	×	×
Use Magic Device (T)	CHA	×	●	×	×	×	×	×	×	●	×	×
Use Rope	DEX	×	×	×	×	×	×	×	●	●	×	×
Wilderness Lore	► Survival											

USING SKILLS

Skill Checks

- Opposed Checks (p. 64)
 - In case of a tie, the higher ability modifier skill modifier wins. If these scores are the same, flip-a-coin roll again to break the tie.

- Practically Impossible Tasks (p. 65)
 - In general, a task considered practically impossible **requires that you have at least rank 10 in the skill and has a DC of 40, 60, or even higher or it carries a modifier of +20 or more to the DC.**
- Extraordinary Success (*This section has been removed entirely.*)

Combining Skill Attempts

- Aid Another (p. 65)
 - In cases where a skill restricts who can achieve certain results (e.g. Disable Device, Search and Survival) you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Table 4-5: Skill Synergies (p. 66)

5 or more ranks in...	...gives a +2 bonus to...	...under these circumstances
Animal Empathy	Handle Animal	dealing with animals
Bluff	Diplomacy	always
	Disguise	trying to act in character when you know you are observed
	Innuendo	transmitting a message
	Intimidate	always
	Sleight of Hand	always
Craft (craft/trade/art)	Appraise	checks related to items made with the particular Craft skill
Decipher Script	Use Magic Device	checks related to scrolls
Escape Artist	Use Rope	using a rope to bind someone
Handle Animal	Ride	always
	wild empathy checks	always (class feature)
Intuit Direction	Wilderness Lore	checks made to avoid getting lost
Jump	Tumble	always
Knowledge (arcana)	Spellcraft	always
Knowledge (arch. & eng.)	Search	checks made to find secret doors or hidden compartments
Knowledge (dungeoneering)	Survival	checks made while underground
Knowledge (geography)	Survival	checks made to avoid getting lost or to avoid natural hazards
Knowledge (history)	bardic knowledge checks	always (class feature)
Knowledge (local)	Gather Information	always
Knowledge (nature)	Survival	checks made while in aboveground natural environments
Knowledge (nobility & royalty)	Diplomacy	always
Knowledge (religion)	turn/rebuke undead checks	always (class feature)
Knowledge (the planes)	Survival	checks made while on other planes
Profession (herbalist)	Heal	always
Search	Survival	checks made to find or follow tracks
Sense Motive	Diplomacy	always
	Innuendo	intercepting a message
Spellcraft	Use Magic Device	checks related to scrolls
Survival	Knowledge (nature)	always
Tumble	Balance	always
	Jump	always
Use Magic Device	Spellcraft	deciphering a scroll
Use Rope	Climb	climbing a rope, knotted rope, or rope and wall combination
	Escape Artist	escaping from rope bonds

SKILL DESCRIPTIONS

Note: The symbol (☞) signifies that more detailed information (usually a table of DCs) is available in the PHB, but is omitted here.

Appraise [INT] (p. 67)

Check	<ul style="list-style-type: none"> • DC 12 to appraise a common or well-known item. Failure means your estimate is 50% to 150% of the item's actual value (2d6+3 × 10%). • DC 15, 20 (or higher) to appraise a rare or exotic item. If the check is successful, you estimate the value correctly; failure means your estimate is 50% to 150% of the item's actual value (2d6+3 × 10%). • A magnifying glass gives a +2 circumstance bonus on Appraise checks involving any small or highly detailed item. • A merchant's scale gives a +2 circumstance bonus on Appraise checks involving any items valued by weight. These bonuses stack.
Action	Appraising an item takes 1 minute (10 consecutive full-round actions).
Try Again	No. You cannot try again on the same object, regardless of success.
Special	<ul style="list-style-type: none"> • A dwarf gets a +2 racial bonus on Appraise checks related to stone or metal items. • The master of a raven familiar gains a +3 bonus on Appraise checks when the familiar is within 1 mile. • A character with the Diligent feat gains a +2 bonus on Appraise checks.
Synergy	<ul style="list-style-type: none"> • 5 ranks in any Craft skill grants a +2 bonus on Appraise checks related to items made with that Craft skill.
Untrained	<ul style="list-style-type: none"> • For common items, failure means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 × 10%).

Balance [DEX] (AC) (p. 67)

Check	<ul style="list-style-type: none"> • Walking along a narrow surface: base DC is 10 (for surfaces 7 to 12 inches wide), 15 (2 to 6 inches wide), or 20 (less than 2 inches wide). Add the appropriate narrow surface modifiers: +2 (lightly obstructed); +5 (severely obstructed); +2 (lightly slippery); +5 (severely slippery); +2 (sloped or angled). These modifiers stack. • Running or charging across a difficult surface (uneven flagstone, hewn stone floor, or sloped or angled floor): base DC is 10. Add narrow surface modifiers (see above) as appropriate. Failure by 4 or less means the character can't run or charge, but may otherwise act normally. • Being attacked while balancing: Unless you have 5 or more ranks in Balance, you are considered flat-footed while balancing, and thus lose your DEX bonus to AC (if any). Attackers gain a +2 bonus against you: If you take damage while balancing, you must make another Balance check against the same DC to remain standing. • Accelerated movement: If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.
Action	None. A Balance check doesn't require an action.
Special	<ul style="list-style-type: none"> • A character with the Agile feat gains a +2 bonus on Balance checks.
Synergy	<ul style="list-style-type: none"> • 5 ranks in Tumble grants a +2 bonus on Balance checks.

Bluff [CHA] (p. 67)

Check	<ul style="list-style-type: none"> Opposed by target's Sense Motive check. Modifiers depend on how hard the bluff is to believe, and how much the target is being asked to go against its self-interest, nature, personality, orders, etc. (□) Requires interaction between you and the target; creatures unaware of you cannot be bluffed. <i>Feinting in combat</i>: Make a Bluff check, opposed by the target's Sense Motive check, but the target may add its base attack bonus to its Sense Motive modifier. If the check succeeds, the target is denied its DEX bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn. Against a nonhumanoid creature, you take a -4 penalty on the check. Against a creature of INT 1 or 2, the penalty is -8. Against a nonintelligent creature, feinting is impossible. <i>Creating a diversion to hide</i>: A successful Bluff check allows you to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity. <i>Delivering a secret message</i>: Base DC is 15 for simple messages, or 20 for complex messages (especially those transmitting new information). Failure by 5 or more means some false information has been implied or inferred.
Action	<ul style="list-style-type: none"> A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. Feinting in combat is a standard action (or a move action, if you have the <i>Improved Feint</i> feat) which does not provoke an attack of opportunity. Creating a diversion to hide is a standard action which does not provoke an attack of opportunity. Delivering a secret message doesn't take an action (but the DM may limit the amount of information you can convey in a single round).
Try Again	<ul style="list-style-type: none"> Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances. <i>Feinting in combat</i>: Yes. <i>Delivering a secret message</i>: Yes, but only once per round. Each retry carries the same chance of miscommunication.
Special	<ul style="list-style-type: none"> A ranger gains a bonus on Bluff checks when using this skill against a favored enemy. The master of a snake familiar gains a +3 bonus on Bluff checks when the familiar is within 1 mile. A character with the <i>Persuasive</i> feat gains a +2 bonus on Balance checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Bluff grants a +2 bonus on Diplomacy, Intimidate, and <i>Sleight of Hand</i> checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

Climb [STR] (AC) (p. 69)

Check	<ul style="list-style-type: none"> A successful check allows you to advance up, down, or across a slope, wall etc. at one-quarter normal speed (for one-half your speed as a full-round action). An incline at 60° or more is a wall; otherwise it's a slope. Failure by 4 or less means you make no progress; failure by 5 or more means you fall. A climber's kit gives a +2 circumstance bonus on Climb checks. The DC of the check depends on the conditions of the climb (□). You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your DEX bonus to AC (if any). Attackers gain a +2 bonus against you. You also can't use a shield while climbing. Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage. <i>Accelerated climbing</i>: If you accept a -5 penalty, you can move at one-half your speed instead of one-quarter. <i>Making your own handholds and footholds</i>: Pounding pitons into a wall takes 1 minute per piton, and one is needed per 3 feet of distance. A wall with pitons in it has a DC of 15. A climber with a handaxe or similar implement can cut handholds in an ice wall. <i>Catching yourself when falling</i>: To catch yourself on a wall, make a Climb DC against the wall's DC + 20. For a slope, use the slope's DC + 10. <i>Catching a falling character</i>: Requires a successful melee touch attack (although the target can voluntarily forego any DEX bonus to AC if desired). If you hit, immediately attempt a Climb check (DC = wall's DC + 10). The falling character's total weight (including equipment) cannot exceed your heavy load limit or you automatically fail. If you fail by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you begin falling as well.
Action	Generally part of a move action. Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.
Special	<ul style="list-style-type: none"> A creature with a climb speed, or a character under the influence of a <i>spider climb</i> spell, has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it can always choose to take 10, even if rushed or threatened while climbing. If it chooses an accelerated climb, it moves at double its climb speed (or at its land speed, whichever is slower), and makes a single Climb check at a -5 penalty. It retains its DEX bonus to AC (if any) while climbing. A halfling gains a +2 racial bonus on Climb checks. The master of a lizard familiar gains a +3 bonus on Climb checks when the familiar is within 1 mile. A character with the <i>Athletic</i> feat gains a +2 bonus on Climb checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Use Rope grants a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

Concentration [CON] (p. 69)

Check	<ul style="list-style-type: none"> You must make a Concentration check whenever you might potentially be distracted while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. If the check fails, the action automatically fails and is wasted. DC of the check depends on the type of distraction (□). If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC. If more than one type of distraction is present, make a check for each one; any failed check indicates that the task is not completed.
Action	None. Making a Concentration check is either a free action (when attempted reactively) or part of another action (when attempted actively).
Try Again	Yes, though a success does not cancel the effect of a previous failure.
Special	<ul style="list-style-type: none"> You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity (e.g. movement or loading a crossbow). The DC is 15 (plus the spell or spell-like ability's level). A successful check still doesn't allow you to take 10 on another check if you are in a stressful situation. If the Concentration check fails, the related action automatically fails (with any appropriate ramifications) and is wasted. A character with the <i>Combat Casting</i> feat gains a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive, or while grappling or pinned.

Craft (craft/trade/art) [INT] (p. 70)

Check	<ul style="list-style-type: none"> Crafts, trades, or arts include alchemy, armorsmithing, basketweaving, bookbinding, bowmaking, blacksmithing, calligraphy, carpentry, cobbling, gemcutting, leatherworking, locksmithing, painting, pottery, sculpting, shipmaking, stonemasonry, trapmaking, weaponsmithing, weaving. <i>Earning a living</i>: you can earn half your Craft check result in gold pieces per week of dedicated work. <i>Making an item</i>: Pay one-third of the item's price in raw materials. Make a Craft check representing one week's work; the DC depends on the type of item being made (□). If the check succeeds: if the check result × the DC is equal to or greater than the item's price in silver pieces, then the item is completed. Otherwise the item is only partially completed, and you need to make another Craft check next week (and so on) until the cumulative total reaches the price of the item in silver pieces. If the check fails by 4 or less, you make no progress that week. If you fail by 5 or more, you must pay half the original raw material cost again. <i>Progress by the day</i>: You can make checks by the day instead of by the week; in this case, your progress (check result × the DC) is in copper pieces instead of silver pieces. <i>Masterwork items</i>: Create the masterwork component separately; the price is 300gp (weapon) or 150gp (armor/shield) and the Craft DC is 20. <i>Repairing an item</i>: Make checks against the same DC as for making the item. Cost of repairing an item is one-fifth of the item's price.
Action	Not applicable. Craft checks are made by the day or week.
Try Again	Yes, but each time you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.
Special	<ul style="list-style-type: none"> A dwarf has a +2 racial bonus on Craft checks related to stone or metal. A gnome has a +2 racial bonus to Craft (alchemy) checks. You may voluntarily add +10 to the indicated DC to craft an item (this allows you to craft the item more quickly). You must decide whether to increase the DC before making each weekly or daily check. To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. An alchemical lab grants a +2 circumstance bonus on Craft (alchemy) checks, but it does not affect the cost of any items made using the skill.
Synergy	<ul style="list-style-type: none"> 5 ranks in any Craft skill grants a +2 bonus on Appraise checks related to items made with that Craft skill.

Decipher Script [INT] (T) (p. 71)

Check	<ul style="list-style-type: none">• Base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.• If the check fails, the DM makes a DC 5 Wisdom check for you to see if you avoid drawing a false conclusion about the text.
Action	Deciphering the equivalent of a single page of script takes 1 minute (10 consecutive full-round actions).
Try Again	No.
Special	<ul style="list-style-type: none">• A character with the Diligent feat gains a +2 bonus on Decipher Script checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Decipher Script grants a +2 bonus on Use Magic Device checks related to scrolls.

Diplomacy [CHA] (p. 71)

Check	<ul style="list-style-type: none">• You can change the attitudes of NPCs with a successful Diplomacy check (☞ – <i>Influencing NPC Attitudes</i>, p. 72).• In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations where two advocates or diplomats plead opposite cases in a hearing before a third party.
Action	<ul style="list-style-type: none">• Changing others' attitudes generally takes at least 1 minute (10 consecutive full-round actions) or possibly significantly longer.• A rushed Diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.
Try Again	Optional, but not recommended because retries usually do not work.
Special	<ul style="list-style-type: none">• A half-elf has a +2 racial bonus on Diplomacy checks.• A character with the Negotiator feat gains a +2 bonus on Diplomacy checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Bluff, Knowledge (nobility and royalty) or Sense Motive grants a +2 bonus on Diplomacy checks.

Disable Device [INT] (T) (p. 72)

Check	<ul style="list-style-type: none">• DC depends on how tricky the device is (☞). At least a simple tool of the appropriate sort is required. Attempting a Disable Device check without a set of thieves' tools imposes a –2 circumstance penalty on the check. Masterwork thieves' tools provide a +2 circumstance bonus.• The DM makes the check secretly. If the check fails by 4 or less, you have failed but can try again. If it fails by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.• You can also rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).• It's possible to ruin many traps without making a Disable Device check (☞ – <i>Other Ways to Beat a Trap</i>, p. 73).
Action	Time required depends on the complexity of the task (☞).
Try Again	You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.
Special	<ul style="list-style-type: none">• A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it without disarming it.• A character with the Nimble Fingers feat gains a +2 bonus on Disable Device checks.
Restriction	<ul style="list-style-type: none">• Rogues (and other characters with the trapfinding class feature) can disarm magic traps. The DC is 25 + the level of the spell used to create it. Some spells (e.g. <i>spike growth</i> and <i>spike stones</i>) create magic traps that cannot be disabled using this skill.

Disguise [CHA] (p. 72)

Check	<ul style="list-style-type: none">• Changing your appearance requires at least a few props, some makeup, and some time. Using a disguise kit provides a +2 circumstance bonus on a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth of the original.• Your Disguise check is opposed by others' Spot checks. If you don't draw any attention to yourself, others do not get to make Spot checks.• You get only one Disguise check (made by the DM in secret) per use of the skill, even if several people are making Spot checks against it.• The effectiveness of your disguise depends in part on how much you're attempting to change your appearance (☞). If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (☞), and they are automatically considered to be suspicious of you (i.e. opposed checks are always required).
Action	Creating a disguise requires 1d3×10 minutes of work.
Try Again	Yes. You may redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.
Special	<ul style="list-style-type: none">• Magic that alters your form (e.g. <i>alter self</i>, <i>disguise self</i>, <i>polymorph</i>, or <i>shapechange</i>) grants a +10 bonus on the Disguise check. You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual with the <i>veil</i> spell. Divination magic that allows people to see through illusions (e.g. <i>true seeing</i>) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.• You must make a Disguise check when you cast a <i>simulacrum</i> spell to determine how good the likeness is.• A character with the Deceitful feat gains a +2 bonus on Disguise checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Bluff grants a +2 bonus on Disguise checks when you know you're being observed and you try to act in character.

Escape Artist [DEX] (AC) (p. 73)

Check	<ul style="list-style-type: none">• <i>Ropes</i>: Your Escape Artist check is opposed by the binder's Use Rope check. The binder gets a +10 bonus on his or her check.• <i>Manacles</i>: DC is set by the manacles' construction. Normal manacles are generally DC 30, masterwork manacles DC 35.• <i>Tight space</i>: DC 30 for getting through a space where your head fits but your shoulders don't. If the space is long (e.g. a chimney), multiple checks may be required.• <i>Net or spell</i>: DC 20 to escape from a net or an <i>animate rope</i>, <i>command plants</i>, <i>control plants</i>, or <i>entangle</i> spell. DC 23 to escape a <i>snare</i> spell.• <i>Grappler</i>: You can make an Escape Artist check opposed by the enemy's grapple check to escape from a grapple or a pinned condition.
Action	<ul style="list-style-type: none">• Escaping from rope bindings or other restraints (except a grapple) requires 1 minute of work. Squeezing through a tight space takes at least one minute; maybe longer, depending on how long the space is.• Escaping from a net or spell is a full-round action.• Escaping from a grapple or pin is a standard action.
Try Again	Varies. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.
Special	<ul style="list-style-type: none">• A character with the Agile feat gains a +2 bonus on Escape Artist checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Escape Artist grants a +2 bonus on Use Rope checks to bind someone.• 5 ranks in Use Rope grants a +2 bonus on Escape Artist checks when escaping from rope bonds.

Forgery [INT] (p. 74)

Check	<ul style="list-style-type: none">• Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person, you need only have seen a similar document before, and gain a +8 bonus on the check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of a particular person, a large sample of that person's handwriting is needed.• The DM makes the check secretly; no check is needed until someone examines the work. The check is opposed by the Forgery check of the person who examines the document, modified by how well the type of document or the handwriting is known to the reader (☞).
Action	Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.
Try Again	<ul style="list-style-type: none">• A retry is never possible after a particular reader detects a particular forgery (but the document might still fool someone else). The result of a Forgery check for a particular document must be used for every instance of a different reader examining that document.• No reader can attempt to detect a particular forgery more than once (even if he's suspicious about the document).
Special	<ul style="list-style-type: none">• A character with the Deceitful feat gains a +2 bonus on Forgery checks.
Restriction	<ul style="list-style-type: none">• You must be able to read and write the language in question. A barbarian can't learn the Forgery skill unless he has learned to read and write.

Gather Information [CHA] (p. 74)

Check	<ul style="list-style-type: none">• DC 10 to gain a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld (e.g. racial enmity, or your inability to speak the local language). The higher the check result, the better the information.• To find out about a specific rumor or item, or obtain a map, etc., the DC is 15 to 25, or even higher.
Action	Typically, 1d4+1 hours.
Try Again	Yes, but it takes time for each check, and you may draw attention to yourself if you repeatedly pursue the same information.
Special	<ul style="list-style-type: none">• A half-elf has a +2 racial bonus on Gather Information checks.• A character with the Investigator feat gains a +2 bonus on Gather Information checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Knowledge (local) grants a +2 bonus on Gather Information checks.

Handle Animal [CHA] (T) (p. 74)

- Check	<ul style="list-style-type: none"> • Handle an animal: Command an animal to perform a task or trick it knows. Base DC is 10; +2 if the animal is wounded or has taken any nonlethal damage or ability score damage. If the check succeeds, the animal performs the task or trick on its next action. • 'Push' an animal: Command an animal to perform a task or trick it doesn't know but is physically capable of performing; also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. Base DC is 25; +2 if the animal is wounded or has taken any nonlethal damage or ability score damage. If the check succeeds, the animal performs the task or trick on its next action. • Teach an animal a trick: Takes one week of work and a successful Handle Animal check against the indicated DC. An animal can learn a maximum of 3 tricks (if its INT score is 1) or 6 tricks (if its INT score is 2). Tricks include: <ul style="list-style-type: none"> <u>Trick</u> <u>DC</u> <u>Description</u> Attack 20 Animal attacks apparent enemies; you may point to a particular creature it is to attack. Normally an animal will attack only humanoids, monstrous humanoids, giants, or other animals; teaching it to attack all types of creatures counts as two tricks. Come 15 Animal comes to you, even it would not normally do so (e.g. following you onto a boat). Defend 20 Animal defends or is ready to defend you, even without any command given. You can command it to defend another character. Down 15 Animal breaks off from combat or otherwise backs down. Without this trick, an animal continues to fight until it must flee or its opponent is defeated. Fetch 15 Animal goes and gets something. If you do not point out a specific item, the animal fetches some random object. Guard 15 Animal stays in place and prevents others from approaching. Heel 15 Animal follows you closely, even to places where it wouldn't normally go. Perform 15 Animal performs a variety of simple tricks (e.g. sitting up, rolling over, roaring or barking, etc.). Seek 15 Animal moves into an area and looks around for anything obviously alive or animate. Stay 15 Animal stays in place, waiting for you to return. It does not challenge other creatures that come by, although it still defends itself if it needs to. Track 20 Animal tracks the scent presented to it. The animal must have the Scent ability. Work 15 Animal pushes or pulls a medium or heavy load. • Train an animal for a purpose: Teach an animal a package of tricks forming a general purpose. Takes one week per trick included in the package, but only one Handle Animal check is needed, against the indicated DC. An animal must have an INT score of 2 to learn a package containing more than three tricks. An animal can be trained for only one general purpose, although it may learn additional tricks if capable of it. Purposes include: <ul style="list-style-type: none"> <u>Purpose</u> <u>DC</u> <u>Description</u> Combat Riding 20 Includes the tricks attack, come, defend, down, guard, and heel. An animal trained for riding may be upgraded to combat riding with three weeks' work and a successful Handle Animal check (DC 20). The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and don't require any additional training. Fighting 20 Includes the tricks attack, down, and stay. Guarding 20 Includes the tricks attack, defend, down, and guard. Heavy Labor 15 Includes the tricks come and work. Hunting 20 Includes the tricks attack, down, fetch, heel, seek, and track. (The animal must have the Scent ability.) Performance 15 Includes the tricks come, fetch, heel, perform, and stay. Riding 15 Includes the tricks come, heel, and stay. • Rear a wild animal: Raise an animal from infancy so that it becomes domesticated. Base DC is 15 + the animal's HD. A handler can rear up to three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time as it is being raised, or it can be taught as a domesticated animal later.
- Action	<ul style="list-style-type: none"> • Handling an animal is a move action; pushing an animal is a full-round action. A druid or ranger can handle her animal companion as a free action and push it as a move action. • For tasks with a specific time frame (see above), you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear or train the animal fails and you need not spend the remainder of the time. If the check succeeds, you must invest the remainder of the time to complete the task. If the time is interrupted or the task not followed through to completion, this attempt to teach, rear or train the animal automatically fails.
- Try Again	Yes, except for training or rearing an animal.
- Special	<ul style="list-style-type: none"> • You can use this skill on a creature with INT 1 or 2 that is not an animal, but the DC increases by 5. Such creatures have the same limit on tricks as animals do. • A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion. In addition, the companion knows one or more bonus tricks, which don't count against the normal limit of tricks known and don't require any training time or Handle Animal checks to teach. • A character with the Animal Affinity feat gains a +2 bonus on Handle Animal checks.
- Synergy	• 5 ranks in Handle Animal grants a +2 bonus on Ride checks and wild empathy checks.
- Untrained	<ul style="list-style-type: none"> • You can use a Charisma check to handle and push domestic animals, but you can't teach, rear or train animals. • A druid or ranger can use a Charisma check to handle and push her animal companion, but can't teach, rear or train other nondomestic animals.

Heal [WIS] (p. 75)

- Check	<ul style="list-style-type: none"> • Provide first aid: DC 15 to stabilise a dying character. • Provide long-term care: DC 15 to allow the patient to recover hit points at twice the normal rate (2 hp/lvl or 2 ability score points for a full 8 hours of rest in a day, or 4 hp/lvl or 4 ability score points for each full day of complete rest). You can tend up to six patients at a time. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. • Treat wound from caltrop: DC 15 to remove the movement penalty (slowed to one-half base movement) from stepping on a caltrop. • Treat wound from spike growth or spike stones: Make a Heal check against the spell's save DC to remove the movement penalty (slowed to one-half base movement) from either of these spells. • Treat poison: To treat a single poisoned character, every time the character makes a saving throw against the poison's effects, make a Heal check. The character uses your check result or the saving throw result, whichever is higher. • Treat disease: To treat a single diseased character, every time the character makes a saving throw against the disease's effects, make a Heal check. The character uses your check result or the saving throw result, whichever is higher.
- Action	<ul style="list-style-type: none"> • Providing first aid, treating a caltrop wound, or treating poison is a standard action. • Treating a disease or tending a creature wounded by spike growth or spike stones takes 10 minutes of work. • Providing long-term care requires 8 hours of light activity.
- Try Again	Generally, you can't retry a Heal check without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the attempt is still alive.
- Special	<ul style="list-style-type: none"> • The use of a healer's kit grants a +2 circumstance bonus on Heal checks. • A character with the Self-Sufficient feat gains a +2 bonus on Heal checks.
- Synergy	• 5 ranks in Profession (herbalist) grants a +2 bonus on Heal checks.

Hide [DEX] (AC) (p. 76)

- Check	<ul style="list-style-type: none"> • Opposed by the Spot check of anyone who might see you. Can move up to one-half your normal speed and hide at no penalty. At a speed greater than one-half but less than normal, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging. • A size bonus or penalty applies to Hide checks based on your size category (□). • You need cover or concealment in order to attempt a Hide check. If people are observing you, even casually, you can't hide. If the observers are momentarily distracted (e.g. by a successful Bluff check to create a diversion), you can attempt a Hide check if you can get to a hiding place of some kind. The check is made at a -10 penalty, and the hiding place must be within 1 foot per rank you have in Hide. • Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself immediately after the shot.
- Action	Normally, none (Hide check made as part of movement). However, hiding immediately after a ranged attack (sniping) is a move action.
- Special	<ul style="list-style-type: none"> • An invisible character gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. • A character with the Stealthy feat gains a +2 bonus on Hide checks. • A 13th-level ranger can attempt to hide in any sort of natural terrain, even if it doesn't grant cover or concealment. A 17th-level ranger can do this even while being observed.

Intimidate [CHA] (p. 76)

Check	<ul style="list-style-type: none"> • <i>Change another's behaviour:</i> Your Intimidate check is opposed by the target's modified level check (1d20 + target's level or HD + target's WIS bonus (if any) + target's modifiers on saves against fear). If successful, you may treat the target as friendly (☺ – <i>Influencing NPC Attitudes</i>, p. 72), but only for the purpose of actions taken while it remains intimidated (i.e. the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated). The effect lasts until 1d6×10 minutes after the target leaves your presence. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile). If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts. • <i>Demoralize an opponent:</i> Make an Intimidate check opposed by the target's modified level check (see above). If you win, the target is shaken for 1 round. You can intimidate only an opponent that you threaten in melee combat and that can see you.
Action	<ul style="list-style-type: none"> • Changing another's behaviour requires 1 minute of interaction. • Intimidating an opponent in combat is a standard action.
Try Again	Optional, but not recommended because retries usually do not work.
Special	<ul style="list-style-type: none"> • You gain a +4 bonus on Intimidate checks for every size category that you are larger than your target, or take a –4 penalty for every size category you are smaller. • A character immune to fear cannot be intimidated, nor can a nonintelligent creature. • A character with the Persuasive feat gains a +2 bonus on Intimidate checks.
Synergy	<ul style="list-style-type: none"> • 5 ranks in Bluff grants a +2 bonus on Intimidate checks.

Jump [STR] (AC) (p. 77)

Check	<ul style="list-style-type: none"> • Your Jump check is modified by your speed: –6 penalty for every 10 ft. of speed less than 30 ft.; +4 bonus for every 10 ft. of speed over 30 ft. • If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If untrained, you land prone unless you beat the DC by 5 or more. • <i>Long jump:</i> Base DC is equal to the distance jumped (in feet). At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. For jumping over a pit or chasm, if you fail by less than 5, you can make a DC 15 Reflex save to grab the far edge of the gap; getting up then requires a move action and a DC 15 Climb check. • <i>High jump:</i> Base DC is equal to the distance jumped (in feet) × 4. For jumping up to grab something, if you succeed on the Jump check, you can pull yourself up with a move action and a DC 15 Climb check. • The maximum vertical reach (the height a creature can reach without jumping) depends on its size category (☹). For this purpose, quadrupeds are treated as being one size category smaller than their actual size. • For a long jump or high jump, the DC is doubled if you do not get a running start of at least 20 ft. • <i>Hop up:</i> DC 10 to jump up onto an object as tall as your waist. This counts as 10 ft. of movement. • <i>Jump down:</i> DC 15 to treat a fall as 10 feet shorter than it actually is. • Distance moved by jumping is counted against your normal maximum movement in a round.
Action	None; a Jump check is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.
Special	<ul style="list-style-type: none"> • Effects that increase your movement also increase your jumping distance, since your check is modified by your speed. • A halfling gains a +2 racial bonus on Jump checks. • A character with the Run feat gains a +4 bonus on Jump checks for jumps made after a running start. • A character with the Acrobatic feat gains a +2 bonus on Jump checks.
Synergy	<ul style="list-style-type: none"> • 5 ranks in Tumble grants a +2 bonus on Jump checks. • 5 ranks in Jump grants a +2 bonus on Tumble checks.

Knowledge (field of study) [INT] (T) (p. 78)

Check	<ul style="list-style-type: none"> • Fields of study include: <ul style="list-style-type: none"> Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts) Architecture and Engineering (buildings, aqueducts, bridges, fortifications) Dungeoneering (abberations, caverns, oozes, spelunking) Geography (lands, terrain, climate, people, customs) History (royalty, wars, colonies, migrations, founding of cities) Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids) Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin) Nobility and Royalty (lineages, heraldry, customs, family trees, mottoes, personalities, laws) Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead) The Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes) • Answering a question within your field of study has a DC of 10 (really easy questions), 15 (basic questions), or 20 to 30 (really tough questions). • To identify monsters and their special powers or vulnerabilities, make a relevant Knowledge check against a DC of 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which you exceed the DC, the DM can give another piece of useful information.
Action	Usually none; making a Knowledge check doesn't take an action – you simply know the answer or you don't.
Try Again	No.
Synergy	<ul style="list-style-type: none"> • 5 ranks in Knowledge (arcana) grants a +2 bonus on Spellcraft checks. • 5 ranks in Knowledge (architecture and engineering) grants a +2 bonus on Search checks made to find secret doors or hidden compartments. • 5 ranks in Knowledge (dungeoneering) grants a +2 bonus on Survival checks made while underground. • 5 ranks in Knowledge (geography) grants a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards. • 5 ranks in Knowledge (history) grants a +2 bonus on bardic knowledge checks. • 5 ranks in Knowledge (local) grants a +2 bonus on Gather Information checks. • 5 ranks in Knowledge (nature) grants a +2 bonus on Survival checks made in aboveground natural environments. • 5 ranks in Knowledge (nobility and royalty) grants a +2 bonus on Diplomacy checks. • 5 ranks in Knowledge (religion) grants a +2 bonus on turning checks against undead. • 5 ranks in Knowledge (the planes) grants a +2 bonus on Survival checks made while on other planes. • 5 ranks in Survival grants a +2 bonus on Knowledge (nature) checks.
Untrained	An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Listen [WIS] (p. 78)

Check	<ul style="list-style-type: none"> • Your Listen check is either made against a DC reflecting how quiet the noise is that you might hear (modified by the distance to the noise and the presence of any barriers such as walls or doors in between) (☹), or it is opposed by your target's Move Silently check. The DM may decide to make the Listen check for you. • When listening to people talking (base DC 0) or whispering (base DC 15), if you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.
Action	<ul style="list-style-type: none"> • Every time you have a chance to hear something in a reactive manner (e.g. when someone makes a noise or you move into a new area), you can make a Listen check without using an action. • Trying to hear something you failed to hear previously is a move action.
Try Again	Yes. You can try to hear something that you failed to hear previously with no penalty.
Special	<ul style="list-style-type: none"> • When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the individuals' Listen checks. • A fascinated creature takes a –4 penalty on Listen checks made as reactions. • A character with the Alertness feat gains a +2 bonus on Listen checks. • A ranger gains a bonus on Listen checks when using this skill against a favored enemy. • An elf, gnome or halfling has a +2 racial bonus on Listen checks. • A half-elf has a +1 racial bonus on Listen checks. • A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

Move Silently [DEX] (AC) (p. 79)

Check	<ul style="list-style-type: none">Opposed by the Listen check of anyone who might hear you. Can move up to one-half your normal speed at no penalty. At a speed greater than one-half but less than normal, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.When moving across a noisy surface (e.g. scree, shallow/deep bog, undergrowth, dense rubble) you take a -2 penalty on your Move Silently check. A very noisy surface (e.g. dense undergrowth, deep snow) imposes a -5 penalty.
Action	None; a Move Silently check is included in your movement or other activity.
Special	<ul style="list-style-type: none">The master of a cat familiar or an owl familiar gains a +3 bonus on Move Silently checks when the familiar is within 1 mile.A halfling has a +2 racial bonus on Move Silently checks.A character with the Stealthy feat gains a +2 bonus on Move Silently checks.

Open Lock [DEX] (T) (p. 79)

Check	<ul style="list-style-type: none">DC varies from 20 to 40 depending on the quality of the lock (🔒). At least a simple tool of the appropriate sort is required. Attempting an Open Lock check without a set of thieves' tools imposes a -2 circumstance penalty on the check, even if a simple tool is employed. Masterwork thieves' tools provide a +2 circumstance bonus.
Action	Opening a lock is a full-round action.
Special	<ul style="list-style-type: none">A character with the Nimble Fingers feat gains a +2 bonus on Open Lock checks.
Untrained	You cannot pick locks untrained, but you might successfully force them open (see PHB p.165 – <i>Smashing an Object</i>).

Perform (category) [CHA] (p. 79)

Check	<ul style="list-style-type: none">Categories are subskills, each with their own number of ranks. Suggested categories include:<ul style="list-style-type: none">Act (comedy, drama, mime)Comedy (buffoonery, limericks, joke-telling)Dance (ballet, waltz, jig)Keyboard instruments (harpsichord, piano, pipe organ)Oratory (epic, ode, storytelling)Percussion instruments (bells, chimes, drums, gong)String instruments (fiddle, harp, lute, mandolin)Wind instruments (flute, pan pipes, recorder, shawm, trumpet)Sing (ballad, chant, melody)DC depends on the type of performance required or desired (🎭).A masterwork musical instrument gives a +2 circumstance bonus on Perform checks that involve its use.
Action	<ul style="list-style-type: none">Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance (DM's discretion).The bard's special Perform-based abilities are described in that class's description (see PHB p. 29).
Try Again	Yes, but retries don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances (increase the DC by 2 for each previous failure).
Special	<ul style="list-style-type: none">A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his <i>fascinate</i> ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his <i>suggestion</i> ability, 12 ranks to inspire greatness, 15 ranks to use his <i>song of freedom</i> ability, 18 ranks to inspire heroics, and 21 ranks to use his <i>mass suggestion</i> ability. See PHB, p. 29.In addition to using the Perform skill, you can entertain people with <i>sleight of hand</i>, tumbling, tightrope walking, and spells (especially illusions).

Profession (vocation) [WIS] (T) (p. 80)

Check	<ul style="list-style-type: none">Vocations include apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herder, hunter, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, etc.<i>Earning a living</i>: you can earn half your Profession check result in gold pieces per week of dedicated work.<i>Specialized task</i>: DC set by the DM depending on the task and situation.
Action	Not applicable. A single check generally represents a week of work.
Try Again	An attempt to use a Profession skill to earn an income cannot be retried. An attempt to accomplish some specific task can usually be retried.
Untrained	Untrained laborers and assistants earn an average of 1 silver piece per day.

Ride (mount-type) [DEX] (p. 80)

Check	<ul style="list-style-type: none">If you attempt to ride a creature that is ill-suited as a mount (e.g. most bipeds), you take a -5 penalty on your Ride checks.Typical riding actions don't require checks; you can saddle, mount, ride and dismount from a mount without a problem. The following actions do require checks.<i>Guide with knees</i> (DC 5): You can use both hands in combat. Make check at start of your turn; if you fail, you can only use one hand this round.<i>Stay in saddle</i> (DC 5): Avoid falling when your mount rears or bolts unexpectedly or when you take damage.<i>Fight with warhorse</i> (DC 10): If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally.<i>Cover</i> (DC 15): You can drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If the Ride check fails, you don't get the cover benefit.<i>Soft fall</i> (DC 15): You take no damage when you fall off a mount (e.g. when it is killed or when it falls). If the Ride check fails, you take 1d6 falling damage.<i>Leap</i> (DC 15): Your mount can leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier (whichever is lower) to see how far it can jump. If your Ride check fails, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6).<i>Spur mount</i>: Successful Ride check increases the mount's speed by 10 ft. for 1 round but deals 1 hp damage to the creature. You can use this ability once per round, but each consecutive round of additional speed deals twice as much damage to the mount (i.e. 2 hp, 4 hp, 8 hp, etc.).<i>Control mount in battle</i> (DC 20): Attempt to control a light horse, pony, heavy horse, or other mount not trained in combat riding while in battle. If the Ride check fails, you can do nothing else in that round. This check is not needed for warhorses or warponies.<i>Fast mount or dismount</i> (DC 20; armor check penalty applies): Attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If the Ride check fails, mounting or dismounting is a move action.
Action	<ul style="list-style-type: none"><i>Move action</i>: normal mount or dismount, spur mount, control mount in battle.<i>Free action</i>: fight with warhorse, fast mount or dismount.<i>Not an action at all</i>: guide with knees, stay in saddle, cover, soft fall.<i>Not an action, but is part of the mount's movement</i>: leap.
Special	<ul style="list-style-type: none">If you are riding bareback, you take a -5 penalty on Ride checks.If your mount has a military saddle, you get a +2 circumstance bonus on Ride checks related to staying in the saddle.The Ride skill is a prerequisite for the feats Mounted Combat, Mounted Archery, Trample, Ride-By Attack, and Spirited Charge.A character with the Animal Affinity feat gains a +2 bonus on Ride checks.
Synergy	<ul style="list-style-type: none">5 ranks in Handle Animal grants a +2 bonus on Ride checks.

Search [INT] (p. 81)

Check	<ul style="list-style-type: none">DC varies depending on how well-hidden the object of the search is (🔍). You generally must be within 10 ft. of the object/surface to be searched.
Action	It takes a full-round action to search a 5 ft. x 5 ft. area or a volume of goods 5 ft. on a side.
Special	<ul style="list-style-type: none">An elf has a +2 racial bonus on Search checks, and a half-elf has a +1 racial bonus. An elf (but not a half-elf) who simply passes within 5 ft. of a secret or concealed door can make a Search check to find that door.A character with the Investigator feat gains a +2 bonus on Search checks.Active abjuration spells within 10 ft. of each other for 24 hours create barely-visible energy fluctuations, which grant a +4 bonus on Search checks to locate such abjuration spells.
Synergy	<ul style="list-style-type: none">5 ranks in Search grants a +2 bonus on Survival checks to follow tracks.5 ranks in Knowledge (architecture and engineering) grants a +2 bonus on Search checks to find secret doors or hidden compartments.
Restriction	<ul style="list-style-type: none">Only a rogue (or a cleric under the influence of a <i>find traps</i> spell) can use the Search skill to find a trap with a DC higher than 20.A dwarf (even a non-rogue) can use the Search skill to find a trap with a DC higher than 20 if it is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonemasonry ability.

Sense Motive [WIS] (p. 81)

Check	<ul style="list-style-type: none"> A successful check lets you avoid being bluffed (see Bluff skill, p. 67). <i>Hunch</i> (DC 20): Make a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong (e.g. you're taking to an impostor). Alternatively, you can get the feeling that someone is trustworthy. <i>Sense Enchantment</i> (DC 25): You can tell that someone's behavior is being influenced by an enchantment effect, even if that person isn't aware of it. If the target is <i>dominated</i>, the DC is only 15 because of the limited range of the target's activities. <i>Discern secret message</i>: You may detect that a hidden message is being transmitted via the Bluff skill. Your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information related to the message that you are missing, you take a -2 penalty on the check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.
Action	Trying to gain information takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you. The DM may decide to make your Sense Motive check secretly.
Try Again	No, although you may make a Sense Motive check for each Bluff check made against you.
Special	<ul style="list-style-type: none"> A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy. A character with the <i>Negotiator</i> feat gains a +2 bonus on Sense Motive checks.
Synergy	5 ranks in Sense Motive grants a +2 bonus on Diplomacy checks.

Pick Pocket Sleight of Hand [DEX] (AC) (T) (p. 81)

Check	<ul style="list-style-type: none"> DC 10 to palm a coin-sized, unattended object, or perform a minor feat of legerdemain (e.g. making a coin disappear). When under close observation, your Sleight of Hand check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. You can hide a small object (including a light weapon or easily-concealed range weapon) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you (in this case, the searcher gains a +4 bonus on the Search check). A dagger grants a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object (e.g. a coin, shuriken, or ring) grants a +4 bonus on your Sleight of Hand check to conceal it. Heavy or baggy clothing (e.g. a cloak) grants a +2 bonus on the check. Drawing a hidden weapon is a standard action and does not provoke an attack of opportunity. DC 20 to try to take something from another person. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. You can use Sleight of Hand to entertain an audience as though you were using the Perform skill, with legerdemain, juggling, etc.
Action	Normally a standard action. However, you can perform a Sleight of Hand check as a free action by taking a -20 penalty on the check.
Try Again	Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your first attempt) increases the DC for the task by 10.
Special	A character with the <i>Deft Hands</i> feat gains a +2 bonus on Sleight of Hand checks.
Synergy	5 ranks in Bluff grants a +2 bonus on Sleight of Hand checks.
Untrained	An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Speak Language [none] (T) (p. 82)

Check	<ul style="list-style-type: none"> You start at 1st level knowing one or two languages (according to your race) plus a number of bonus languages equal to your INT bonus. You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose another language you can speak. You don't make Speak Language checks. You either know a language or you don't. A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet (☞).
Action	Not applicable.
Try Again	Not applicable. There are no Speak Language checks to fail.

Spellcraft [INT] (T) (p. 82)

Check	<ul style="list-style-type: none"> DC 10 + spell level to identify a <i>glyph of warding</i> or <i>symbol</i> spell when using <i>read magic</i>. No action required. No retry. DC 15 + spell level to identify a spell being cast (you must see or hear the spell's verbal or somatic components). No action required. No retry. DC 15 + spell level to learn a spell from a spellbook or scroll (wizard only). Requires 8 hours. No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). DC 15 + spell level to prepare a spell from a borrowed spellbook (wizard only). No extra time required. One try per day. DC 15 + spell level to, when using <i>detect magic</i>, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required. Retries allowed. DC 20 to draw a diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> spell. Requires 10 minutes. No retry. The DM makes this check. DC 20 + spell level to identify a spell that's already in place and in effect (you must be able to see or detect the effects of the spell). No action required. No retry. DC 20 + spell level to identify materials created or shaped by magic. No action required. No retry. DC 20 + spell level to decipher a written spell (e.g. a scroll) without using <i>read magic</i>. Requires a full-round action. One try per day. DC 25 to identify a potion. Requires 1 minute. No retry. DC 25 + spell level to, after rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry. DC 30 or higher to understand a strange or unique magical effect (e.g. the effects of a magic stream). Time required varies. No retry.
Action	Varies, as noted above.
Try Again	Varies, as noted above.
Special	<ul style="list-style-type: none"> A specialist wizard gets a +2 bonus on Spellcraft checks when dealing with a spell or effect from his specialty school. He suffers a -5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible). A character with the <i>Magical Aptitude</i> feat gains a +2 bonus on Spellcraft checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Knowledge (arcana) grants a +2 bonus on Spellcraft checks. 5 ranks in Use Magic Device grants a +2 bonus on Spellcraft checks related to scrolls. 5 ranks in Spellcraft grants a +2 bonus on Use Magic Device checks related to scrolls. Certain spells (e.g. <i>detect magic</i>) allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

Spot [WIS] (p. 83)

Check	<ul style="list-style-type: none"> To detect a hiding creature, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a Spot check is necessary to notice a creature that is not intentionally hiding, but is still difficult to see. A Spot check result higher than 20 generally lets you become aware of an invisible creature near you (though you can't actually see it). A successful Spot check lets you see through a disguise (see Disguise skill, p. 72). The DM may call for Spot checks to determine the distance at which an encounter begins. A penalty applies of -1 per 10 ft. of distance between the individuals or groups involved, with an additional -5 penalty if a character is distracted (not concentrating on being observant). Read Lips: You must be within 30 ft. of the speaker, be able to see him or her speak, and understand the speaker's language. Base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If the Spot check succeeds, you can understand the general content of a minute's worth of speaking (but you usually still miss certain details). If you fail by 4 or less, you can't read the speaker's lips. If you fail by 5 or more, you draw some incorrect conclusion about the speech. The DM makes the check secretly.
Action	<ul style="list-style-type: none"> Every time you have a chance to spot something in a reactive manner (e.g. when someone tries to sneak past you while hidden or you move into a new area), you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.
Try Again	Yes. You can try to spot something that you failed to see previously with no penalty. You can attempt to read lips once per minute.
Special	<ul style="list-style-type: none"> A fascinated creature takes a -4 penalty on Spot checks made as reactions. A character with the Alertness feat gains a $+2$ bonus on Spot checks. A ranger gains a bonus on Spot checks when using this skill against a favored enemy. An elf has a $+2$ racial bonus on Spot checks. A half-elf has a $+1$ racial bonus on Spot checks. The master of a hawk familiar gains a $+3$ bonus on Spot checks in daylight or other lighted areas when the familiar is within 1 mile. The master of an owl familiar gains a $+3$ bonus on Spot checks in shadowy or other darkened areas when the familiar is within 1 mile.

Wilderness-Lore Survival [WIS] (p. 83)

Check	<ul style="list-style-type: none"> <i>Get along in the wild:</i> DC 10 to move up to one-half of your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10. <i>Fortitude save bonus:</i> DC 15 to gain a $+2$ bonus on all Fortitude saves against severe weather while moving up to one-half of your overland speed, or gain a $+4$ bonus if you remain stationary. You may grant the same bonus to one other person for every 1 point by which your check result exceeds 15. <i>Keep from getting lost or avoid natural hazards:</i> DC 15. <i>Weather prediction:</i> DC 15 to predict the weather up to 24 hours in advance. For every 5 points by which your check result exceeds 15, you can predict the weather for an additional day in advance. <i>Follow tracks:</i> DC varies; see the Track feat (PHB p. 101).
Action	Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and may take longer (at the DM's discretion).
Try Again	<ul style="list-style-type: none"> For getting along in the wild or gaining the Fortitude save bonus, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.
Restriction	While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.
Special	<ul style="list-style-type: none"> If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself. A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy. A character with the Self-Sufficient feat gains a $+2$ bonus on Survival checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Survival grants a $+2$ bonus on Knowledge (nature) checks. 5 ranks in Knowledge (dungeoneering) grants a $+2$ bonus on Survival checks made while underground. 5 ranks in Knowledge (geography) grants a $+2$ bonus on Survival checks made to keep from getting lost or to avoid natural hazards. 5 ranks in Knowledge (nature) grants a $+2$ bonus on Survival checks made in aboveground natural environments. 5 ranks in Knowledge (the planes) grants a $+2$ bonus on Survival checks made on other planes. 5 ranks in Search grants a $+2$ bonus on Survival checks to find or follow tracks.

Swim [STR] (AC) (p. 84)

Check	<ul style="list-style-type: none"> Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater. DC depends on the water: 10 for calm water, 15 for rough water, 20 for stormy water. You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted. If you are underwater, you must hold your breath. You can hold your breath for a number of rounds equal to your CON score, but only if you do nothing other than take move actions or free actions. If you take a standard action or full-round action, the remainder of the duration for which you can hold your breath is reduced by 1 round. After that period of time, you must make a CON check every round to continue holding your breath. The DC starts at 10 and increases by 1 each round. If you fail this check, you begin to drown. Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.
Action	A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half of your speed as a full-round action.
Special	<ul style="list-style-type: none"> Swim checks are subject to double the normal armor check penalty and encumbrance penalty. A character with the Athletic feat gains a $+2$ bonus on Swim checks. A character with the Endurance feat gains a $+4$ bonus on Swim checks made to avoid taking nonlethal damage from fatigue. A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a $+8$ racial bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. It can use the run action while swimming, provided that it swims in a straight line.

Tumble [DEX] (AC) (T) (p. 84)

Check	<ul style="list-style-type: none"> You can't use this skill if your speed has been reduced by armor or encumbrance. DC 15 to treat a fall as if it were 10 feet shorter than it really is when determining damage. DC 15 to tumble up to 20 feet at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you move past them (player's choice of order in case of a tie). Each additional enemy after the first adds $+2$ to the Tumble DC. DC 25 to tumble up to 20 feet at one-half speed through an area occupied by an enemy as part of normal movement (over, under or around the opponent), provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds $+2$ to the Tumble DC. Add the appropriate modifiers for tumbling through a difficult surface: $+2$ (lightly obstructed); $+5$ (severely obstructed); $+2$ (lightly slippery); $+5$ (severely slippery); $+2$ (sloped or angled). These modifiers stack. Accelerated tumbling: By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of at one-half your speed.
Action	Not applicable; tumbling is part of movement.
Try Again	Usually, no.
Special	<ul style="list-style-type: none"> 5 ranks in Tumble grants a $+3$ dodge bonus to AC when fighting defensively instead of the usual $+2$ dodge bonus to AC. 5 ranks in Tumble grants a $+6$ dodge bonus to AC when executing the total defense standard action instead of the usual $+4$ dodge bonus to AC. A character with the Acrobatic feat gains a $+2$ bonus on Tumble checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Tumble grants a $+2$ bonus on Balance and Jump checks. 5 ranks in Jump grants a $+2$ bonus on Tumble checks.

Use Magic Device [CHA] (T) (p. 85)

– Check	<ul style="list-style-type: none"> Use this skill to read a spell or activate a magic item, as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment. Make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation check once per hour. You must consciously choose which requirement to emulate when you are making an emulation check. <i>Activate blindly</i>: DC 25 to activate an item that requires a special word/thought/action without using or even knowing it. You must perform some equivalent activity (speak, wave the item around, or otherwise attempt to get it to activate). You get a special +2 bonus on the check if you have activated this item at least once before. If you fail by 10 or more, you suffer a mishap (DM's discretion) – by default, the item affects the wrong target or uncontrolled magical energy is released, dealing 2d6 damage to you. (This is in addition to the mishap chance you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.) <i>Decipher a written spell</i>: DC 25 + spell level; as for deciphering a written spell with the Spellcraft skill. Requires 1 minute of concentration. <i>Emulate an ability score</i>: To cast a spell from a scroll, you need a high score in the relevant ability (INT, WIS, or CHA). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the relevant ability, you don't need to make this check. <i>Emulate an alignment</i>: DC 30 to use an item as if you were of an alignment of your choice. You can emulate only one alignment at a time. <i>Emulate a class feature</i>: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class if your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class; it simply lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check. <i>Emulate a race</i>: DC 25 to use an item as if you were of a race of your choice. You can emulate only one race at a time. <i>Use a scroll (or other spell completion item)</i>: Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. This skill allows you to use a scroll as if you had a particular spell on your class spell list. The DC is 20 + the caster level of the spell. If you are casting a spell from a scroll, you have to decipher it first. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the relevant ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate check (see above). <i>Use a wand or staff (or other spell trigger item)</i>: Normally, to use a wand, you must have the wand's spell on your class spell list. This skill allows you to use a wand as if you had a particular spell on your class spell list. The DC is 20.
Action	None. The Use Magic Device check is made as part of the action (if any) required to activate the item.
Try Again	Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.
– Special	<ul style="list-style-type: none"> You cannot take 10 with this skill. You cannot aid another on Use Magic Device checks. Only the user of the item may attempt such a check. A character with the Magical Aptitude feat gains a +2 bonus on Use Magic Device checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Spellcraft grants a +2 bonus on Use Magic Device checks related to scrolls. 5 ranks in Decipher Script grants a +2 bonus on Use Magic Device checks related to scrolls. 5 ranks in Use Magic Device grants a +2 bonus on Spellcraft checks made to decipher spells on scrolls.

Use Rope [DEX] (p. 86)

– Check	<ul style="list-style-type: none"> <i>Tie a firm knot</i>: DC 10. <i>Secure a grappling hook</i>: Base DC 10, +2 for every 10 ft. the grappling hook is thrown, to a maximum DC of 20 at 50 ft. Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the hook initially holds, but comes loose after 1d4 rounds of supporting weight. (The DM should make this check secretly.) <i>Tie a special knot</i> (e.g. one that slips, slides slowly, or loosens with a tug): DC 15. <i>Tie a rope around yourself one-handed</i>: DC 15. <i>Splice two ropes together</i>: DC 15. <i>Bind a character</i>: Any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus on this check. You don't even make your Use Rope check until someone tries to escape.
– Action	<ul style="list-style-type: none"> Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.
– Special	<ul style="list-style-type: none"> A silk rope grants a +2 circumstance bonus on Use Rope checks. If you cast an <i>animate rope</i> spell on a rope, you gain a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack. A character with the Deft Hands feat gains a +2 bonus on Use Rope checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Escape Artist grants a +2 bonus on Use Rope checks to bind someone. 5 ranks in Use Rope grants a +2 bonus on Escape Artist checks when escaping from rope bonds. 5 ranks in Use Rope grants a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

D&D 3.5 – FEATS

This is a summary of Chapter 5 (*Feats*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '–' in the left hand margin signifies a feat that has changed; '*' signifies a new feat.

(F) This feat may be selected as a bonus feat by a fighter.

(*) This feat may be taken multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon, skill, school of magic, or selection of spells.

(+) This feat may be taken multiple times. Its effects stack.

Proficiency with Armor and Shields

- A character who is wearing armor or using a shield with which he or she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Prerequisites	Name	Details	Pg.
	Armor Proficiency (light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Swim, and Tumble checks.	89
–	• Armor Proficiency (light)	Armor Proficiency (medium)	
	• Armor Proficiency (medium)	Armor Proficiency (heavy)	
	Shield Proficiency	You can use a shield and suffer only the standard penalties (see PHB p.123). <ul style="list-style-type: none"> Automatic for all classes except rogues, wizards, sorcerers and monks. Druids may use only wooden shields. 	100
*	• Shield Proficiency	Tower Shield Proficiency	101
*	• Shield Proficiency	Improved Shield Bash (F)	96

Proficiency with Weapons

- A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

–		Simple Weapon Proficiency	Make attack rolls with all simple weapons normally. <ul style="list-style-type: none"> Automatic for all classes except druids, monks, rogues, and wizards; these are initially proficient with only a selection of simple weapons (check their individual class descriptions). 	100
		Martial Weapon Proficiency (*) (weapon)	Make attack rolls with the selected weapon normally. <ul style="list-style-type: none"> Martial Weapon Proficiency (for all weapons) is automatic for barbarians, fighters, paladins, and rangers. Bards, druids, monks and rogues are initially proficient with a selection of martial and/or exotic weapons (check their individual class descriptions). A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains automatically receives the Martial Weapon Proficiency and Weapon Focus feats for that weapon. 	97
	• B.A.B. +1 • STR 13 (bastard sword or dwarven waraxe)	Exotic Weapon Proficiency (F)(*) (weapon)		94
–	• B.A.B. +1	Weapon Finesse (F)	With a light weapon, rapier, whip, or spiked chain (made for a creature of your size category), you can use your DEX modifier in place of STR when making attack rolls. <ul style="list-style-type: none"> If you carry a shield, its armor check penalty applies to your attack rolls. This feat need only be taken once – it can be used with all applicable weapons. 	102
	• B.A.B. +1 • Proficiency with selected weapon	Weapon Focus (F)(*) (weapon)	You gain a +1 bonus on all attack rolls made with the selected weapon. <ul style="list-style-type: none"> You can choose "unarmed strike" or "grapple" (or "ray", if you are a spellcaster) as the selected weapon for this feat. 	102
–	• Weapon Focus (weapon) • Fighter level 4	Weapon Specialization (F)(*) (weapon)	You gain a +2 bonus on all damage rolls made with the selected weapon. <ul style="list-style-type: none"> For ranged weapons, the bonus applies only if the target is within 30 ft. 	102
*	• Weapon Focus (weapon) • Fighter level 8	Greater Weapon Focus (F)(*) (weapon)	You gain a +1 bonus on all attack rolls made with the selected weapon. <ul style="list-style-type: none"> Stacks with other bonuses, including the one from Weapon Focus. 	95
*	• Weapon Spec. (weapon) • Greater Weapon Focus (weapon) • Fighter level 12	Greater Weapon Specialization (F)(*) (weapon)	You gain a +2 bonus on all damage rolls made with the selected weapon. <ul style="list-style-type: none"> Stacks with other bonuses, including the one from Weapon Specialization. 	95
–	• B.A.B. +8 • Proficiency with selected weapon	Improved Critical (F)(*) (weapon)	When using the selected weapon, its critical threat range is doubled. <ul style="list-style-type: none"> This effect doesn't stack with any other effect that expands the threat range of a weapon (e.g. the <i>keen edge</i> spell). 	95

Improved Speed of Action

Prerequisites	Name	Details	Pg.
	Improved Initiative (F)	You get a +4 bonus on Initiative checks.	96
– • B.A.B. +1	Quick Draw (F)	You can draw a weapon as a free action, or draw a hidden weapon as a move action. <ul style="list-style-type: none"> You may throw weapons at your full normal rate of attacks (as for attacking with a bow). <i>Without this feat:</i> You may only draw a weapon as a move action, or (if your B.A.B. is +1 or higher) as a free action as part of movement. Drawing a hidden weapon is a standard action. 	98
* • Proficiency with selected crossbow type (hand, light or heavy)	Rapid Reload (F)(*) (crossbow type)	Reload time for the selected type of crossbow is reduced to a free action (hand or light crossbow) or a move action (heavy crossbow). <ul style="list-style-type: none"> Reloading a crossbow still provokes an attack of opportunity. For a hand or light crossbow, you may fire the weapon as many times in a full attack action as you could attack if you were using a bow. <i>Without this feat:</i> You need a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow. 	99

Melee Combat

	Blind-Fight (F)	In melee, if you miss because of concealment, you may reroll the concealment miss chance percentile roll (once per attack). <ul style="list-style-type: none"> An invisible attacker gets no advantages related to hitting you in melee (no +2 attack bonus, and you don't lose your DEX bonus to AC). You take only half the usual penalty to movement for being unable to see; darkness and poor visibility reduce your speed to three-quarters, instead of one-half. This feat is of no use against the subject of a <i>blink</i> spell. <i>Without this feat:</i> Standard attack modifiers for invisible attackers apply (and you lose your DEX bonus to AC), as do penalties for darkness and poor visibility. 	89	
–	Combat Reflexes (F)	You may make a number of additional attacks of opportunity (up to your DEX bonus) each round. <ul style="list-style-type: none"> You may make attacks of opportunity while flat-footed. You can still only make one attack of opportunity per opportunity. This feat does not allow a rogue to use the opportunist special ability more than once per round. This feat may be selected as a bonus feat by a monk at 2nd level. <i>Without this feat:</i> You may make only one attack of opportunity per round, and cannot make attacks of opportunity while flat-footed. 	92	
	• DEX 13	Dodge (F)	During your action, designate an opponent and receive a +1 dodge bonus to AC against a designated opponent. <ul style="list-style-type: none"> You can select a new opponent on any action. 	93
	• Dodge	Mobility (F)	You gain +4 dodge bonus to AC against attacks of opportunity caused by moving out of or within a threatened area.	98
–	• Mobility • B.A.B. +4	Spring Attack (F)	When using the attack action with a melee weapon, you can move both before and after the attack (provided that the total distance moved is not greater than your speed) without provoking an attack of opportunity from the defender you attack. <ul style="list-style-type: none"> You may still provoke attacks of opportunity from other creatures. You cannot use this feat if you are wearing heavy armor. You must move at least 5 ft. both before and after you make your attack. 	100
–	• INT 13	Combat Expertise (Expertise) (F)	You can take a penalty on your attack roll and add the same number (up to your B.A.B., max. +5) as a dodge bonus to your AC. <ul style="list-style-type: none"> This feat can only be used when you choose the attack or full attack action in melee. The changes to attack rolls and armor class last until your next action. <i>Without this feat:</i> You can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to AC. 	92
–	• Combat Expertise	Improved Disarm (F)	You do not provoke an attack of opportunity when attempting to disarm an opponent; you also gain a +4 bonus on the opposed attack roll you make to disarm the opponent. <ul style="list-style-type: none"> The opponent gets no chance to disarm you if your disarm attempt fails. This feat may be selected as a bonus feat by a monk at 6th level (even lacking the prerequisites). <i>Without this feat:</i> The normal disarm rules apply (see PHB p.155). 	95
*	• Combat Expertise	Improved Feint (F)	You can make a Bluff check to feint in combat (see PHB p.155) as a move action. <ul style="list-style-type: none"> <i>Without this feat:</i> Feinting in combat is a standard action. 	95
–	• Combat Expertise	Improved Trip (F)	You do not provoke an attack of opportunity when attempting to trip an opponent while unarmed; you also gain a +4 bonus on the Strength check to trip the opponent. <ul style="list-style-type: none"> If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt. This feat may be selected as a bonus feat by a monk at 6th level (even lacking the prerequisites). <i>Without this feat:</i> The normal trip rules apply (see PHB p.158). 	96
–	• Combat Expertise • Spring Attack	Whirlwind Attack (F)	On a full attack action, you can give up your regular attacks and instead make one melee attack at your full attack bonus against each opponent within reach <ul style="list-style-type: none"> When using this feat, you forfeit any bonus or extra attacks granted by other feats or abilities (e.g. <i>Cleave</i> or <i>haste</i>). 	102

-	• STR 13	Power Attack	(F)	You can subtract an amount (up to your B.A.B.) from all melee attack rolls and add the same number to all melee damage rolls. <ul style="list-style-type: none"> This feat must be used on your action, before making any attack rolls. The penalty on attacks and bonus on damage applies until your next turn. If attacking with a two-handed weapon, add twice the number subtracted from the attack roll to the damage. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except for unarmed strikes and natural weapons), although the penalty to attack rolls still applies. 	98
-	• Power Attack	Improved Bull Rush	(F)	When performing a bull rush, you do not provoke an attack of opportunity from the defender; you also gain a +4 bonus on the opposed Strength check made to push back the defender.	95
*	• Power Attack	Improved Overrun	(F)	When you attempt to overrun an opponent, the target may not choose to avoid you; you also gain a +4 bonus on the Strength check to knock down the opponent. <ul style="list-style-type: none"> <i>Without this feat:</i> The target of an overrun can choose to avoid you or to block you. 	96
-	• Power Attack	Improved Sunder	(F)	When you strike at an object held or carried by an opponent (e.g. a weapon or shield), you do not provoke an attack of opportunity; you also gain a +4 bonus on any attack roll made to attack an object held or carried by another character. <ul style="list-style-type: none"> <i>Without this feat:</i> Striking at an object held or carried by another character provokes an attack of opportunity. 	96
	• Power Attack	Cleave	(F)	Once per round, after dropping an opponent, you get an immediate, extra melee attack against another foe within reach. <ul style="list-style-type: none"> You cannot take a 5-ft. step before making it. It is with the same weapon and at the same bonus as the attack that dropped the previous creature. 	92
	• Cleave • B.A.B. +4	Great Cleave	(F)	As for Cleave, but can be used any number of times per round.	94

Ranged Combat

- A ranger who has chosen the archery combat style is treated as having gained the feats Rapid Shot (at 2nd level), Manyshot (at 6th level), and Improved Precise Shot (at 11th level), even if he lacks the normal prerequisites for these feats, but only while he is wearing light or no armor.

		Point Blank Shot	(F)	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 ft.	98
	• Point Blank Shot	Far Shot	(F)	When you use a projectile weapon (e.g. a bow), its range increment increases by one-half (multiply by 1½). <ul style="list-style-type: none"> When you use a thrown weapon, its range increment is doubled. 	94
	• Point Blank Shot	Precise Shot	(F)	You can shoot or throw ranged weapons at an opponent engaged in melee at no penalty. <ul style="list-style-type: none"> <i>Without this feat:</i> Shooting or throwing into melee incurs a -4 penalty on your attack roll. 	98
*	• DEX 19 • Precise Shot • B.A.B. +11	Improved Precise Shot	(F)	Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. <ul style="list-style-type: none"> When you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen. <i>Without this feat:</i> The normal rules for cover and concealment apply (see PHB p.150-152). A character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes. 	96
	• DEX 13 • Point Blank Shot	Rapid Shot	(F)	When using the full attack action, you can get one extra attack per round with a ranged weapon. <ul style="list-style-type: none"> The attack is at your highest base attack bonus, but each attack you make in that round (the extra attack and the normal ones) takes a -2 penalty. 	99
*	• DEX 17 • Rapid Shot • B.A.B. +6	Manyshot	(F)	As a standard action, you may fire two arrows at a single opponent within 30 ft. <ul style="list-style-type: none"> Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally. For every 5 points of B.A.B. above +6, you may add one arrow to this attack (to a maximum of four arrows at +16). However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four). Regardless of the number of arrows fired, you apply precision-based damage (e.g. sneak attack damage) only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage. 	97
-	• Mobility • Point Blank Shot • B.A.B. +4	Shot on the Run	(F)	When using the attack action with a ranged weapon, you can move both before and after the attack (provided that the total distance moved is not greater than your speed).	100

Combat with Two Weapons

- A ranger who has chosen the two-weapon combat style is treated as having gained the feats Two-Weapon Fighting (at 2nd level), Improved Two-Weapon Fighting (at 6th level), and Greater Two-Weapon Fighting (at 11th level), even if he lacks the normal prerequisites for these feats, but only while he is wearing light or no armor.

	• DEX 15	Two-Weapon Fighting	(F)	Your penalties on attack rolls for fighting with two weapons are reduced (primary hand penalty lessens by 2, off hand penalty lessens by 6). <ul style="list-style-type: none"> <i>Without this feat:</i> The normal penalties for fighting with two weapons apply (see PHB p.160). 	102
*	• Two-Weapon Fighting	Two-Weapon Defense	(F)	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to AC. <ul style="list-style-type: none"> When you are fighting defensively or using the total defense action, this shield bonus increases to +2. 	102
-	• DEX 17 • Two-Weapon Fighting • B.A.B. +6	Improved Two-Weapon Fighting	(F)	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it (albeit at a -5 penalty). <ul style="list-style-type: none"> <i>Without this feat:</i> You can only get a single extra attack with an off-hand weapon. 	96
*	• DEX 19 • Improved Two-Weapon Fighting • B.A.B. +11	Greater Two-Weapon Fighting	(F)	You get a third attack with your off-hand weapon (albeit at a -10 penalty).	95

Unarmed Combat

Prerequisites	Name	Details	Pg.
	Improved Unarmed Strike (F)	You are considered to be armed even when unarmed. <ul style="list-style-type: none"> You do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your option (without taking the normal -4 penalty on attacks to deal lethal damage). Automatic for monks at 1st level. <i>Without this feat:</i> The normal unarmed attack rules apply (see PHB p.139). 	96
* <ul style="list-style-type: none"> DEX 13 Improved Unarmed Strike 	Improved Grapple (F)	You do not provoke an attack of opportunity on the touch attack made to start a grapple; you also gain a +4 bonus on all grapple checks. <ul style="list-style-type: none"> This feat may be selected as a bonus feat by a monk at 1st level (even lacking the prerequisites). <i>Without this feat:</i> The normal grapple rules apply (see PHB p.155). 	95
- <ul style="list-style-type: none"> DEX 13 Improved Unarmed Strike 	Deflect Arrows (F)	Once per round, when you would normally be hit by a ranged weapon, you can deflect it so you take no damage from it. <ul style="list-style-type: none"> You must make a Reflex save against a DC of 20 (plus any magical enhancement bonus possessed by the ranged weapon) to deflect it. You must have at least one hand free (holding nothing) to use this feat. You must be aware of the attack and not flat-footed. Using this feat doesn't count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spell effects (e.g. <i>Melf's acid arrow</i>) can't be deflected. This feat may be selected as a bonus feat by a monk at 2nd level (even lacking the prerequisites). 	93
* <ul style="list-style-type: none"> DEX 15 Deflect Arrows 	Snatch Arrows (F)	When using the Deflect Arrows feat, you may catch the weapon instead of simply deflecting it. <ul style="list-style-type: none"> Thrown weapons (e.g. spears or axes) can immediately be thrown back at the original attacker (even though it isn't your turn), or kept for later use. 	100
- <ul style="list-style-type: none"> DEX 13 WIS 13 Improved Unarmed Strike B.A.B. +8 	Stunning Fist (F)	A foe damaged by your unarmed attack must make a Fortitude save (DC 10 + ½ your character level + your WIS modifier) or be stunned for 1 round (until just before your next action). <ul style="list-style-type: none"> You must declare you are using this feat before making your attack roll (i.e. a failed attack roll ruins the attempt). You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. This feat may be selected as a bonus feat by a monk at 1st level (even lacking the prerequisites). The monk may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk. 	101

Mounted Combat

<ul style="list-style-type: none"> Ride skill (1 rank) 	Mounted Combat (F)	Once per round, when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. <ul style="list-style-type: none"> The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check result becomes the mount's AC if it's higher than its regular AC). 	98
<ul style="list-style-type: none"> Mounted Combat 	Mounted Archery (F)	The penalty you take when using a ranged weapon while mounted is halved. <ul style="list-style-type: none"> The penalty becomes -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running. 	98
<ul style="list-style-type: none"> Mounted Combat 	Trample (F)	When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. <ul style="list-style-type: none"> Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets. 	101
- <ul style="list-style-type: none"> Mounted Combat 	Ride-By Attack (F)	When mounted and using the charge action, you may move and attack (as for a standard charge) and then move again (continuing the straight line of the charge). <ul style="list-style-type: none"> Your total movement for the round cannot exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent you attack. 	99
<ul style="list-style-type: none"> Ride-By Attack 	Spirited Charge (F)	When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).	100

Turning/Rebuking Creatures

- If you have the ability to turn or rebuke more than one kind of creature (e.g. a good-aligned cleric with access to the Fire domain, who can turn undead and water creatures and can also rebuke fire creatures), each of your turning or rebuking abilities gains the benefits from these feats.

- <ul style="list-style-type: none"> Ability to turn/rebuke creatures 	Extra Turning (+)	You can use your ability to turn or rebuke creatures four more times per day than normal. <ul style="list-style-type: none"> <i>Without this feat:</i> A character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier. 	94
* <ul style="list-style-type: none"> Ability to turn/rebuke creatures 	Improved Turning	You turn or rebuke creatures as if you were one level higher in the class that grants you the ability.	96

Saving Throws

	Great Fortitude	You gain a +2 bonus on all Fortitude saving throws. <ul style="list-style-type: none"> The master of a weasel familiar automatically gains the benefit of this feat when the familiar is within 1 mile. 	94
	Lightning Reflexes	You gain a +2 bonus on all Reflex saving throws. <ul style="list-style-type: none"> The master of a rat familiar automatically gains the benefit of this feat when the familiar is within 1 mile. 	97
	Iron Will	You gain a +2 bonus on all Will saving throws.	97

Casting Spells

-		Combat Casting	You gain a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive, or while you are grappling or pinned.	92
*		Eschew Materials	You can cast any spell that has a material component costing 1gp or less without needing that component.	94
*		Improved Counterspell	When counterspelling, you may use any spell of the same school that is one or more levels higher than the target spell. • <i>Without this feat:</i> You may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.	95
*	• WIS 13 • Wild shape ability	Natural Spell	You can complete the verbal and somatic components of a spell while in wild shape. • You can also use any material components or focuses you possess, even if such items are melded within your current form. • This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, nor do you gain the ability to speak while in wild shape.	98
-		Spell Focus (*) (school)	Add +1 to the DC for all saving throws against spells from the selected school.	100
*	• Spell Focus (school)	Greater Spell Focus (*) (school)	Add +1 to the DC for all saving throws against spells from the selected school. • This bonus stacks with the bonus from Spell Focus.	94
*	• Spell Focus (conjuration)	Augment Summoning	Each creature you conjure with any <i>summon</i> spell gains a +4 enhancement bonus to STR and CON for the duration of the spell that summoned it.	89
		Spell Penetration	You get a +2 bonus on caster level checks made to overcome a creature's spell resistance.	100
*	• Spell Penetration	Greater Spell Penetration	You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. • This bonus stacks with the bonus from Spell Penetration.	
	• Wizard level 1	Spell Mastery (*) (spells)	You can prepare the specified spell(s) without referring to a spellbook. • May be selected as a bonus feat by a wizard. • Each time you take this feat, you may nominate a number of spells equal to your Intelligence modifier that you already know. • <i>Without this feat:</i> You must use a spellbook to prepare all your spells, except <i>read magic</i> .	100

Skills

-		Skill Focus (*) (skill)	You gain a +3 bonus on all checks involving the selected skill. • The master of a bat familiar automatically gains the benefit of Skill Focus (Listen) when the familiar is within 1 mile. • The master of a cat familiar automatically gains the benefit of Skill Focus (Move Silently) when the familiar is within 1 mile. • The master of a hawk familiar automatically gains the benefit of Skill Focus (Spot) when the familiar is within 1 mile and the master is in bright light. • The master of a lizard familiar automatically gains the benefit of Skill Focus (Climb) when the familiar is within 1 mile. • The master of an owl familiar automatically gains the benefit of Skill Focus (Spot) when the familiar is within 1 mile and the master is in shadows. • The master of a raven familiar automatically gains the benefit of Skill Focus (Appraise) when the familiar is within 1 mile. • The master of a snake familiar automatically gains the benefit of Skill Focus (Bluff) when the familiar is within 1 mile.	100
*		Acrobatic	You gain a +2 bonus on all Jump and Tumble checks.	89
*		Agile	You gain a +2 bonus on all Balance and Escape Artist checks.	89
		Alertness	You gain a +2 bonus on all Listen and Spot checks. • The master of a familiar automatically gains the benefit of this feat when the familiar is within 1 mile.	89
*		Animal Affinity	You gain a +2 bonus on all Handle Animal and Ride checks.	89
*		Athletic	You gain a +2 bonus on all Climb and Swim checks.	89
*		Deceitful	You gain a +2 bonus on all Disguise and Forgery checks.	93
*		Deft Hands	You gain a +2 bonus on all Sleight of Hand and Use Rope checks.	93
*		Diligent	You gain a +2 bonus on all Appraise and Decipher Script checks.	93
*		Investigator	You gain a +2 bonus on all Gather Information and Search checks.	97
*		Magical Aptitude	You gain a +2 bonus on all Spellcraft and Use Magic Device checks.	97
*		Negotiator	You gain a +2 bonus on all Diplomacy and Sense Motive checks.	98
*		Nimble Fingers	You gain a +2 bonus on all Disable Device and Open Lock checks.	98
*		Persuasive	You gain a +2 bonus on all Bluff and Intimidate checks.	98
*		Self-Sufficient	You gain a +2 bonus on all Heal and Survival checks.	100
*		Stealthy	You gain a +2 bonus on all Hide and Move Silently checks.	101
-		Track	You can find tracks or follow them for one mile with a successful <i>Survival</i> check (DC depends on the surface and the prevailing conditions). • You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty). • Automatic for rangers. • <i>Without this feat:</i> You can use the <i>Survival</i> skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the <i>Search</i> skill to find a footprint or similar sign of a creature's passage, but you can't use <i>Search</i> to follow tracks, even if someone else has already found them.	101

Health and Movement

	Prerequisites	Name	Details	Pg.
-		Toughness (+)	You gain +3 hit points. <ul style="list-style-type: none"> The master of a toad familiar automatically gains the benefit of this feat when the familiar is within 1 mile. 	101
-		Run	When running, you move five times your normal speed (if wearing medium, light or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). <ul style="list-style-type: none"> If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC. <i>Without this feat:</i> You move four times your normal speed while running (if wearing medium, light or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC. 	99
-		Endurance	You gain a +4 bonus to various types of checks made to avoid nonlethal damage; also, you may sleep in light or medium armor without becoming fatigued. <ul style="list-style-type: none"> The affected checks are: Swim checks to resist nonlethal damage; CON checks to continue running; CON checks to avoid nonlethal damage from a forced march; CON checks to hold your breath; CON checks to avoid nonlethal damage from starvation or thirst; Fortitude saves to avoid nonlethal damage from hot or cold environments; Fortitude saves to resist damage from suffocation. Automatic for rangers at 3rd level. <i>Without this feat:</i> A character who sleeps in medium or heavier armor is automatically fatigued the next day. 	93
*	• Endurance	Diehard	When reduced to between -1 and -9 hp, you automatically become stable (you don't have to roll d% to see if you lose 1 hp each round). <ul style="list-style-type: none"> When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full-round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action the DM deems as strenuous, including some free actions (such as casting a quickened spell), you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die. <i>Without this feat:</i> A character who is reduced to between -1 and -9 hit points is unconscious and dying. 	93

Metamagic

- Any of these feats may be selected as a bonus feat by a wizard.
- For spells cast spontaneously (including sorcerer and bard spells, and cleric and druid spontaneously-cast spells): if a spell's normal casting time is 1 action, then casting a metamagic version of the spell is a full-round action (note that this is not the same as a 1-round casting time). For spells with a longer casting time, it takes an extra full-round action to cast a metamagic version of the spell.
- In all ways, a metamagic spell operates at its original spell level (except for Heightened spells). A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll or other device.
- Multiple metamagic feats can be applied to a single spell. Changes to its level are cumulative. You cannot apply the same metamagic feat more than once to a single spell.
- Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

		Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half. <ul style="list-style-type: none"> Saving throws and opposed rolls (e.g. for <i>dispel magic</i>) are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level. 	93
-		Enlarge Spell	You can alter a spell with a range of Close, Medium, or Long to increase its range by 100%. <ul style="list-style-type: none"> Spells whose ranges are not defined by distance, as well as spells whose ranges are not Close, Medium, or Long, do not have increased ranges. An enlarged spell uses up a spell slot one level higher than the spell's actual level. 	94
		Extend Spell	An extended spell lasts twice as long as normal. <ul style="list-style-type: none"> A spell with a duration of Concentration, Instantaneous or Permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level. 	94
		Heighten Spell	A heightened spell has a higher spell level than normal (max. 9th level). All level-dependent effects are calculated according to the heightened level. <ul style="list-style-type: none"> A heightened spell is as difficult to prepare and cast as a spell of its effective level would be. 	95
		Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized. <ul style="list-style-type: none"> Saving throws and opposed rolls (e.g. for <i>dispel magic</i>) are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. 	97
-		Quicken Spell	Casting a quickened spell is a free action which does not provoke an attack of opportunity. <ul style="list-style-type: none"> You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spell cast spontaneously). A quickened spell uses up a spell slot four levels higher than the spell's actual level. 	98
-		Silent Spell	A silent spell can be cast with no verbal components (but still provokes attacks of opportunity as normal). <ul style="list-style-type: none"> Spells without verbal components are not affected. Bard spells cannot be enhanced by this feat. A silent spell uses up a spell slot one level higher than the spell's actual level. 	100
-		Still Spell	A still spell can be cast with no somatic components (but still provokes attacks of opportunity as normal). <ul style="list-style-type: none"> Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level. 	101
*		Widen Spell	You can alter a burst, emanation, line, or spread-shaped spell to increase its area; any numeric measurements of the spell's area increase by 100% (e.g. a widened <i>fireball</i> fills a 40-ft radius spread instead of a 20-ft radius spread). <ul style="list-style-type: none"> Spells that do not have an area of one of these four types are not affected. A widened spell uses up a spell slot three levels higher than the spell's actual level. 	102

Item Creation

- Any of these feats may be selected as a bonus feat by a wizard (except Scribe Scroll, which a wizard gets automatically at 1st level).
- To create a magic item, the creator must spend XP (1/25 of the base price) and use up raw materials (costing half of the base price).
- Creating a magic item takes one day per 1000gp in its base price. The minimum time is one day. *The days need not be consecutive.*
- Creating a construct (e.g. a golem) now requires the Craft Construct feat (which has prerequisites Craft Wondrous Item and Craft Magic Arms and Armor) (see *Monster Manual*, p. 303).

• Caster level 1	Scribe Scroll	You can create a scroll of any spell you know. <ul style="list-style-type: none"> • The base price of a scroll is its spell level × its caster level × 25gp (treat a 0-level spell as having a spell level of ½). • If the scroll stores a spell with a costly material component or an XP cost, you must expend the material component or pay the XP when scribing the scroll. • Automatic for wizards at 1st level. 	99
• Caster level 3	Brew Potion	You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. <ul style="list-style-type: none"> • The base price of a potion is its spell level × its caster level × 50gp (treat a 0-level spell as having a spell level of ½). Brewing a potion always takes one day. • If the potion stores a spell with a costly material component or an XP cost, you must expend the material component or pay the XP when scribing the scroll. 	89
• Caster level 3	Craft Wondrous Item	You can create any wondrous item whose prerequisites you meet (see DMG pp.246-268 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • You can mend a broken wondrous item if it is one you could make. Doing so costs half the XP, half the raw materials cost, and half the time it would take to craft the item in the first place. • If the item incurs extra costs in material components or XP, you must pay these costs when creating the item or mending a broken one. 	92
• Caster level 5	Craft Magic Arms and Armor	You can create any magic weapon, armor or shield whose prerequisites you meet (see DMG pp.216-229 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • The weapon, armor, or shield to be enhanced must be a masterwork item that you provide (its cost is additional to the base price). • You can mend a broken magic weapon, suit of armor, or shield if it is one you could make. Doing so costs half the XP, half the raw materials cost, and half the time it would take to craft the item in the first place. 	92
• Caster level 5	Craft Wand	You can create a wand of any 4th-level or lower spell that you know. <ul style="list-style-type: none"> • The base price of a wand is its spell level × its caster level × 750gp (treat a 0-level spell as having a spell level of ½). A newly-created wand has 50 charges. • If the wand stores a spell with a costly material component or an XP cost, you must expend 50 copies of the material component or pay 50 times the XP cost when creating the wand. 	92
• Caster level 9	Craft Rod	You can create any rod whose prerequisites you meet (see DMG pp.233-237 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • If the rod incurs extra costs in material components or XP, you must pay these costs when creating it. 	92
• Caster level 12	Craft Staff	You can create any staff whose prerequisites you meet (see DMG pp.243-245 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • If the staff incurs extra costs in material components or XP, you must pay these costs when creating it. A newly-created staff has 50 charges. 	92
• Caster level 12	Forge Ring	You can create any ring whose prerequisites you meet (see DMG pp.229-233 for descriptions, prerequisites and base prices). <ul style="list-style-type: none"> • You can mend a broken ring if it is one you could make. Doing so costs half the XP, half the raw materials cost, and half the time it would take to forge the ring in the first place. • If the ring incurs extra costs in material components or XP, you must pay these costs when creating the item or mending a broken one. 	94

Miscellaneous

• Character level 6	Leadership	You can attract loyal companions and devoted followers, subordinates who assist you (at the DM's discretion). <ul style="list-style-type: none"> • See DMG pp.104-6 for information on cohorts and followers, and how to use this feat. 	97
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D&D 3.5 – EQUIPMENT

This is a summary of Chapter 7 (*Equipment*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text.

There are no significant changes in the general material at the beginning of the chapter, or in the *Wealth and Money* section (p. 112).

WEAPONS

Weapon Categories (p. 112)

- **Simple, Martial and Exotic Weapons**
 - Anybody but a druid, monk, **rogue** or wizard is proficient with all simple weapons. Barbarians, fighters, paladins and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly some martial or even exotic weapons.
 - A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.
- **Melee and Ranged Weapons**
 - **Reach weapons:** A reach weapon **doubles its wielder's natural reach**. A typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. **A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.** Exceptions: spiked chain and whip allow their wielders to attack any opponent within reach.
 - **Double weapons:** A character can fight with both ends of a double weapon as if fighting with two weapons, but incurs all the normal attack penalties for fighting with two weapons, as though the character were wielding a one-handed weapon and a light weapon. **The character can also choose to use a double weapon two-handed, attacking with only one end of it.** A creature wielding a double weapon in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.
 - **Thrown weapons:** ~~Thrown weapons can only be thrown one-handed. Throwing a two-handed thrown weapon is a full-round action.~~ The wielder's STR modifier applies to damage from thrown weapons (except for splash weapons). **It is possible to throw a weapon that isn't designed to be thrown, with a range increment of 10 ft. and a critical threat range of 20/x2, but at a –4 penalty on the attack roll. Such an attack is a standard action (for light or one-handed weapons) or a full-round action (for two-handed weapons).**
 - **Projectile weapons:** Most require two hands to use. A character gets no STR bonus on damage rolls unless the weapon is a composite shortbow, composite longbow, **or sling**. If the character has a penalty for low STR, apply it to damage rolls when using a bow or a sling.
 - **Ammunition:** When using a bow, a character can draw ammunition as a free action; crossbows **and slings** require an action for reloading. Ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.
- **Light, One-Handed and Two-Handed Melee Weapons**
 - These designations indicate how much effort a melee weapon, **when wielded by a character of the weapon's size category (see below)**, takes to wield in combat. A light weapon is used in one hand, and can be used while grappling. A two-handed weapon requires two hands to be used effectively.
 - A wielder's STR bonus (if any) is added to damage rolls from a melee weapon depending on how it is wielded, as shown in the table at right.
- **Weapon Size**
 - Every weapon has a size category (e.g. Small, Medium or Large) indicating the size of the creature for which the weapon was designed. **This is not the same as the weapon's size as an object: in general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller, and a two-handed weapon is an object of the same size category as the wielder.**
 - A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of the actual wielder. If the creature isn't proficient with the weapon, a –4 nonproficiency penalty also applies.
 - The measure of how much effort it takes to use a weapon (light, one-handed or two-handed) is altered by one step for each size category of difference between the size of its intended wielder and the size of the actual wielder. If a weapon's designation would be changed to something other than light, one-handed or two-handed by this alteration, the creature can't wield the weapon at all.
- **Improvised Weapons**
 - Any creature using an improvised weapon in combat takes a –4 nonproficiency penalty on attack rolls. The weapon's size category and damage are determined by the DM (find the closest match to one of the listed weapons). An improvised weapon has a critical threat range of 20/x2.

	Off hand	Primary hand	Both hands
Light	STR × ½	STR × 1	STR × 1
One-Handed	STR × ½	STR × 1	STR × 1½
Two-Handed	<i>(needs both hands)</i>		STR × 1½

Weapon Qualities (p. 114) (These are the column headings in the Weapon Descriptions tables below.)

- **Cost**
 - Cost of the weapon in gold pieces, including associated miscellaneous gear (e.g. scabbard or quiver). **The cost is the same for a Small or Medium version of the weapon. A Large version costs twice as much.**
- **Damage**
 - Damage dealt on a successful hit, **by either Small or Medium wielders.** See PHB p. 114 for how damage is modified for Tiny or Large wielders. Two damage ranges are given for double weapons.
- **Critical**
 - How the weapon threatens and multiplies damage on a critical hit. Extra damage over and above a weapon's normal damage (e.g. from a sneak attack or the special ability of a flaming sword) is not multiplied on a critical hit.
- **Range Increment**
 - Each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments; a projectile weapon has a maximum range of ten range increments.
- **Weight**
 - The weight of a Medium version of the weapon. **Halve this number for Small weapons, and double it for Large weapons.**
- **Type**
 - The type of damage dealt by the weapon: bludgeoning (B), piercing (P), or slashing (S).
 - If a weapon deals damage of multiple types (e.g. a morningstar, which deals bludgeoning and piercing damage), the damage is not half one type and half another; all of it is of both types. A creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.
 - If a weapon can deal either of two types of damage (e.g. a dagger, which deals either piercing or slashing damage), in a situation where the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Masterwork Weapons (p. 122)

- A masterwork weapon provides a +1 enhancement bonus on attack rolls.
- **The masterwork quality can't be added to a weapon after it is created; it must be crafted as a masterwork weapon.** The masterwork quality adds 300 gp to the cost of a normal weapon (600 gp for a double weapon), or 6 gp to the cost of a single unit of ammunition.
- Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition **does not stack** with any enhancement bonus of the projectile weapon firing it.
- All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality does not stack with the enhancement bonus provided by the weapon's magic.
- **Even though some types of armor and shields (e.g. spiked shields) can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. (Masterwork armor and shields have lessened armor check penalties instead.)**

Weapon Descriptions (p. 114)

The symbol ‘-’ in the left hand margin signifies a weapon whose details have changed (other than the provision of a second damage amount for Small wielders); ‘*’ signifies a new weapon; and ‘+’ signifies a weapon which has changed its designation (e.g. from exotic to martial).

(C) If you use a ready action to set this weapon against a charge, it deals double damage on a successful hit against a charging character.

(D) This is a double weapon (see *Double Weapons*, above).

(R) This is a reach weapon (see *Reach Weapons*, above).

(N) This weapon deals nonlethal rather than lethal damage.

Simple Weapons

Name	Cost (gp)	Damage		Critical	Range Inc.	Weight	Type	Special	Pg.
		(Small)	(Med.)						
Unarmed Attacks									
Unarmed strike (N)		1d2	1d3	20/x2			B	<ul style="list-style-type: none"> An unarmed strike is always considered a light weapon, so the Weapon Finesse feat can be used with it. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with her unarmed strikes, at her option. 	121
Gauntlet	2	1d2	1d3	20/x2		1 lb.	B	<ul style="list-style-type: none"> Allows you to deal lethal rather than nonlethal damage with unarmed strikes. Cost and weight given are for a single gauntlet. An attack with a gauntlet is otherwise considered an armed attack. 	117
Light Melee Weapons									
- Dagger	2	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S	<ul style="list-style-type: none"> You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body. 	116
- Dagger, punching	2	1d3	1d4	20/x3		1 lb.	P		116
- Gauntlet, spiked	5	1d3	1d4	20/x2		1 lb.	P	<ul style="list-style-type: none"> Your opponent cannot use a disarm action to disarm you of spiked gauntlets. Cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. 	118
- Mace, light	5	1d4	1d6	20/x2		4 lb.	B		119
- Sickle	6	1d4	1d6	20/x2		2 lb.	S	<ul style="list-style-type: none"> Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped. 	121
One-Handed Melee Weapons									
Club		1d4	1d6	20/x2	10 ft.	3 lb.	B		115
- Mace, heavy	12	1d6	1d8	20/x2		8 lb.	B		119
- Morningstar	8	1d6	1d8	20/x2		6 lb.	B and P		119
- Shortspear (halfspears)	1	1d4	1d6	20/x2	20 ft.	3 lb.	P		121
Two-Handed Melee Weapons									
+ Longspear (R)(C)	5	1d6	1d8	20/x3		9 lb.	P		119
- Quarterstaff (D)		1d4	1d6	20/x2		4 lb.	B	<ul style="list-style-type: none"> The quarterstaff is a special monk weapon. A monk may mix strikes from a quarterstaff with unarmed strikes when using her flurry of blows ability. 	120
- Spear (shortspears) (C)	2	1d6	1d8	20/x3	20 ft.	6 lb.	P		121
Ranged Weapons									
- Crossbow, heavy	50	1d8	1d10	19-20/x2	120 ft.	8 lb.	P	<ul style="list-style-type: none"> Normally, operating a heavy crossbow requires two hands. A Medium-size-or-larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. A Medium-size-or-larger character can shoot a heavy crossbow with each hand, taking a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-hand firing. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. 	115
- Crossbow, light	35	1d6	1d8	19-20/x2	80 ft.	4 lb.	P	<ul style="list-style-type: none"> Normally, operating a light crossbow requires two hands. A Small-or-larger character can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. A Small-or-larger character can shoot a light crossbow with each hand, taking a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-hand firing. Loading a light crossbow is a move action that provokes attacks of opportunity. 	115
Dart	½	1d3	1d4	20/x2	20 ft.	½ lb.	P		116
Javelin	1	1d4	1d6	20/x2	30 ft.	2 lb.	P	<ul style="list-style-type: none"> Can be used in melee, but at a -4 nonproficiency penalty on attack rolls. 	118
- Sling		1d3	1d4	20/x2	50 ft.		B	<ul style="list-style-type: none"> Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but you take a -1 penalty on attack rolls and the stones deal damage as if the weapon were designed for a creature one size category smaller than you. 	121

Martial Weapons

Name	Cost (gp)	Damage		Critical	Range Inc.	Weight	Type	Special	Pg.
		(Small)	(Med.)						
Light Melee Weapons									
- Axe, throwing	8	1d4	1d6	20/x2	10 ft.	2 lb.	S		114
- Hammer, light	1	1d3	1d4	20/x2	20 ft.	2 lb.	B		118
- Handaxe	6	1d4	1d6	20/x3		3 lb.	S		118
+ Kukri	8	1d3	1d4	18-20/x2		2 lb.	S		118
Lance, light ▶ lance									
- Pick, light	4	1d3	1d4	20/x4		3 lb.	P		120
- Sap (N)	1	1d4	1d6	20/x2		2 lb.	B		120
- Shield, light (*see PHB p.123 for costs and weights of shields)	*	1d2	1d3	20/x2		*	B	<ul style="list-style-type: none"> • Can be used as an off-hand weapon to make shield bash attacks. • If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). • An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right. 	125
- Spiked armor (add the cost and weight to that of the base armor)	+50	1d4	1d6	20/x2		+10 lb.	P	<ul style="list-style-type: none"> • Armor spikes deal extra piercing damage on a successful grapple attack. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. • You can also make a regular melee attack (or off-hand attack) with the spikes. You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa. • An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right. 	124
- Spiked shield, light (add the cost and weight to that of the base shield)	+10	1d3	1d4	20/x2		+5 lb.	P	<ul style="list-style-type: none"> • Can be used to make bash attacks as for light shield (see above), but with increased damage. • The damage dealt by a shield bash is as if the shield were designed for a creature one size category larger than you. 	125
- Sword, short	10	1d4	1d6	19-20/x2		2 lb.	P		121
One-Handed Melee Weapons									
- Battleaxe	10	1d6	1d8	20/x3		6 lb.	S		115
- Flail (flail, light)	8	1d6	1d8	20/x2		5 lb.	B	<ul style="list-style-type: none"> • You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). • Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped. 	117
Lance, heavy ▶ lance									
- Longsword	15	1d6	1d8	19-20/x2		4 lb.	S		119
- Pick, heavy	8	1d4	1d6	20/x4		6 lb.	P		120
- Rapier	20	1d4	1d6	18-20/x2		2 lb.	P	<ul style="list-style-type: none"> • You can use the Weapon Finesse feat with a rapier sized for you (even though it isn't a light weapon for you). • You can't wield a rapier in two hands in order to apply 1½ times your STR bonus to damage. 	120
- Scimitar	15	1d4	1d6	18-20/x2		4 lb.	S		119
- Shield, heavy (*see PHB p.123 for costs and weights of shields)	*	1d3	1d4	20/x2		*	B	<ul style="list-style-type: none"> • Can be used as an off-hand weapon to make shield bash attacks. • If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). • An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right. 	125
- Spiked shield, heavy (add the cost and weight to that of the base shield)	+10	1d4	1d6	20/x2		+10 lb.	P	<ul style="list-style-type: none"> • Can be used to make bash attacks as for heavy shield (see above), but with increased damage. • The damage dealt by a shield bash is as if the shield were designed for a creature one size category larger than you. 	125
- Trident (C)	15	1d6	1d8	20/x2	10 ft.	4 lb.	P		121
- Warhammer	12	1d6	1d8	20/x3		5 lb.	B		121
Two-Handed Melee Weapons									
- Falchion	75	1d6	2d4	18-20/x2		8 lb.	S		117
- Flail, heavy	15	1d8	1d10	19-20/x2		10 lb.	B	<ul style="list-style-type: none"> • You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). • Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped. 	117
- Glaive (R)	8	1d8	1d10	20/x3		10 lb.	S		118
- Greataxe	20	1d10	1d12	20/x3		12 lb.	S		118
- Greatclub	5	1d8	1d10	20/x2		8 lb.	B		118
- Greatsword	50	1d10	2d6	19-20/x2		8 lb.	S		118
- GUISARME (R)	9	1d6	2d4	20/x3		12 lb.	S	<ul style="list-style-type: none"> • Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped. 	118

-	Halberd	(C)	10	1d8	1d10	20/x3		12 lb.	P or S	• Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.	118
-	Lance	(R)(C)	10	1d6	1d8	20/x3		10 lb.	P	• A lance deals double damage when used from the back of a charging mount. • While mounted, you can wield a lance with one hand.	118
Longspear ▶ <i>Simple weapons</i>											
-	Ranseur	(R)	10	1d6	2d4	20/x3		12 lb.	P	• You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).	120
-	Scythe		18	1d6	2d4	20/x4		10 lb.	P or S	• Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.	120
Ranged Weapons											
	Longbow		75	1d6	1d8	20/x3	100 ft.	3 lb.	P	• Cannot be used while mounted.	118
-	Longbow, composite		100+	1d6	1d8	20/x3	110 ft.	3 lb.	P	• Can be used while mounted provided you are Medium-size or larger . • You can add your STR bonus, up to the strength rating of the bow (the default composite longbow has a strength rating of +0), to the damage dealt with it. • If your STR bonus is less than the bow's strength rating, you take a -2 penalty on attacks with it. • Each point of strength bonus granted by the bow adds 100gp to its cost. • For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.	119
-	Shortbow		30	1d4	1d6	20/x3	60 ft.	2 lb.	P	• Can be used while mounted provided you are Medium-size or larger .	120
-	Shortbow, composite		75+	1d4	1d6	20/x3	70 ft.	2 lb.	P	• Can be used while mounted provided you are Small or larger . • You can add your STR bonus, up to the strength rating of the bow (the default composite shortbow has a strength rating of +0), to the damage dealt with it. • If your STR bonus is less than the bow's strength rating, you take a -2 penalty on attacks with it. • Each point of strength bonus granted by the bow adds 75gp to its cost. • For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.	120

Exotic Weapons

	Name	Cost (gp)	Damage		Critical	Range Inc.	Weight	Type	Special	Pg.	
			(Small)	(Med.)							
-	Light Melee Weapons										
	• The kama, nunchaku, sai and siangham are special monk weapons. A monk may mix strikes from these weapons with unarmed strikes when using her flurry of blows ability. • The halfling kama , halfling nunchaku and halfling siangham are now included as Small versions of the applicable base weapon rather than as separate weapons .										
	Kama	2	1d4	1d6	20/x2		2 lb.	S	• Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.	118	
Kukri ▶ <i>Martial Weapons</i>											
	Nunchaku	2	1d4	1d6	20/x2		2 lb.	B	• You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).	120	
*	Sai	1	1d3	1d4	20/x2	10 ft.	1 lb.	B	• You gain a +4 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).	120	
	Siangham	3	1d4	1d6	20/x2		1 lb.	P		121	
-	One-Handed Melee Weapons										
-	Sword, bastard	35	1d8	1d10	19-20/x2		6 lb.	S	• A Medium-size character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way .	121	
-	Waraxe, dwarven	30	1d8	1d10	20/x3		8 lb.	S	• A Medium-size character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way . • A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.	121	
-	Whip	(N)(R)	1	1d2	1d3	20/x2		2 lb.	S	• A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. It is treated as a melee weapon with a 15-ft. reach, although you don't threaten the area into which you can make an attack. Unlike most other reach weapons, you can use it against adjacent foes. • Using a whip provokes attacks of opportunity (just as if you had used a ranged weapon). • You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). • Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. • You can use Weapon Finesse with a whip sized for you (even though it isn't a light weapon for you).	121

Two-Handed Melee Weapons										
-	Axe, orc double (D)	60	1d6	1d8	20/x3		15 lb.	S		115
-	Chain, spiked (R)	25	1d6	2d4	20/x2		10 lb.	P	<ul style="list-style-type: none"> Can also be used against an adjacent foe (unlike most other reach weapons). You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. You can use Weapon Finesse with a spiked chain sized for you (even though it isn't a light weapon for you). 	115
-	Flail, dire (D)	90	1d6	1d8	20/x2		10 lb.	B	<ul style="list-style-type: none"> You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped. 	117
-	Hammer, gnome hooked (D)	20	1d6	1d8	20/x3		6 lb.	B	<ul style="list-style-type: none"> You can use either head as the primary weapon. The other head is the off-hand weapon. Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped. Gnomes treat gnome hooked hammers as martial weapons. 	118
-	Sword, two-bladed (D)	100	1d6	1d8	19-20/x2		10 lb.	S		121
-	Urgrosh, dwarven (C)(D)	50	1d6	1d8	20/x3		12 lb.	S	<ul style="list-style-type: none"> You can use either head (axe or spear) as the primary weapon. The other head is the off-hand weapon. If you use an urgrosh against a charging character, the spearhead is the part of the weapon that deals damage. Dwarves treat dwarven urgroshes as martial weapons. 	121
Ranged Weapons										
*	Bolas (N)	5	1d3	1d4	20/x2	10 ft.	2 lb.	B	<ul style="list-style-type: none"> Can be used to make ranged trip attacks. You can't be tripped during your own trip attempt. 	115
-	Crossbow, hand	100	1d3	1d4	19-20/x2	30 ft.	2 lb.	P	<ul style="list-style-type: none"> You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, taking a penalty on attack rolls as if attacking with two light weapons. Loading a hand crossbow is a move action that provokes attacks of opportunity. 	115
*	Crossbow, repeating heavy	400	1d8	1d10	19-20/x2	120 ft.	12 lb.	P	<ul style="list-style-type: none"> As long as it holds bolts, you can reload a repeating crossbow as a free action. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as for a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts. Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. 	116
-	Crossbow, repeating light	250	1d6	1d8	19-20/x2	80 ft.	6 lb.	P		
-	Net	20				10 ft.	6 lb.		<ul style="list-style-type: none"> Make a ranged touch attack (max. range 10 ft.) to entangle an opponent. If you control the trailing rope by succeeding on an opposed STR check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a DC 15 Concentration check or lose the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hp and can be burst with a DC 25 Strength check (also a full-round action). A net is only useful against creatures within one size category of you. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that for a nonproficient one to do so. 	119
-	Shuriken (5)	1	1	1d2	20/x2	10 ft.	½ lb.	P	<ul style="list-style-type: none"> A shuriken is a special monk weapon. A monk may use shuriken with her flurry of blows ability. Do not apply your STR modifier to damage with shuriken. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown. 	121

Ammunition

Name	Cost (gp)	Weight	Notes	Pg.
- Arrows (20)	1	3 lb.	<ul style="list-style-type: none"> Used for all types of bows (shortbow, composite shortbow, longbow, composite longbow). An arrow used in melee is treated as an improvised light weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). 	114
- Bolts (10)	1	1 lb.	<ul style="list-style-type: none"> Used for light, heavy and hand crossbows. A crossbow bolt used in melee is treated as an improvised light weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). 	115
Bolts, repeating (5)	1	1 lb.	<ul style="list-style-type: none"> Used for repeating crossbows (case of five bolts). 	116
Bullets, sling (10)	0.1	5 lb.	<ul style="list-style-type: none"> Used for slings. 	115
Shuriken (5)	1	½ lb.	<ul style="list-style-type: none"> See shuriken description, above. 	121

ARMOR

Only subsections with significant changes are noted here.

Armor Qualities (p. 122)

- **Armor/Shield Bonus**
 - Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus (e.g. the *mage armor* spell or *bracers of armor*). Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus (e.g. the *shield* spell).
- **Armor Check Penalty**
 - Double the normal armor check penalty is applied to Swim checks.
 - *Nonproficient with Armor Worn*: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's and/or shield's armor check penalty on attack rolls and on all STR- and DEX-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.
 - *Sleeping in Armor*: A character who sleeps in medium or heavy armor is automatically fatigued the next day (-2 penalty on STR and DEX, can't charge or run). Sleeping in light armor does not cause fatigue.
- **Arcane Spell Failure**
 - Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.
- **Speed**
 - A dwarf's land speed remains 20 ft. even in medium or heavy armor or when carrying a medium or heavy load.

Getting Into and Out of Armor (p. 123)

- **Don**
 - *Readying* (strapping on) a shield is only a move action.
- **Remove**
 - *Loosing* a shield (removing it from the arm and dropping it) is only a move action.

Armor Descriptions (p. 124)

- **Shield, heavy** (wooden or steel)
 - See the *Weapon Descriptions* tables above for the use of a shield as a weapon.
- **Shield, light** (wooden or steel)
 - See the *Weapon Descriptions* tables above for the use of a shield as a weapon.
- **Shield, tower**
 - Normally, a tower shield provides a +4 shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding.
 - You cannot bash with a tower shield, nor can you use your shield hand for anything else.
 - When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

Masterwork Armor (p. 125)

- A masterwork suit of armor or shield has its armor check penalty reduced by 1.
- The masterwork quality can't be added to armor or a shield after it is created; it must be crafted as a masterwork item. The masterwork quality adds 150 gp to the normal cost of that armor or shield.
- All magic armors and shields are automatically considered to be of masterwork quality.
- The masterwork quality of a suit of armor or a shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

GOODS AND SERVICES

Only subsections with significant changes are noted here.

Adventuring Gear (p. 126)

- **Crowbar**
 - Grants a +2 circumstance bonus on STR checks made for the purpose of prying open doors or chests, shattering chains, etc.
 - If used in combat, treat as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.
- **Grappling hook**
 - Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 ft. of distance thrown).
- **Flask**
 - Weight 1½ lb. (when empty).
- **Hammer**
 - If used in combat, treat as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.
- **Lamp, common**
 - Provides clear illumination in a 15-ft. radius and shadowy illumination out to a 30-ft. radius.
- **Lantern, bullseye**
 - Provides clear illumination in a 60-ft. cone and shadowy illumination in a 120-ft. cone.
- **Lantern, hooded**
 - Provides clear illumination in a 30-ft. radius and shadowy illumination out to a 60-ft. radius.
- **Pouch, belt**
 - Weight ½ lb. (when empty).
- **Torch**
 - Provides clear illumination in a 20-ft. radius and shadowy illumination out to a 40-ft. radius.
 - If used in combat, treat as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.
- **Vial, ink or potion**
 - Weight 0.1 lb.

Special Substances and Items (p. 128)

- **Everburning torch** (cost 110 gp, weight 1 lb.)
 - This otherwise normal torch has a *continual flame* spell cast upon it. It clearly illuminates a 20-ft. radius and provides shadowy illumination out to a 40-ft. radius.
- **Smokestick**
 - The smoke fills a 10-ft. cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round).
- **Sunrod**
 - Provides clear illumination in a 30-ft. radius and shadowy illumination out to a 60-ft. radius.
- **Tanglefoot bag**
 - Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but must make a DC 15 Reflex save or be unable to fly (assuming it uses wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.
 - A creature glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon.
 - The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

- **Thunderstone**
 - Each creature within a 10-ft. radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.
 - You can simply aim at a particular 5-ft. square rather than at a specific target. Treat the target square as AC 5; if you miss, roll as normal for thrown splash weapons (PHB p.158) to determine where the thunderstone lands.

Tools and Skill Kits (p. 127)

- **Alchemist's Lab**
 - Provides a +2 circumstance bonus on **Craft (alchemy)** checks.
- **Spellbook, wizard's**
 - Each spell takes up **one** page per spell level (one page each for 0-level spells).
- **Spell component pouch**
 - Weight **2 lb.**

Transport (p. 132)

- *Descriptions for the various types of ships were copied here from the Expanded Equipment List in the D&D 3.0 DMG (p.150).*
- **Carriage** (cost 100 gp, weight 600 lb.)
 - This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Spellcasting and Services (p. 132)

- *Descriptions for various types of services were copied here from the Expanded Equipment List in the D&D 3.0 DMG (p.150).*

D&D 3.5 – COMBAT

This is a summary of Chapter 8 (*Combat*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. This chapter was extensively revised and rewritten, with various sections reordered and much expansion and clarification of the combat rules. In general, only sections and subsections with significant changes are noted here.

COMBAT STATISTICS

Saving Throws (p. 136)

- **Automatic Failures and Successes**
 - A natural 1 on a saving throw is always a failure (and may cause damage to exposed items). A natural 20 is always a success.

INITIATIVE (p. 136)

- **Inaction**
 - Even if you can't take actions (e.g. if you become paralyzed or unconscious), you retain your initiative score for the duration of the encounter.

ATTACKS OF OPPORTUNITY (p. 137)

- **Threatened Squares**
 - If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity (but see Unarmed Attacks, p. 139).
 - **Reach Weapons:** Most creatures of Medium or smaller size have a reach of only 5 feet. This means they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons (e.g. a long spear) threaten more squares than a typical creature. For instance, a long spear-wielding human threatens all squares 10 feet (2 squares) away, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.) In addition, most creatures larger than Medium have a natural reach of 10 feet or more.
- **Making an Attack of Opportunity**
 - An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).
- **Combat Reflexes and Additional Attacks of Opportunity**
 - This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you – such as by moving out of a threatened square and then casting a spell in a threatened square – you could make two separate attacks of opportunity. Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

ACTIONS IN COMBAT (p. 138)

Action Types

- There are four types of actions: standard actions, move actions, full-round actions, and free actions.
- In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform as many free actions as your DM allows. You can always take a move action in place of a standard action.
- **Standard Action**
 - A standard action allows you to do something ~~and move your speed during a combat round~~.
- **Move Action**
 - A move action allows you to move your speed or perform an action that takes a similar amount of time.
 - You can take a move action in place of a standard action.
 - If you move no actual distance in a round, you can take one 5-foot step either before, during, or after the action.
- **Full-Round Action**
 - The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions, as the DM allows. (Some full-round actions do not allow you to take a 5-foot step.)
 - Some full-round actions can be taken as standard actions, but only in situations where you are limited to performing only a standard action during your round (such as in a surprise round).
- **Partial Action Restricted Activity**
 - In some situations (such as when you're slowed or during a surprise round), you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action).

Standard Actions

- **Attack**
 - **Line of sight (diagram):** Two creatures can see each other if they can trace at least one clear straight line from any part of one creature's space to any part of the other creature's space. The line is clear if it doesn't cross or even touch squares that block line of sight.
- **Cast a Spell**
 - **Holding the charge:** ... If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.
 - **Dismiss a spell:** Dismissing an active spell (e.g. *alter self*) is a standard action that doesn't provoke attacks of opportunity.
- **Activate Magic Item**
 - Many magic items don't need to be activated – magic weapons, magic armor, etc. However, certain magic items do need to be activated, especially potions, scrolls, wands, rods, and staves. Activating a magic item is a standard action (unless the item description indicates otherwise).
 - **Spell Completion Items:** Activating a spell completion item such as a scroll is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.
 - **Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.
- **Use Special Ability**
 - **Spell-Like Abilities:** You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.
- **Total Defense**
 - You can defend yourself ~~and move during a round~~ as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action, so it helps you against any attacks of opportunity you incur during the round. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.
- **Start/Complete Full-Round Action**
 - The "start full-round action" standard action lets you start undertaking a full-round action (e.g. load a heavy crossbow, or cast a spell whose casting time is 1 full round), which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

Move Actions

- **Move**
 - The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-ft. step. Many nonstandard modes of movement are covered under this category, including climbing (up to ¼ of your speed) and swimming (up to ¼ of your speed).
 - *Accelerated Climbing*: You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.
 - *Crawling*: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.
- **Draw or Sheathe a Weapon**
 - Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weaponlike objects carried in easy reach, such as wands. If your weapon or weaponlike object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.
 - If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
 - Drawing ammunition for use with a ranged weapon (e.g. arrows, bolts, sling bullets, or shuriken) is a free action.
- **Ready or Loose a Shield**
 - Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.
 - Dropping a carried (but not worn) shield is a free action.
- **Manipulate an Item**
 - In most cases, moving or manipulating an item is a move action (e.g. retrieve or put away a stored item, pick up an item, move a heavy object, or open or close a door). These actions (except for opening or closing a door) all provoke attacks of opportunity.
- **Direct or Redirect a Spell**
 - Some spells (e.g. *flaming sphere* and *spiritual weapon*) allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.
- **Stand Up**
 - Standing up from a prone position requires a move action and provokes an attack of opportunity.

Full-Round Actions

- **Full Attack**
 - *Deciding between an Attack or a Full Attack*: After your first attack, if you have not yet taken a 5-ft. step, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-ft. step, you can't use your move action to move any distance, but you could still use a different kind of move action.
 - *Cleave*: The extra attacks granted by the Cleave or Great Cleave feats can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.
- **Cast a Spell**
 - A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.
 - When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.
 - You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any areas around you.
 - *Casting a metamagic spell*: Sorcerers and bard must take more time to cast a metamagic spell than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn't the same as a spell with a 1-round casting time - the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell. Cleric must take more time to spontaneously cast a metamagic version of a *cure* or *inflict* spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times require an extra full-round action to cast.
- **Use Special Ability**
 - Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.
- **Double Move Withdraw**
 - *Withdrawing from melee combat is a full-round action*. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-ft. step during the same round in which you withdraw. If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.
 - You may not withdraw using a form of movement for which you don't have a listed speed.
 - Note that, despite the name of this action, you don't actually have to leave combat entirely. For instance, you could use a withdraw action to move away from one enemy and toward another.
 - *Restricted withdraw*: If you are limited to taking only a standard action each round, you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).
- **Run**
 - You can run as a full-round action. (If you do, you do not also get a 5-ft. step.) You can move up to 4 times your speed in a straight line (or 3 times your speed if you're in heavy armor). You lose any DEX bonus to AC, unless you have the Run feat, which allows you to keep your DEX bonus to AC while running.
 - You can't run across difficult terrain, or if you can't see where you're going.
- **Move 5 Feet Through Difficult Terrain**
 - In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-ft. step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

Free Actions

- **Drop an Item**
 - Dropping an item in your space or into an adjacent square is a free action.
- **Drop Prone**
 - Dropping to a prone position in your space is a free action.
- **Speak**
 - In general, speaking is a free action that you can perform even when it isn't your turn. Some DMs may rule that a character can only speak on his turn, or that a character can't speak while flat-footed. Speaking more than a few sentences is generally beyond the limit of a free action; to communicate more information than that, your DM may require that you take a move action, or even a full-round action.
- **Cease Concentration on Spell**
 - You can stop concentrating on an active spell (e.g. *detect evil*) as a free action.
- **Cast a Quicken Spell**
 - You can cast a quickened spell or any spell whose casting time is designated as a free action (e.g. *feather fall*) as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

Miscellaneous Actions

- **Take 5-Foot Step**
 - You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

- You can take a 5-foot step before, during, or after your other actions in the round.
- You can only take a 5-foot step if your movement is not hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.
- You may not take a 5-foot step using a form of movement for which you do not have a listed speed.
- **Use Feat**
 - See the individual feat descriptions in chapter 5.
- **Use Skill**
 - See the individual skill descriptions in chapter 4.

INJURY AND DEATH (p. 145)

Disabled (0 Hit Points)

- You can only take a **single move or standard** action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other action the DM deems as strenuous, including some free actions such as casting a quickened spell) you take 1 point of damage after completing the act.

Stable Characters and Recovery

- On the next turn after a character is reduced to between -1 and -9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who is unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

Healing

- **Natural Healing**
 - With a full night's rest (8 hours or more) you recover 1 hit point per character level. Any significant interruption (e.g. combat) during your rest prevents you from healing that night.
 - If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.
- **Healing Ability Damage**
 - Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Subdual Nonlethal Damage

- **Staggered and Unconscious**
 - When your nonlethal damage equals your current hit points, you're staggered. You're so roughed up that you can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.
 - When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Each full minute that you're unconscious, you have a 10% chance to wake up and be staggered until your hit points exceed your subdual damage again.

MOVEMENT, POSITION AND DISTANCE (p. 146)

Tactical Movement

- **How Far Can Your Character Move?**
 - **Table 8-3 (Tactical Speed):** Dwarves retain their 20-ft. base speed even when wearing heavy armor.
 - **Hampered Movement:** Difficult terrain, obstacles, or poor visibility can hamper movement (see Terrain and Obstacles, below).
 - **Bonuses to Speed:** A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor and encumbrance, and remember that multiple bonuses of the same type to a character's speed (such as enhancement bonuses) don't stack.
- **Measuring Distance**
 - **Diagonals:** When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, etc. You can't move diagonally past a corner (even by taking a 5-ft. step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.
 - **Closest Creature:** When it's impossible to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.
- **Moving Through a Square**
 - **Friend:** You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.
 - **Opponent:** You can't move through a square occupied by an opponent, unless the opponent is helpless (dead, unconscious, paralyzed, bound, etc.). You can move through a square occupied by a helpless opponent without penalty. (The DM may rule that some creatures, such as an enormous dragon, present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)
 - **Ending Your Movement:** You can't end your movement in the same square as another creature unless it is helpless.
 - **Charging Overrun:** During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent (see Overrun, below).
- **Terrain and Obstacles**
 - **Difficult Terrain:** Each square of difficult terrain (e.g. rubble, an uneven cave floor, thick undergrowth, etc.) counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain. If you occupy squares of different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow. Flying and incorporeal creatures are not hampered by difficult terrain.
 - **Obstacles:** If an obstacle hampers movement but does not completely block it (e.g. a low wall or a deadfall of branches), each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross (e.g. Climb or Jump). Some obstacles (e.g. floor-to-ceiling walls) block movement entirely. A character can't move through a blocking obstacle. Flying and incorporeal creatures can avoid most obstacles, although a floor-to-ceiling wall blocks a flying creature as well as a landbound creature.
 - **Squeezing:** You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed into a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC. When a large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into. A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square. To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using the Escape Artist skill to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any DEX bonus to AC.
- **Special Movement Rules**
 - **Accidentally Ending Movement in an Illegal Space:** Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When this happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.
 - **Double Movement Cost:** If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal), and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.
 - **Minimum Movement:** Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited, such as while paralyzed.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

Big and Little Creatures in Combat

Note: The old rules regarding face and reach and how many opponents can attack a creature simultaneously ("Ganging Up") are superseded by the rules below.

- **Tiny, Diminutive, and Fine Creatures**
 - **Very small creatures take up less than 1 square of space.** Four Tiny creatures, 25 Diminutive creatures, or 100 Fine creatures can fit into a single square.
 - Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. **They also can't flank an enemy.**
- **Large, Huge, Gargantuan, and Colossal Creatures**
 - Very large creatures take up more than 1 square.
 - Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning they can reach targets even if they aren't in adjacent squares. For instance, an ogre can attack targets up to 10 feet (2 squares) away from it in any direction, **even diagonally.** (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)
 - Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it.
 - Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

COMBAT MODIFIERS (p. 150)

Favorable and Unfavorable Conditions

- Depending on the situation, you make gain bonuses or take penalties on your attack roll. **Generally, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's AC.** Your DM judges what bonuses and penalties apply, using the following tables as guides.

Table 8-5: Attack Roll Modifiers

Attacker is...	Melee	Ranged	Notes
Dazzled	-1	-1	
Entangled	-2	-2	An entangled character also takes a -4 penalty to DEX, which may affect his attack roll.
Flanking defender	+2		
Invisible	+2	+2	The defender loses any DEX bonus to AC. This bonus doesn't apply if the target is blinded.
On higher ground	+1	+0	
Prone	-4		Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.
Shaken or frightened	-2	-2	
Squeezing through a space	-4	-4	

Table 8-6: Armor Class Modifiers

Defender is...	Melee	Ranged	Notes
Behind cover	+4	+4	See <i>Cover (below)</i> .
Blinded	-2	-2	The defender loses any DEX bonus to AC.
Concealed or invisible	See <i>Concealment (below)</i> .		
Cowering	-2	-2	The defender loses any DEX bonus to AC.
Entangled	+0	+0	An entangled character takes a -4 penalty to DEX (which will affect his AC).
Flat-footed (such as surprised, balancing, climbing)	+0	+0	The defender loses any DEX bonus to AC.
Grappling (but attacker is not)	+0	+0	The defender loses any DEX bonus to AC. For ranged attacks, roll randomly to see which grappling combatant you strike. That defender loses any DEX bonus to AC.
Helpless (e.g. paralyzed, sleeping, or bound)	-4	+0	Treat the defender's DEX as 0 (-5 modifier). Rogues can sneak attack helpless defenders. See <i>Helpless Defenders (below)</i> .
Kneeling or sitting	-2	+2	
Pinned	-4	+0	Treat the defender's DEX as 0 (-5 modifier). Rogues can sneak attack pinned defenders.
Prone	-4	+4	
Running	+0	+0	The defender loses any DEX bonus to AC.
Squeezing through a space	-4	-4	
Stunned	-2	-2	The defender loses any DEX bonus to AC.

Cover

Note: This section was substantially changed. In particular, cover is generally now simply present or absent, rather than existing in varying degrees (one-quarter, one-half, three-quarters, nine-tenths, etc.).

- **General Notes**
 - To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).
 - When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.
- **Low Obstacles and Cover**
 - A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.
- **Cover and Attacks of Opportunity**
 - You can't execute an attack of opportunity against an opponent with **one-half or better** cover relative to you.
- **Cover and Reflex Saves**
 - Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you (such as a red dragon's breath weapon or a *fireball lightning bolt*). Note that spread effects (such as a *fireball*) can extend around corners and thus negate this cover bonus.
- **Cover and Hide Checks**
 - You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.
- **Soft Cover**
 - Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.
- **Big Creatures and Cover**
 - Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.
- **Total Cover**
 - If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.
- **Varying Degrees of Cover**
 - In some cases (e.g. peering around a corner or through an arrow slit), cover may provide a greater bonus to AC and Reflex saves. In such situations, the DM can double the normal cover bonuses to AC and Reflex saves (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.
 - The DM may impose other penalties or restrictions to attacks depending on the details of the cover. For example, to strike effectively through a narrow opening, you need to use a long piercing weapon, such as an arrow or a spear.

Concealment

Note: This section was substantially changed. In particular, concealment is generally now simply present or absent, rather than existing in varying degrees (one-quarter, one-half, three-quarters, nine-tenths, etc.).

- **General Notes**
 - To determine whether your target has concealment from your attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.
 - When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment (e.g. a cloud of smoke). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining concealment from ranged attacks.
 - In addition, some magical effects (e.g. *blur* and *displacement*) provide concealment against all attacks, regardless of whether any intervening concealment exists.
- **Concealment Miss Chance**
 - Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.
- **Concealment and Hide Checks**
 - You can use concealment to make a Hide check. Without concealment, you usually need cover (see above) to make a Hide check.
- **Total Concealment**
 - If you have line of effect to a target but not line of sight (e.g. he is in total darkness or invisible, or you are blinded), he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).
 - You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.
- **Ignoring Concealment**
 - A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Also, characters with low-light vision can see clearly for a greater distance with the same light source than other characters. (Fog, smoke, foliage, and other visual obstructions work normally against characters with darkvision or low-light vision.)
 - Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving.
- **Varying Degrees of Concealment**
 - The DM may rule that certain situations provide more or less than typical concealment, and modify the miss chance accordingly. For instance, a light fog might only provide a 10% miss chance, while near-total darkness could provide a 40% miss chance (and a +10 bonus on Hide checks).

Flanking

- When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.
- When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.
Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.
- Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

- **Regular Attack**
 - A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender can't use any DEX bonus to AC. In fact, his DEX score is treated as if it were 0 and his DEX modifier to AC as if it were -5 (and a rogue can sneak attack him).
- **Coup de Grace**
 - As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or a crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + the damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.
 - Delivering a coup de grace provokes attacks of opportunity from threatening opponents.
 - You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions.

SPECIAL ATTACKS AND DAMAGE (p. 154)

Aid Another

- If you're in a position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 *circumstance* bonus on his next attack roll against that opponent or a +2 *circumstance* bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.
- You can also use this standard action to help a friend in other ways (e.g. when he is affected by *hypnotism* or *sleep*), or to assist another character's skill check.

Bull Rush

- Can be made as a standard action (an attack), or as part of a charge.
- **Initiating a Bull Rush**
 - First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the *Improved Bull Rush* feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity made by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, she makes the attack roll and then rolls to see whether the attack went astray.)
 - Second, you and the defender make opposed STR checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 *stability* bonus if he has more than two legs or is otherwise exceptionally stable (such as a dwarf).
- **Bull Rush Results**
 - If you beat the defender's STR check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)
 - If you fail to beat the defender's STR check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Charging

- Charging is a special *full-round* action that allows you to move up to twice your speed and attack during the action.
- **Movement During a Charge**
 - You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed *directly toward the designated opponent*. You must have a clear path toward the opponent, and nothing can hinder your movement (e.g. difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If that space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement (e.g. a wall), slows movement (e.g. difficult terrain), or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)
 - If you don't have line of sight to the opponent at the start of your turn, you can't charge. You can't take a 5-foot step in the same round as a charge.
 - If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

- **Attacking on a Charge**
 - After moving, you may make a single melee attack. You get a +2 bonus on the attack roll, and also take a –2 penalty to your AC until the start of your next turn.
 - A charging character gets a +2 bonus on the STR check made to bull rush an opponent.
 - Even if you have extra attacks (e.g. from having a high base attack bonus or from using multiple weapons), you only get to make one attack during a charge.
 - *Lances and Charge Attacks*: A lance deals double damage if employed by a mounted character in a charge.
- **Weapons Readied against a Charge**
 - Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Disarm

- As a melee attack, you may attempt to disarm your opponent. If the item you are attempting to disarm isn't a melee weapon (e.g. a bow or a wand), the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.
- **Step 1: Attack of Opportunity**
 - You provoke an attack of opportunity from the target you are trying to disarm (unless you have the Improved Disarm feat). If the defender's attack of opportunity deals any damage, your disarm attempt fails.
- **Step 2: Opposed Rolls**
 - You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. (An unarmed strike is considered a light weapon.)
 - If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
 - If the targeted item isn't a melee weapon, the defender takes a –4 penalty on the roll.
- **Step 3: Consequences**
 - If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.
 - If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.
 - *Note*: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.
- **Grabbing Items**
 - You can use a disarm action to snatch an item worn by the target (e.g. a necklace or a pair of goggles). If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you.
 - You can't snatch an item that is well secured (e.g. a ring or a bracelet) unless you have pinned the wearer. Even then, the defender gains a +4 bonus on his roll to resist the attempt.

Feint

- To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds the target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his DEX bonus to AC (if any). This attack must be made on or before your next turn.
- If feinting against a nonhumanoid, you take a –4 penalty. Against a creature of animal intelligence (INT 1 or 2), you take a –8 penalty. Against a nonintelligent creature, feinting is impossible.
- Feinting in combat is a standard action that does not provoke attacks of opportunity.
- With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

Grapple

- **Grapple Checks**
 - Your attack bonus on a grapple check is: base attack bonus + STR modifier + special size modifier. The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16.
- **Starting a Grapple**
 - Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses). ~~A monk can use his unarmed rate of attacks per round while grappling.~~
 - *Step 1: Attack of Opportunity*. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when the attempt to grapple, nor do characters with the Improved Grapple feat.)
 - *Step 2: Grab*. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails.
 - *Step 3: Hold*. Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.
 - *Step 4: Maintain Grapple*. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.) Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target. If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin again at step 1.
- **Grappling Consequences**
 - *No Threatened Squares*: You don't threaten any squares while grappling.
 - *No DEX bonus*: You lose your DEX bonus to AC (if any) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)
 - *No Movement*: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.
- **If You're Grappling**
 - When you're grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.
 - *Activate a Magic Item*: You can activate a magic item, as long as the item doesn't require a spell completion trigger (such as a scroll does). You don't need to make a grapple check to activate the item.
 - *Attack Your Opponent*: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.
 - *Cast a Spell*: You can attempt to cast a spell while grappling or even while pinned, provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action (e.g. *protection from evil*) is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.
 - *Damage Your Opponent*: Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike. If you want to deal lethal damage, you take a –4 penalty on your grapple check. *Exception*: Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal when grappling without taking the usual –4 penalty for changing lethal damage to nonlethal damage.
 - *Draw a Light Weapon*: You can draw a light weapon as a move action with a successful grapple check.
 - *Escape from Grapple*: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).
 - *Move*: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple. *Note*: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.
 - *Retrieve a Spell Component*: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.
 - *Pin Your Opponent*: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). See below for the options available when you're pinning an opponent.

- **Break Another's Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. *The character is still grappling, but is no longer pinned.*
- **Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.
- **If You're Pinning an Opponent**
 - You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.
 - You can use a disarm action to remove or grab away a well-secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt.
 - You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).
 - You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.
- **If You're Pinned by an Opponent**
 - You are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak.
 - On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.
- **Joining a Grapple**
 - If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.
 - If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.
- **Multiple Grapplers**
 - Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures that are two or more size categories larger than you count quadruple.
 - When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

Mounted Combat

- **Horses in Combat**
 - Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full-round action and you can't do anything else until your next turn.
 - Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.
 - A horse (not a pony) is a **Large** creature, and thus takes up a space **10 feet (2 squares) across**. For simplicity, assume that you share your mount's space during combat.
- **Combat while Mounted**
 - With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. *This is a free action.*
 - When you attack a creature **smaller than your mount** that is on foot, you get the +1 bonus on melee attacks for being on higher ground.
 - If your mount moves more than 5 feet, you can only make a **single** melee attack. *Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.*
 - If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance.
 - You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a **ranged weapon** while your mount is moving. Likewise, you can take move actions normally (e.g. you can load and fire a light crossbow in a round while your mount is moving).
- **Casting Spells while Mounted**
 - You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you must make a Concentration check (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult (DC 15 + spell level).
- **If Your Mount Falls in Battle**
 - If your mount falls, you must succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.
- **If You Are Dropped**
 - If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle. Otherwise, you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

Overrun

- You can attempt an overrun as a standard action taken during your move, or as part of a charge. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.
- **Step 1: Attack of Opportunity**
 - First, you must move at least 10 feet in a straight line into the defender's space. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.
- **Step 2: Opponent Avoids?**
 - The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect. *If you were attempting the overrun as part of a charge, you may keep moving. In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square).* If your opponent doesn't avoid you, move to step 3.
 - **Improved Overrun:** If you have the Improved Overrun feat, your target may not choose to avoid you.
- **Step 3: Opponent Blocks?**
 - If your opponent blocks you, make a STR check opposed by the defender's DEX or STR check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf).
 - If you win, you knock the defender prone. If you lose, the defender may immediately react and make a STR check opposed by your DEX or STR check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.
- **Step 4: Consequences**
 - If you succeed in knocking your opponent prone, you can continue your movement as normal.
 - If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there.
 - If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.
- **Mounted Overrun (Trample)**
 - If you attempt an overrun while mounted, your mount makes the STR check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

Attack an Object Sunder

Note: The rules for attacking objects that are not carried or worn have been moved to chapter 9 (see Breaking and Entering, p. 165).

- **Step 1: Attack of Opportunity**
 - You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder (unless you have the Improved Sunder feat).

• Step 2: Opposed Rolls

- You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty.
- If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

• Step 3: Consequences

- If you beat the defender, you have landed a good blow. Roll damage and deal it to the weapon or shield (see table 8–8 for armor, weapon and shield hardness and hit points). If you fail the sunder attempt, you don't deal any damage.
- *Magic Shields and Weapons* (Note: This is taken from p.165): ~~The attacker cannot damage a magic weapon or shield that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck.~~ Each +1 of enhancement bonus adds 2 to the hardness of a weapon or a shield and +10 to the item's hit points.

• Sundering a Carried or Worn Object (other than a weapon or shield)

- Make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the DEX modifier of the carrying or wearing character, ~~plus any magical deflection bonus to AC the creature may have. If it's in the creature's hand (or tentacle, or whatever), it gets a +5 AC bonus.~~
- Attacking a carried or worn object provokes an attack of opportunity just as attacking a weapon or shield does.
- To attempt to snatch away an item worn by a defender rather than damage it, see Disarm, above. You can't sunder armor worn by another character.

Grenade-like Weapon Attacks Throw Splash Weapon

- To attack with a splash weapon, make a ranged touch attack against the target. Splash weapons require no weapon proficiency, so you don't take the -4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.
- You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)
- If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw (see diagram, p. 158). Then, count a number of squares in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip

- You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

• Making a Trip Attack

- Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.
- If your attack succeeds, make a STR check opposed by the defender's DEX or STR check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf).
- If you win, you trip the defender. If you lose, the defender may immediately react and make a STR check opposed by your DEX or STR check to try to trip you.
- *Avoiding Attacks of Opportunity:* If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

• Being Tripped (Prone)

- A tripped character is prone. Standing up is a move action.

• Tripping a Mounted Opponent

- You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his DEX or STR check. If you succeed, you pull the rider from his mount.

• Tripping with a Weapon

- Some weapons, including the spiked chain, dire flail, heavy flail, light flail, guisarme, halberd, and whip, can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Turn or Rebuke Undead

• Turning Checks

- Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity. You must present your holy symbol to turn undead. Turning is considered an attack.
- *Times per Day:* You may attempt to turn undead a number of times per day equal to 3 + your CHA modifier. You can increase this number by taking the Extra Turning feat.
- *Range:* You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.
- *Turning Check:* Roll a turning check (1d20 + your CHA modifier) to see how powerful an undead creature you can turn (see table 8–9).
- *Turning Damage:* If your turning check is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your level + your CHA modifier for turning damage. That's how many total Hit Dice of undead you turn. You may skip over already turned undead that are still within range.
- *Effect and Duration of Turning:* Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect – you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.
- *Destroying Undead:* If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

• Evil Clerics and Undead

- An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.
- *Rebuked:* A rebuked creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.
- *Commanded:* A commanded creature is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.
- *Dispelling Turning:* An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage (as above) to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).
- *Bolstering Undead:* An evil cleric may bolster undead against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on table 8–9 becomes the undead creatures' effective Hit Dice as far as turning checks are concerned (provided the result is higher than the creatures' actual Hit Dice). The bolstering lasts 10 rounds. An evil undead cleric can bolster himself in this manner.

• Neutral Clerics and Undead

- A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them.
- Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

• Paladins and Undead

- Beginning at 4th level, paladins can turn undead as if they were clerics of three levels lower than they actually are.

• Turning Other Creatures

- Some clerics have the ability to turn creatures other than undead. For example, a cleric with the Fire domain can turn or destroy water creatures (as if he were a good cleric turning undead) and rebuke or command fire creatures (as if he were an evil cleric rebuking undead). The turning check result is determined as normal.

• Other Uses for Positive or Negative Energy

- Positive or negative energy may have uses other than affecting undead. For example, a holy site might be guarded by a magic door that opens for any good cleric who can make a turning check high enough to affect a 3 HD undead and that shatters for an evil cleric who can make a similar check.

Two-Weapon Fighting

- If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. You can reduce these penalties in [three](#) ways:
 - If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
 - ~~The Ambidexterity feat reduces the off-hand penalty by 4.~~
 - The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off hand penalty by 6.
- Double Weapons
 - You can use a double weapon to make an extra attack [with the off-hand end of the weapon](#) as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.
- Thrown Weapons
 - The same rules apply when you throw a weapon from each hand. Treat a dart or a shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

SPECIAL INITIATIVE ACTIONS (p. 160)

Delay

- When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.
- ~~Delaying Limits~~
 - ~~A character can only voluntarily lower her initiative to -10 minus her initiative bonus.~~
- Initiative Consequences of Delaying
 - Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (although you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Ready

- Ready an Action
 - You can ready a [standard action](#), a [move action](#), or a [free action](#). To do so, specify the action you will take and the condition under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. [If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action.](#)
 - For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.
 - [You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.](#)
- Initiative Consequences of Readying
 - Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (although you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.
- Distracting Spellcasters
 - You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her concentration check result).
- Readying to Counterspell
 - You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.
 - A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.
- Readying a Weapon against a Charge
 - You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Refocus

The refocus full-round action has been eliminated.

D&D 3.5 – ADVENTURING

This is a summary of Chapter 9 (*Adventuring*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. Only sections and subsections with significant changes are noted here.

CARRYING CAPACITY

Bigger and Smaller Creatures (p. 162)

- Quadrupeds, such as horses, can carry heavier loads than characters can. Instead of the usual multipliers, multiply the value corresponding to the creature's STR score from table 9-1 by the appropriate modifier, as follows: Fine $\times\frac{1}{4}$, Diminutive $\times\frac{1}{2}$, Tiny $\times\frac{3}{4}$, Small $\times 1$, Medium $\times 1\frac{1}{2}$, Large $\times 3$, Huge $\times 6$, Gargantuan $\times 12$, Colossal $\times 24$.

MOVEMENT

Tactical Movement (p. 163)

- Hampered Movement
 - Difficult terrain, obstacles, or poor visibility (see table 9-4) can hamper movement. When movement is hampered, each square moved into usually counts as 2 squares, effectively reducing the distance that a character can cover in a move.
 - If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rules for doubling.)
 - In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)
 - You can't run or charge through any square that would hamper your movement.

Overland Movement (p. 164)

- Hustle
 - A character who takes any nonlethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to STR and DEX. Eliminating the nonlethal damage also eliminates the fatigue.
- Terrain
 - The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see table at right).
- Forced March
 - A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a CON check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. You can't recover this subdual damage normally until you halt and rest for at least 4 hours. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue.
- Mounted Movement
 - A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its CON checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.
- Table 9-6: Mounts and Vehicles
 - A heavy horse or heavy warhorse, while carrying a load, can travel at 3½ miles per hour (28 miles per day).
 - A donkey or mule, while carrying a load, can travel at 2 miles per hour (16 miles per day).
 - A riding dog can travel at 4 miles per hour (32 miles per day). While carrying a load, it can travel at 2 miles per hour (16 miles per day).
 - Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

Terrain	Highway	Road/Trail	Trackless
Desert, sandy	$\times 1$	$\times\frac{1}{2}$	$\times\frac{1}{2}$
Forest	$\times 1$	$\times 1$	$\times\frac{1}{2}$
Hills	$\times 1$	$\times\frac{3}{4}$	$\times\frac{1}{2}$
Jungle	$\times 1$	$\times\frac{3}{4}$	$\times\frac{1}{4}$
Moor (rough scrub)	$\times 1$	$\times 1$	$\times\frac{3}{4}$
Mountains	$\times\frac{3}{4}$	$\times\frac{3}{4}$	$\times\frac{1}{2}$
Plains	$\times 1$	$\times 1$	$\times\frac{3}{4}$
Swamp	$\times 1$	$\times\frac{3}{4}$	$\times\frac{1}{2}$
Tundra, frozen	$\times 1$	$\times\frac{3}{4}$	$\times\frac{3}{4}$

EXPLORATION

Vision and Light (p. 164)

- Table 9-7: Light Sources
 - The table (right) shows the radius that a light source illuminates and how long it lasts. A candle does not provide bright illumination, only shadowy illumination. A bullseye lantern illuminates a cone (20-feet-wide-at-the-far-end), not a radius.
 - In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.
 - In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.
 - In an area of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any DEX bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Search checks and most STR- and DEX-based skill checks.
 - Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and shadowy illumination for such characters.
 - Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Object/Spell	Bright	Shadowy	Duration
Candle		5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	60 ft. cone	120 ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

Breaking and Entering (p. 165)

Note: This section derives from the "Attack an Object" section in chapter 8 (Combat) of the 3.0 PHB.

- When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.
- Smashing an Object
 - Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack (see Sunder, p. 158). Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.
 - Armor Class: An object's AC is equal to 10 + its size modifier + its DEX modifier. An inanimate object has a DEX of 0 (-5 penalty to AC) and also an additional -2 penalty to its AC. With a melee weapon, you get a +4 bonus on your attack roll. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.
 - Animated objects count as creatures for purposes of determining their AC (do not treat them as inanimate objects).
 - Hardness: Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points. See tables 9-8, 9-9 and 9-11.
 - Hit Points: An object's hit point total depends on what it's made of and how big it is (see tables 9-8, 9-9 and 9-11). When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.
 - Energy Attacks: Sonic and acid attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally. Electricity, acid and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.
 - Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or similar). Divide the damage dealt by 2 before applying the object's hardness.
 - Ineffective Weapons: The DM may determine that certain weapons just can't effectively deal damage to certain objects.

- **Immunities:** Objects (including animated objects) are immune to nonlethal damage and to critical hits.
- **Magic Armor, Shields, and Weapons:** Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.
- **Vulnerability to Certain Attacks:** The DM may rule that certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may (at the DM's discretion) ignore the object's hardness.
- **Damaged Objects:** A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed. For instance, the wielder of a damaged weapon takes no penalty due to the weapon's damage, and damaged armor and shields still provide their full armor bonus to AC. Damaged (but not destroyed) objects can be repaired with the Craft skill.
- **Saving throws:** Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they are always affected by (for instance) a *disintegrate* spell. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (i.e. using the character's saving throw bonus). Magic items always get saving throws. A magic item's Fortitude, Reflex and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.
- **Breaking Items**
 - When a character tries to break something with sudden force rather than by dealing damage, use a STR check to see whether he or she succeeds. The DC depends more on the construction of the item than on the material. See table 9–12 for example break DCs.
 - If an item has lost half or more of its hit points, the DC to break it drops by 2.
 - Larger and smaller creatures get size bonuses and size penalties on STR checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.
 - A crowbar or portable ram improves a character's chance of breaking open a door.

EXPERIENCE AND LEVELS

This section has been moved to Chapter 3 (Classes) in the D&D 3.5 PHB.

D&D 3.5 – MAGIC

This is a summary of Chapter 10 (*Magic*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. Only sections and subsections with significant changes are noted here.

CASTING SPELLS

Caster Level (p. 171)

- In the event that a class feature, domain granted ability, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (e.g. range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks.

SPELL DESCRIPTIONS

School (subschool) (p. 172)

- Conjuration
 - Teleportation*: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the teleportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.
- Divination
 - Scrying*: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you (e.g. *darkvision* or *see invisibility*), but not spells or effects that emanate from you (e.g. *detect evil*). However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an INT of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.
 - Lead sheeting or magical protection (e.g. *antimagic field*, *mind blank*, or *nondetection*) blocks a scrying spell, and you sense that the spell is so blocked.
- Illusion
 - Figment*: A figment's AC is equal to 10 + its size modifier.

[Descriptor] (p. 174)

- A mind-affecting spell works only against creatures with an INT of 1 or higher.

Casting Time (p. 174)

- A spell with a casting time of 1 free action (e.g. *feather fall*) doesn't count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.
- You make all pertinent decisions about a spell (range, target, area, effect, version, etc.) when the spell comes into effect. For example, when casting a summon monster spell, you need not decide where you want the monster to appear (or indeed, what monster you are summoning) until the spell comes into effect in the round after you begin casting.

Range (p. 174)

- Touch
 - You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells (e.g. *teleport* and *water walk*) allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Aiming a Spell (p. 175)

- Target or Targets
 - Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless is not automatically willing.
 - Some spells (e.g. *flaming sphere* and *spiritual weapon*) allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.
- Effect
 - Ray*: If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.
 - Spread*: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect to all portions of the effect.
- Area
 - Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.
 - Burst, emanation or spread*: A burst can't affect creatures with total cover from the point of origin (in other words, its effects don't extend around corners). The default shape for a burst spell is a sphere, but some bursts are specifically described as cone-shaped.
 - Cone, cylinder, line or sphere*: A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area. A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. A sphere-shaped spell extends from its point of origin to fill a spherical area.

Duration (p. 176)

- Concentration
 - If a target moves out of range, the spell reacts as if your concentration had been broken.
- Touch Spells and Holding the Charge
 - Some touch spells (e.g. *teleport* and *water walk*) allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Saving Throw (p. 176)

- Automatic Failures and Successes
 - A natural 1 on a saving throw is always a failure, and the spell may cause damage to exposed magic items. A natural 20 is always a success.

Spell Resistance (p. 177)

- A creature with spell resistance must voluntarily lower the resistance (a [standard action](#)) in order to be affected by a spell noted as harmless. In such a case, you do not need to make a caster level check.

ARCANE SPELLS

Arcane Magical Writings (p. 178)

- Writing a New Spell into a Spellbook
 - *Time:* The process takes [24 hours](#), regardless of the spell's level.
 - *Space in the Spellbook:* A spell takes up [one](#) page of the spellbook per level. Even a 0-level spell takes one page.
- Selling a Spellbook
 - Captured spellbooks can be sold for a gp amount equal to one-half the cost of purchasing and inscribing the spells within (i.e. one-half of 100 gp per page of spells). A spellbook entirely filled with spells is worth 5,000 gp.

DIVINE SPELLS

Preparing Divine Spells (p. 179)

- Spontaneous Casting of *Summon Nature's Ally* Spells
 - A druid can spontaneously cast a *summon nature's ally* spell in place of a prepared spell of the same level or higher.

D&D 3.5 – BARD SPELL LIST

This is a list of the spells available to bards, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol ‘-’ in the left-hand margin signifies a spell that has changed in some way; ‘*’ signifies a spell that is new in D&D 3.5. ‘+’ signifies a spell that existed in 3.0, but was not on the bard spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *daylight* was moved from level 2 to level 3). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the bard spell list entirely.

General Notes

Calling and summoning spells: When you use a calling or summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Illusion spells: If “Disbelief” appears in the Save(s) column then a character studying the illusion or interacting with it in some fashion is entitled to a Will saving throw. If successful, the character realises the illusion is false. Figments and phantasms revealed to be false still remain as a translucent outline. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.

(D) *Detection spells:* Each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

(H) *Healing (cure) spells:* These spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.

(☞) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	evocation	Dancing Lights [light]	Create illusory torches or other lights • Lights can move up to 100 ft. per round (no concentration required).	V,S	1 action	Medium	Up to 4 lights within 10-ft. radius	1 min. (D)			216
	ench. (compulsion)	Daze [mind-affecting]	Target becomes dazed • Target can take no actions, but has no penalty to AC.	V,S,M	1 action	Close	1 humanoid (max. 4 HD)	1 rnd	Will negs	Yes	217
-	divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min./lvl (D)			219
	evocation	Flare [light]	Create a burst of bright light • When created directly in front of a sighted creature, target is dazzled (-1 to attacks, Spot, Search) for 1 min. (Fort negs, SR applies).	V	1 action	Close	Burst of light	Instant			232
	illusion (figment)	Ghost Sound	Create sounds corresponding to 4 normal humans per level (max. 20)	V,S,M	1 action	Close	Illusory sounds	1 rnd/lvl (D)	Disbelief		235
+	divination	Know Direction	Determine the direction of true north	V,S	1 action	Personal	You	Instant			246
-	evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,M	1 action	Touch	1 object	10 min/lvl (D)			248
*	ench. (compulsion)	Lullaby [mind-affecting]	Targets become drowsy; -5 penalty to Listen and Spot checks, -2 penalty to Will saves vs. sleep effects	V,S	1 action	Medium	Living creatures in 10-ft. burst	Conc. + 1 rnd/lvl (D)			249
	trans.	Mage Hand	Move an object at will from a distance • As a move action, object can be moved 15 ft. in any direction.	V,S	1 action	Close	1 object (nonmagical, unattended, up to 5 lb.)	Conc.			249
	trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
1	trans.	Message [language-dependent]	Establish a whispered conversation at a distance • Blocked by <i>silence</i> or any barrier that blocks <i>detect magic</i> .	V,S,F	1 action	Medium	1 creature/lvl	10 min/lvl			253
-	trans.	Open/Close	Open or close a door, chest, box, window, bag, etc. • If anything resists the activity (e.g. a bar on a door) the spell fails.	V,S,F	1 action	Close	1 openable object (up to 30 lb.) or portal	Instant	Will negs (obj)	Yes (obj)	258
	universal	Prestidigitation	Perform minor tricks	V,S	1 action	10 ft	(☞)	1 hour			264
-	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
	abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,M	1 action	Touch	1 creature	1 min.	Will negs (h)	Yes (h)	272
*	conj. (summoning)	Summon Instrument	Summon musical instrument of caster's choice • Instrument will play only for the caster.	V,S	1 round	0 ft.	1 handheld instrument	1 min/lvl (D)			285

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- abjur.	Alarm	Sound mental or audible alarm if any creature enters warded area without speaking a chosen password	V,S,F	1 action	Close	20-ft. emanation	2 hr/lvl (D)			197
+ trans.	Animate Rope	Rope or similar object obeys simple spoken commands • Cannot animate objects carried or worn by a creature.	V,S	1 action	Medium	1 ropelike object (up to 50 ft. + 5 ft./lvl)	1 rnd/lvl			199
- necro.	Cause Fear [fear, mind-affecting]	Target becomes frightened • If the Will save succeeds, the target is merely shaken for 1 round. • Counters and dispels remove fear.	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
ench. (charm)	Charm Person [mind-affecting]	Target regards caster as trusted friend and ally • Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies.	V,S	1 action	Close	1 humanoid	1 hr/lvl	Will negs	Yes	209
+ divination	Comprehend Languages	Understand any spoken or written language • You must touch the creature or the writing. Written material can be read at the rate of 1 page (250 words) per minute.	V,S,M	1 action	Personal	You	10 min/lvl			212
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
- divination	Detect Secret Doors (D)	Reveal presence of secret doors, compartments, caches, etc.	V,S	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
+ illusion (glamer)	Disguise Self (change self)	Change caster's appearance (+10 bonus to Disguise) • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Personal	You	10 min/lvl (D)			222
- trans.	Erase	Make mundane or magical writing vanish	V,S	1 action	Close	1 scroll or 2 pages	Instant	(📖)		227
- trans.	Expeditious Retreat	Add +30 ft. enhancement bonus to base land speed • Other modes of movement (climb, fly, swim, etc.) are not affected.	V,S	1 action	Personal	You	1 min/lvl (D)			228
- trans.	Feather Fall	Free-falling objects or creatures fall slowly • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	Free	Close	1 Medium (or smaller) obj. or creature/lvl (max. 20 ft. apart)	Until landing or 1 rnd/lvl	Will negs (h,obj)	Yes (obj)	229
conj. (creation)	Grease	Makes area or object slippery • Moving through a greased area requires a DC 10 Balance check. • A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.	V,S,M	1 action	Close	1 object or 10-ft square	1 rnd/lvl (D)	Ref part (📖)		237
ench. (compulsion)	Hypnotism [mind-affecting]	Nearby living creatures (2d4 HD total) become fascinated	V,S	1 action	Close	Living creatures (max. 30 ft. apart)	2d4 rnds (D)	Will negs	Yes	242
- divination	Identify	Determine all magical properties of a single object • Includes how to activate (if appropriate) and how many charges left.	V,S,M (100)	1 hour	Touch	1 object	Instant			243
+ ench. (compulsion)	Lesser Confusion [mind-affecting] (random action)	Target becomes confused for 1 round	V,S	1 action	Close	1 living creature	1 rnd	Will negs	Yes	212
Mage Armor										
2 illusion (glamer)	Magic Mouth	Speaks a message when specified event occurs • Message must be 25 words or less.	V,S,M (10)	1 action	Close	1 creature/object	Permanent (until discharge)	Will negs (obj)	Yes (obj)	251
Magic Weapon Message ▶ 0										
+ illusion (glamer)	Nystul's Magic Aura	Item registers to detect spells etc. as if nonmagical, or a specified kind of magic item or subject to a specified spell • An examiner casting identify (or similar) must make a Will save to recognize that the aura is false and detect the item's actual qualities.	V,S,F	1 action	Touch	1 object (up to 5 lb./lvl)	1 day/lvl (D)			257
2 abjur.	Obscure Object	Mask object against divination and scrying	V,S,M	1 action	Touch	1 object (up to 100 lb./lvl)	8 hours (D)	Will negs (obj)	Yes (obj)	258
Protection from Chaos/Evil/Good/Law										
+ abjur.	Remove Fear	Subjects gain +4 morale bonus against fear effects • If already suffering a fear effect, that effect is suppressed. • Counters and dispels cause fear.	V,S	1 action	Close	1 creature, + 1 additional per 4 lvls (max. 30 ft. apart)	10 min.	Will negs (h)	Yes (h)	271
illusion (figment)	Silent Image	Create illusion of an object, creature or force (visual only)	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc.	Disbelief		279

-	ench. (compulsion)	Sleep [mind-affecting]	Put 4 HD of living creatures into comatose slumber <ul style="list-style-type: none"> • Creatures with the fewest HD are affected first. 	V,S,M	1 round	Medium	10-ft. radius burst	1 min/lvl	Will negs	Yes	280
-	conj. (summoning)	Summon Monster I	Summon an extraplanar creature to act as directed <ul style="list-style-type: none"> • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them. 	V,S,F	1 round	Close	1 summoned creature	1 rnd/lvl (D)			285
2	ench. (compulsion)	Tasha's Hideous Laughter [mind-affecting]	Target falls prone and can take no actions <ul style="list-style-type: none"> • A creature of a different type to the caster receives a +4 bonus on its saving throw. 	V,S,M	1 action	Close	1 creature (with INT at least 3)	1 rnd/lvl	Will negs	Yes	292
2	abjur.	Undetectable Alignment	Conceals subject's alignment from all forms of divination	V,S	1 action	Close	1 creature or object	24 hours	Will negs (obj)	Yes (obj)	297
	conj. (creation)	Unseen Servant	Invisible force performs simple tasks at caster's command (📖)	V,S,M	1 action	Close	1 invisible servant	1 hr/lvl			297
	illusion (figment)	Ventriloquism	Makes caster's voice seem to issue from somewhere else	V,F	1 action	Close	Speech or other sounds	1 min/lvl (D)	Disbelief		298

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+ trans.	Alter Self	Assume form of a different creature of same type <ul style="list-style-type: none"> • HD of new creature no more than caster level (max. 5). • Caster gains physical abilities only of new form while generally retaining his own abilities (👁). 	V,S	1 action	Personal	You	10 min./lvl (D)			197
+ ench. (compulsion)	Animal Messenger [mind-affecting]	Compel a Tiny animal to go to a designated place <ul style="list-style-type: none"> • After reaching the destination, the animal waits there until the duration of the spell expires, then resumes its normal activities. 	V,S,M	1 action	Close	1 Tiny animal	1 day/lvl		Yes	198
ench. (compulsion)	Animal Trance [sonic, mind-affecting]	Nearby animals (2d6 HD total) become fascinated <ul style="list-style-type: none"> • Only magical beasts, dire animals, and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animals or magical beasts in range (with INT 1 or 2)	Conc.	Will negs	Yes	198
- necro.	Blindness / Deafness	Target becomes blinded or deafened (caster's choice)	V	1 action	Medium	1 living creature	Permanent (D)	Fort negs	Yes	206
- illusion (glamer)	Blur	Attacks against subject have 20% miss chance <ul style="list-style-type: none"> • See invisibility does not counteract the effect, but true seeing does. 	V	1 action	Touch	1 creature	1 min./lvl (D)	Will negs (h)	Yes (h)	206
Bull's Strength										
+ ench. (compulsion)	Calm Emotions [mind-affecting]	Calm agitated creatures <ul style="list-style-type: none"> • Mind-affecting spells and effects are suppressed. • Any aggressive action or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. 	V,S	1 action	Medium	20-ft. spread	Conc. up to 1 rnd/lvl (D)	Will negs	Yes	207
- trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min./lvl	Will negs (h)	Yes (h)	208
conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
- evocation	Darkness [darkness]	Object radiates shadowy illumination in 20-ft radius <ul style="list-style-type: none"> • All creatures in area gain concealment (20% miss chance), even those with darkvision, low-light vision etc. • Normal lights are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected. • If the object is placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. • Counters and dispels any light spell of equal or lower level. 	V,M	1 action	Touch	1 object	10 min./lvl (D)			216
Daylight ▶ 3										
* ench. (compulsion)	Daze Monster [mind-affecting]	Target becomes dazed <ul style="list-style-type: none"> • Target can take no actions, but has no penalty to AC. 	V,S,M	1 action	Medium	1 living creature (max. 6 HD)	1 rnd	Will negs	Yes	217
conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison <ul style="list-style-type: none"> • Does not cure any damage already inflicted by poison. 	V,S	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
- divination	Detect Thoughts [mind-affecting] (D)	Detect and eavesdrop on surface thoughts of nearby creatures	V,S,F	1 action	60 ft.	Cone emanation	Conc., up to 1 min./lvl (D)	Will negs (👁)		220
* trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma <ul style="list-style-type: none"> • CHA-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min./lvl	Will negs (h)	Yes (h)	225
ench. (charm)	Enthral [sonic, language-dependent, mind-affecting]	Captivates all in affected area while caster continues to speak or sing	V,S	1 round	Medium	All creatures in range	Up to 1 hour	Will negs (👁)	Yes	227
* trans.	Fox's Cunning	Subject gains +4 enhancement bonus to Intelligence <ul style="list-style-type: none"> • INT-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min./lvl	Will negs (h)	Yes (h)	233
- conj. (creation)	Glitterdust	Blind creatures and outline invisible things in area <ul style="list-style-type: none"> • Dust cannot be removed until the spell expires; any creature covered by the dust takes a -40 penalty on Hide checks. 	V,S,M	1 action	Medium	10-ft. radius spread	1 rnd/lvl	Will negs (blinding only)	Yes	236
* ench. (compulsion)	Heroism [mind-affecting]	Target gains +2 morale bonus on attacks, saves, and skill checks	V,S	1 action	Touch	1 creature	10 min./lvl	Will negs (h)	Yes (h)	240
- ench. (compulsion)	Hold Person [mind-affecting]	Target freezes, paralyzed; can take no actions <ul style="list-style-type: none"> • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity). 	V,S,F	1 action	Medium	1 humanoid	1 rnd/lvl (D)	Will negs	Yes	241
- illusion (pattern)	Hypnotic Pattern [mind-affecting]	Sighted creatures (total HD 2d4+1/lvl (max. +10)) become fascinated	V,S,M	1 action	Medium	10-ft. radius spread	Conc. + 2 rnds	Will negs	Yes	242

-	illusion (glamer)	Invisibility	Subject remains invisible until it attacks	V,S,M	1 action	Touch	1 creature/object (up to 100 lb./lvl)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
Levitate											
	divination	Locate Object	Indicates direction to object (specific or generic) <ul style="list-style-type: none"> To find a specific object, it must have been observed first-hand. Lead blocks the spell. Creatures cannot be found using this spell. 	V,S,F	1 action	Long	Circle centered on caster	1 min/lvl			249
Magic Mouth ▶ 1											
	illusion (figment)	Minor Image	As <i>silent image</i> , plus minor sounds <ul style="list-style-type: none"> Cannot produce understandable speech. 	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc. + 2 rnds	Disbelief		254
-	illusion (figment)	Mirror Image	Creates decoy duplicates (1d4 + 1 per 3 lvls, max. 8) <ul style="list-style-type: none"> A figment's AC is 10 + size modifier + DEX modifier. 	V,S	1 action	Personal	You	1 min/lvl (D)			254
	illusion (glamer)	Misdirection	Subject aura <i>detects</i> as that of another chosen object <ul style="list-style-type: none"> Caster of a detection spell on the subject must make a Will save to avoid being fooled. 	V,S	1 action	Close	1 creature/object (up to 10-ft. cube in size)	1 hr/lvl			254
Obscure Object ▶ 1											
	trans.	Pyrotechnics	<i>Fireworks</i> : Blind creatures within 120 ft <i>Smoke Cloud</i> : 20-ft radius cloud blocks all vision; affected creatures suffer -4 penalty to STR and DEX <ul style="list-style-type: none"> Penalties persist for 1d4+1 rnds after creature leaves the cloud. 	V,S,M (fire source)	1 action	Long	1 fire source (up to 20-ft. cube)	1d4+1 rnds 1 rnd/lvl	Will negs Fort negs	Yes	267
*	ench. (compulsion)	Rage [mind-affecting] (emotion: rage)	Affected creatures gain +2 morale bonus to STR and CON, +1 morale bonus on Will saves, -2 penalty to AC <ul style="list-style-type: none"> As for barbarian's rage, except subject is not fatigued at end of rage. 	V,S	1 action	Medium	1 willing living creature per 3 lvls (max. 30 ft. apart)	Conc. + 1 rnd/lvl (D)		Yes	268
-	necro.	Scare [fear, mind-affecting]	As <i>cause fear</i> , but affects multiple creatures <ul style="list-style-type: none"> Creatures with more than 5 HD are not affected. 	V,S,M	1 action	Medium	1 living creature / 3 lvls (max.30 ft. apart)	1 rnd/lvl	Will part	Yes	274
See Invisibility ▶ 3											
-	evocation	Shatter [sonic]	Destroy all nonmagical brittle objects in affected area <ul style="list-style-type: none"> Objects weighing more than 1 lb./lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,M	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
-	illusion (glamer)	Silence	Suppresses all sound in affected area <ul style="list-style-type: none"> The effect is immobile unless cast on a mobile creature or object. 	V,S	1 action	Long	20-ft radius emanation	1 min/lvl (D)	Will negs (obj)	Yes (obj)	279
-	evocation	Sound Burst [sonic]	Deal 1d8 sonic damage and stun creatures for 1 rnd <ul style="list-style-type: none"> Successful save negates stunning but does not affect damage. 	V,S,F	1 action	Close	10-ft radius spread	Instant	Fort part	Yes	281
	ench. (compulsion)	Suggestion [language-dependent, mind-affecting]	Target follows suggested reasonable course of action <ul style="list-style-type: none"> A very reasonable suggestion may cause the target to take a penalty of -1 or -2 on the save (at the DM's discretion). 	V,M	1 action	Close	1 living creature	1 hr/lvl (or until completed)	Will negs	Yes	285
	conj. (summoning)	Summon Monster II	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-2 creature, or 1d3 level-1 creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
-	conj. (summoning)	Summon Swarm	Swarm of small creatures attacks all creatures in area <ul style="list-style-type: none"> If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can (caster has no control of it). 	V,S,M	1 round	Close	1 swarm of bats, rats or spiders (caster's choice)	Conc. + 2 rnds			289
Tasha's Hideous Laughter ▶ 1											
-	divination	Tongues	Subject can speak and understand any language	V,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)		294
Undetectable Alignment ▶ 1											
-	trans.	Whispering Wind [air]	Send a message or sound to a specified location <ul style="list-style-type: none"> Message can be no more than 25 words. 	V,S	1 action	1 mile per lvl	10-ft radius spread	1 hr/lvl (or until discharged)			301

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
Bestow Curse										
trans.	Blink	Randomly 'blink' between Material and Ethereal planes • Physical attacks and spells have 50% miss chance (☹).	V,S	1 action	Personal	You	1 rnd/lvl (D)			206
ench. (charm)	Charm Monster [mind-affecting]	As <i>charm person</i> , but can affect any living creature	V,S	1 action	Close	1 living creature	1 day/lvl	Will negs	Yes	209
- divination (scrying)	Clairaudience/ Clairvoyance	Hear or see as if you were at a specified location • Location must be known, but line of effect is not needed.	V,S,F	1 action	Long	Magical sensor	1 min/lvl (D)			209
ench. (compulsion)	Confusion [mind-affecting]	Affected creatures become confused (☹) • Any confused creature which is attacked automatically attacks its attackers on its next turn.	V,S,M	1 action	Medium	15-ft radius burst	1 rnd/lvl	Will negs	Yes	212
* ench. (compulsion)	Crushing Despair [mind-affecting] (emotion: despair)	Affected creatures suffer -2 penalty on attacks, saves, skill and ability checks, and weapon damage rolls • Counters and dispels <i>good hope</i> .	V,S,M	1 action	30 ft.	Cone	1 min/lvl	Will negs	Yes	215
conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
2 evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level.	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
* ench. (compulsion)	Deep Slumber [mind-affecting]	As <i>sleep</i> , but affects 10 HD of living creatures	V,S,M	1 round	Close	10-ft. radius burst	1 min/lvl	Will negs	Yes	217
- abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvi is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i> * • <i>Otiluke's telekinetic sphere</i> * • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i> . • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast • Make a dispel check to counter the other spellcaster's spell.	V,S	1 action	Medium	1 object or creature	Instant			223
- illusion (glamer)	Displacement	Attacks against subject have 50% miss chance	V,M	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h)	Yes (h)	223
Emotion ► <i>rage</i> , <i>crushing despair</i> , <i>good hope</i>										
- necro.	Fear [fear, mind-affecting]	Living creatures in affected area become panicked • If its Will save succeeds, a creature is merely shaken for 1 round.	V,S,M	1 action	30 ft.	Cone	1 rnd/lvl	Will part	Yes	229

-	trans.	Gaseous Form	Subject becomes insubstantial and gains DR 10/magic • Subject can fly at 10 ft./rnd with perfect maneuverability	V,S,M	1 action	Touch	1 willing corporeal creature	2 min/lvl (D)			234
*	trans.	Glibness	Caster gains +30 to Bluff checks for convincing others • If a truth-detecting magical effect is directed against you, the user must make a caster level check (DC 15 + your caster level) to succeed.	V,S	1 action	Personal	You	10 min/lvl (D)			236
*	ench. (compulsion)	Good Hope [mind-affecting] (emotion: hope)	Subjects gain a +2 morale bonus on attacks, saves, skill and ability checks, and weapon damage rolls • Counters and dispels <i>crushing despair</i> .	V,S	1 action	Medium	1 living creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	237
Greater Magic Weapon											
Gust of Wind											
-	trans.	Haste	Subjects gain +1 bonus to attacks, +1 dodge bonus to AC and Reflex saves, +30 ft. to all movement modes • When making a full attack, a hastened creature may make one extra attack with any weapon held, at its full base attack bonus. • Dispel and counters <i>slow</i> . Multiple <i>haste</i> effects don't stack.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Fort negs (h)	Yes (h)	239
-	illusion (phantasm)	Illusory Script [mind-affecting]	Message can be read only by the intended reader(s) • Unauthorised reading triggers implanted <i>suggestion</i> lasting 30 min.	V,S,M (50+)	1 min (at least)	Touch	1 object (up to 10 lb.)	1 day/lvl (D)	Will negs	Yes	243
-	illusion (glamer)	Invisibility Sphere	As <i>invisibility</i> , but affects all within 10 ft. of subject • The area is mobile with the recipient. If the recipient attacks, the spell ends. Other affected creatures who attack negate the effect only for themselves.	V,S,M	1 action	Touch	10-ft. radius emanation	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
Keen Edge											
	evocation	Leomund's Tiny Hut [force]	Sphere shelters up to 10 Medium-size creatures • Sphere is immobile, and the spell ends if the caster leaves the sphere. • Sphere is opaque from outside, but transparent from inside.	V,S,M	1 action	20 ft.	Sphere, centered on caster	2 hr/lvl (D)			247
-	ench. (compulsion)	Lesser Geas [language-dependent, mind-affecting]	Compel a living creature to carry out a task • Subject suffers -2 penalty to each ability score (cumulative, up to a maximum of -8, but ability scores cannot go below 1) each day it is prevented from obeying the <i>lesser geas</i> . Ability score penalties are removed 24 hours after the subject resumes obeying the <i>lesser geas</i> .	V	1 round	Close	1 living creature (max. 7 HD)	1 day/lvl (or until discharged) (D)	Will negs	Yes	235
Magic Circle vs Chaos/Evil/Good/Law											
	illusion (figment)	Major Image	As <i>minor image</i> , plus full sound, smell, thermal effects • While concentrating, caster can move the image within the range. • The image disappears when struck unless it is caused to respond appropriately.	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc. + 3 rnds	Disbelief		252
-	conj. (creation)	Phantom Steed	Conjures a magical, horse-like mount • Steed's abilities depend on caster level (☞).	V,S	10 min	0 ft.	1 quasi-real, horse-like creature	1 hr/lvl (D)			260
	abjur.	Remove Curse	Frees object or creature from curses • For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. • Counters and dispels <i>bestow curse</i> .	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270
Remove Disease											
-	divination (scrying)	Scrying	Observe subject from any distance away • Will save DC is modified by caster's knowledge of target (☞). If the target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. • The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic</i> , <i>detect chaos/evil/good/law</i> , <i>message</i> .	V,S,M, F (fine mirror, at least 2 ft. x 4 ft.) (1000+)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274
	trans.	Sculpt Sound	Change the sounds that creatures or objects make • A spellcaster whose voice is changed dramatically cannot cast spells with verbal components.	V,S	1 action	Close	1 creature/object per lvl (max. 30 ft. apart)	1 hr/lvl (D)	Will negs (obj)	Yes (obj)	275
+	trans.	Secret Page	Changes one page to hide its real content	V,S,M	10 min	Touch	1 page (up to 3 sq.ft.)	Permanent			275
2	divination	See Invisibility	Caster can see invisible/ethereal creatures and objects	V,S,M	1 action	Personal	You	10 min/lvl (D)			275
	conj. (creation)	Sepia Snake Sigil [force]	When text is read, symbol strikes the reader • If reader fails a Reflex save, it is encased in a force field, holding it in suspended animation until released by caster or 1d4+1/lvl days elapse. The field provides the target with no protection against injury.	V,S,M (500)	10 min	Touch	1 book or written work	Permanent (until discharge)			276

-	trans.	Slow	Targets suffer -1 penalty to AC, melee attacks, melee damage and Reflex saves, and move at half normal speed (rounded down to the next 5-ft. increment) <ul style="list-style-type: none"> • A <i>slowed</i> creature may take only a single move action or standard action each turn, but not both (nor may it take full-round actions). • Dispels and counters <i>haste</i>. Multiple <i>slow</i> effects don't stack. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	280
+	divination	Speak with Animals	Comprehend and communicate with normal animals	V,S	1 action	Personal	You	1 min/lvl			281
	conj. (summoning)	Summon Monster III	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
Wind Wall											

LEVEL 4

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
conj. (healing)	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
- divination	Detect Scrying	Alerts you to scrying spells or effects	V,S,M	1 action	40 ft.	Emanation from caster	24 hr			219
- conj. (teleport.)	Dimension Door	Transport self and allies to any location within range <ul style="list-style-type: none"> You cannot take any other actions until your next turn. A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc. 	V	1 action	Long	1 willing Medium (or smaller) object/ creature per 3 lvls	Instant	Will negs (obj)	Yes (obj)	221
Dismissal										
- ench. (compulsion)	Dominate Person [mind-affecting]	Control a humanoid (Medium-size or smaller) telepathically <ul style="list-style-type: none"> If you and the subject have no common language, only basic commands can be communicated. You know what the subject is experiencing, but do not receive direct sensory input from it, nor can it communicate with you telepathically. A dominated creature continues to attempt to carry out its orders to the exclusion of all other activities except those necessary for day-to-day survival. A Sense Motive check against DC 15 (rather than the usual 25) can determine that the creature's behavior is being influenced by an enchantment effect. Changing your instructions or giving a new command is a move action. By concentrating fully on the spell (a standard action) you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. A subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are ignored. If you do not spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw. Protection from evil or similar prevents you from exercising control or using the telepathic link while the subject is warded, but neither prevents the establishment of domination nor dispels it. 	V,S	1 round	Close	1 humanoid	1 day/lvl	Will negs	Yes	224
+ abjur.	Freedom of Movement	Subject ignores magical impediments to movement <ul style="list-style-type: none"> Can move and attack normally while underwater. Automatically succeeds at resisting grapples and escaping pins. 	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
- illusion (glamer)	Greater Invisibility (improved invisibility)	As invisibility, but spell doesn't end if the subject attacks	V,S	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
- illusion (glamer)	Hallucinatory Terrain	Makes one type of natural terrain appear as another	V,S,M	10 min	Long	1 30-ft. cube/lvl (s)	2 hr/lvl (D)	Disbelief		238
ench. (compulsion)	Hold Monster [mind-affecting]	As hold person, but can affect any living creature	V,S,M	1 action	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes	241
Improved Invisibility ► greater invisibility										
divination	Legend Lore	Bring to mind legends about an important person, place or thing	V,S,M (250), F (50)	(📖)	Personal	You	Instant			246
conj. (creation)	Leomund's Secure Shelter	Creates a sturdy and secure cottage or lodge	V,S,M, (F)	10 min	Close	20-ft. square structure	2 hr/lvl (D)			246
divination	Locate Creature	Indicates direction to a known creature or creature of a known kind <ul style="list-style-type: none"> Running water blocks the spell. It cannot detect objects. 	V,S,M	1 action	Long	Circle centered on caster	10 min/lvl			249

-	ench. (compulsion)	Modify Memory [mind-affecting]	Change up to 5 minutes of the subject's memories	V,S	1 round	Close	1 living creature	Permanent	Will negs	Yes	255
	conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object • Does not cure any damage already inflicted by poison.	V,S,M	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
-	illusion (pattern)	Rainbow Pattern [mind-affecting]	Sighted creatures (up to 24 HD) become fascinated • Can be moved 30 ft./rnd; fascinated creatures follow it, trying to remain within the area. If led into a dangerous area, a creature gets a second save.	V,S,M, F	1 action	Medium	Colorful lights in a 20-ft radius spread	Conc. + 1 rnd/lvl (D)	Will negs	Yes	268
+	abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
+	illusion (shadow)	Shadow Conjunction	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 3rd level or lower • If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	<i>(as for mimicked spell)</i>					276
-	evocation	Shout [sonic]	Deafens creatures for 2d6 rnds and deals 5d6 damage • Successful Fort save negates deafness and halves damage. • Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 15d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves.	V	1 action	30 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
+	divination	Speak with Plants	Comprehend and communicate with plants and plant creatures	V,S	1 action	Personal	You	1 min/lvl			282
	conj. (summoning)	Summon Monster IV	Summon extraplanar creature(s) to act as directed • Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
*	illusion (glamer)	Zone of Silence	Sounds within 5-ft. radius emanation from caster cannot be heard outside the zone	V,S	1 round	Personal	You	1 hr/lvl (D)			303

LEVEL 5

School	Name [descriptor(s)]	Details	Comp.	Casting Time	Range	Target/Area/Effect	Duration	Saving Throw(s)	SR?	Pg.		
Contact Other Plane												
Control Water												
	illusion (phantasm)	Dream * [mind-affecting]		Sends a message to a sleeping creature	V,S	1 min.	Any	1 living creature	(☞)	Yes	225	
-	illusion (glamer)	False Vision		Divination (scrying) into affected area receives false image (as <i>major image</i>) defined at time of casting • The image can be changed as desired by concentration. While you are not concentrating, the image remains static.	V,S,M (250)	1 action	Touch	40-ft radius emanation	1 hr/lvl (D)		229	
-	abjur.	Greater Dispel Magic (greater dispelling)		As <i>dispel magic</i> , but max. +20 on dispel check • Unlike <i>dispel magic</i> , this spell can affect curses from <i>bestow curse</i> , and <i>geas/quest</i> , <i>lesser geas</i> , and <i>mark of justice</i> .	V,S	1 action	Medium	see <i>dispel magic</i>	Instant		223	
*	ench. (compulsion)	Greater Heroism [mind-affecting]		Target gains +4 morale bonus on attacks, saves, and skill checks, immunity to <i>fear</i> effects, and 1/lvl (max. 20) temporary hit points	V,S	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	240
-	conj. (healing)	Mass Cure Light Wounds (H) (healing circle)		Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
6	ench. (compulsion)	Mass Suggestion [language-dependent, mind-affecting]		As <i>suggestion</i> , but can affect multiple creatures • The same <i>suggestion</i> applies to each target creature.	V,M	1 action	Medium	1 creature/lvl (max. 30 ft. apart)	1 hr/lvl (or until completed)	Will negs	Yes	285
	ench. (compulsion)	Mind Fog [mind-affecting]		Affected creatures suffer -10 competence penalty to WIS checks and Will saves • Penalties remain for 2d6 rnds after affected creature leaves the fog.	V,S	1 action	Medium	Fog filling 20-ft. cube	30 min.	Will negs	Yes	253
	illusion (glamer)	Mirage Arcana		As <i>hallucinatory terrain</i> , and can also disguise structures	V,S	1 action	Long	1 20-ft. cube/lvl (S)	Conc. + 1 hr/lvl (D)	Disbelief		254
	illusion (glamer)	Mislead		As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	V,S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief		255
-	illusion (phantasm)	Nightmare * [evil, mind-affecting]		Vision deals 1d10 damage and prevents restful sleep • Will save DC is modified by caster's knowledge of target (☞). • <i>Dispel evil</i> cast on the recipient while you are casting dispels the <i>nightmare</i> and stuns you for 10 minutes per caster level of the <i>dispel evil</i> spell.	V,S	10 min.	Any	1 living creature	Instant	Will negs	Yes	257
	illusion (figment)	Persistent Image		As <i>major image</i> , but follows script with no concentration needed	V,S,M	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	1 min/lvl (D)	Disbelief		260
+	illusion (glamer)	Seeming		As <i>disguise self</i> , but can affect other creatures as well • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Close	1 creature / 2 lvls (max. 30 ft. apart)	12 hr (D)	Will negs (h)	Yes (h)	275
+	illusion (shadow)	Shadow Evocation		Mimic any Sor/Wiz evocation spell of 4th level or lower • If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	(as for mimicked spell)				277	
+	illusion (shadow)	Shadow Walk		Use the Plane of Shadow for rapid travel • Rate of travel is 50 miles/hr, but you reappear on the Material plane a random distance from desired endpoint (☞). • Travel to other planes requires transit of Plane of Shadow (1d4 hr).	V,S	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs	Yes	277
*	ench. (compulsion)	Song of Discord [mind-affecting]		Affected creatures turn on each other • 50% chance each turn to be forced to attack the nearest creature.	V,S	1 action	Medium	20-ft radius spread	1 rnd/lvl	Will negs	Yes	281
	conj. (summoning)	Summon Monster V		Summon extraplanar creature(s) to act as directed • Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286

* If the recipient is awake when the spell begins, the caster (or, for *dream*, the caster's messenger) may choose to end the spell, or enter a trance until the recipient goes to sleep, whereupon he becomes alert again and finishes casting. While in the trance, the caster/messenger is defenseless, both physically and mentally, and the spell ends if he is disturbed (for *nightmare*, the caster can prevent the spell being ended by making a Concentration check). Creatures who don't sleep or dream (such as elves, but not half-elves) can't be affected by these spells.

LEVEL 6

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+ divination	Analyze Dweomer	Determine magical properties of creatures or objects <ul style="list-style-type: none"> Can examine one creature or object each round (as a free action). In the case of a magic item, you learn its functions and how to activate them (as for <i>identify</i>). For an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist the effect, if its holder so desires. If it succeeds, it cannot be affected by another <i>analyze dweomer</i> spell for at least 24 hours. This spell does not function when used on an artifact. 	V,S,F (1500+)	1 action	Close	1 creature/object per lvl	1 rnd/lvl (D)	Will negs (obj)		197
+ trans.	Animate Objects	Objects can be commanded to attack foes <ul style="list-style-type: none"> A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. Cannot animate objects carried or worn by a creature. 	V,S	1 action	Medium	1 Small object/lvl	1 rnd/lvl			199
Control Weather										
- necro.	Eyebite [evil]	Can target one foe (as a move action) each round <ul style="list-style-type: none"> Effect depends on the target's HD - 10+: sickened; 5 to 9: panicked and sickened; 4 or less: comatose, panicked, and sickened. Sickened condition lasts for 10 min./lvl, and cannot be negated by <i>remove disease</i> or <i>heal</i> (but <i>remove curse</i> is effective). Panicked condition lasts 1d4 rounds; afterwards the target is shaken for 10 min./lvl, and automatically becomes panicked again if it sees the caster during that time. Comatose condition lasts 10 min./lvl; target cannot be awakened by any means short of dispelling the effect. Elves are not immune. 	V,S	1 action	Close	1 living creature	1 rnd per 3 lvls	Fort negs	Yes	228
+ divination	Find the Path	Reveal most direct route to specified location	V,S,F	3 rnds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
- ench. (compulsion)	Geas/Quest [language-dependent, mind-affecting]	As <i>lesser geas</i> , but can affect any living creature <ul style="list-style-type: none"> Subject suffers 3d6 damage each day it is prevented from obeying the <i>geas</i>, and must make a Fortitude save each day or become sickened. These effects end 24 hours after the creature attempts to resume the <i>geas</i>. 	V	10 min	Close	1 living creature	1 day/lvl (or until discharged) (D)		Yes	234
- divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer <ul style="list-style-type: none"> All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i>. 	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
* evocation	Greater Shout [sonic]	Affected creatures are stunned for 1 rnd, deafened for 4d6 rnds and suffer 10d6 sonic damage <ul style="list-style-type: none"> Successful Fort save negates stunning and halves damage and duration of deafness. Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 20d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves. 	V,S,F	1 action	60 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
+ conj. (creation)	Heroes' Feast	Feast cures all diseases, sickness, and nausea; grants immunity to poison and fear, 1d8+1 per 2 lvls (max. +10) temp. hp, +1 morale bonus to attacks and Will saves <ul style="list-style-type: none"> Feast takes one hour to consume; if interrupted, the spell is ruined. 	V,S	10 min. (+ 1 hr)	Close	Feast for 1 creature/lvl	12 hr		Yes (h)	240
* trans.	Mass Cat's Grace	Subjects gain +4 enhancement bonus to Dexterity	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	208
+ ench. (charm)	Mass Charm Monster [mind-affect] (mass charm)	As <i>charm monster</i> , but can affect multiple creatures <ul style="list-style-type: none"> Can affect a number of creatures whose combined HD do not exceed twice the caster's level, or at least one creature regardless of HD. 	V	1 action	Close	1 or more living creatures (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	209
* conj. (healing)	Mass Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +30) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
* trans.	Mass Eagle's Splendor	Subjects gain +4 enhancement bonus to Charisma <ul style="list-style-type: none"> CHA-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	225
* trans.	Mass Fox's Cunning	Subjects gain +4 enhancement bonus to Intelligence <ul style="list-style-type: none"> INT-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	233
Mass Haste ► <i>haste</i> (level 3)										
Mass Suggestion ► 5										

+	ench. (compulsion)	Otto's Irresistible Dance [mind-affecting]	Target suffers -4 penalty to AC, -10 to Reflex saves • Any AC bonus granted by a shield the target holds is negated. • Target provokes attacks of opportunity each round on its turn.	V	1 action	Touch	1 living creature	1d4+1 rnds		Yes	259
	illusion (figment)	Permanent Image	As <i>major image</i> , but image is permanent • While concentrating, caster can move the image within the range.	V,S,M (100)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Permanent (D)	Disbelief		260
Plane Shift											
	illusion (figment)	Programmed Image	As <i>major image</i> , but image is triggered by specific event (as for <i>magic mouth</i>)	V,S,M (25)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Until triggered, then 1 rnd/lvl	Disbelief		265
-	illusion (shadow)	Project Image	Shadow duplicate of caster; can talk and cast spells • Duplicate mimics caster unless directed otherwise (as a move action).	V,S,M (5)	1 action	Medium	1 shadow duplicate	1 rnd/lvl (D)	Disbelief		265
Repulsion											
	conj. (summoning)	Summon Monster VI	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	evocation	Sympathetic Vibration [sonic]	Deal 2d10 dmg/rnd to structure (ignoring hardness) • Duration must be chosen at time of casting.	V,S,F	10 min	Touch	1 freestanding structure	Up to 1 rnd/lvl		Yes	291
	illusion (glamer)	Veil	As <i>seeming</i> , but no restriction on new appearance • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Long	1 or more creatures (max. 30 ft. apart)	Conc. + 1 hr/lvl (D)	Will negs	Yes	298

Spells Without Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which bard spells lack somatic components (note that all bard spells have verbal components).

V components only (no S/M/F)

- 0 Flare
- 1 Feather Fall
- 2 Blindness/Deafness
- 2 Blur
- 3 Lesser Geas
- 4 Dimension Door
- 4 Shout
- 5 Contact Other Plane
- 6 Geas/Quest
- + 6 Mass Charm Monster
- + 6 Otto's Irresistible Dance

V+M/F components (no S)

- 0 Light
- 1 Ventriloquism
- 2 Darkness
- 2 Suggestion
- 2 Tongues
- 3 Displacement
- 6 5 Mass Suggestion

D&D 3.5 – CLERIC SPELL LIST

This is a list of the spells available to clerics, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '-' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+' signifies a spell that existed in 3.0, but was not on the cleric spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *mass heal* was moved from level 8 to level 9). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the cleric spell list entirely.

General Notes

Calling and summoning spells: When you use a calling or summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Illusion spells: If "Disbelief" appears in the Save(s) column then a character studying the illusion or interacting with it in some fashion is entitled to a Will saving throw. If successful, the character realises the illusion is false. Figments and phantasms revealed to be false still remain as a translucent outline. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.

- (D) *Detection spells:* Each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) *Healing (cure) spells:* These spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.
- (I) *Inflict wounds spells:* These spells heal undead rather than damaging them.
- (T) *Magical traps:* A Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.
- (Ⓜ) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	conj. (creation)	Create Water [water]	Creates wholesome, drinkable water	V,S	1 action	Close	Up to 2 gallons/lvl of water	Instant			215
	conj. (healing)	Cure Minor Wounds (H)	Cure 1 hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
-	divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
	divination	Detect Poison (D)	Detect presence of poison in a creature, object or area • Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison.	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
-	divination	Guidance	Subject gains +1 competence bonus on a single attack roll, saving throw, or skill check	V,S	1 action	Touch	1 creature	1 min (or until discharged)	Will negs (h)	Yes	238
-	necro.	Inflict Minor Wounds (I)	Inflict 1 hp damage	V,S	1 action	Touch	1 creature	Instant	Will negs	Yes	244
-	evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,DF	1 action	Touch	1 object	10 min/lvl (D)			248
	trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
-	trans.	Purify Food and Drink	Makes contaminated food or water fit for eating and drinking	V,S	1 action	10 ft.	Food and water (up to 1 cu.ft./lvl)	Instant	Will negs (obj)	Yes (obj)	267
-	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
	abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,DF	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
-	trans.	Virtue	Subject gains 1 temporary hit point	V,S,DF	1 action	Touch	1 creature	1 minute	Fort negs (h)	Yes (h)	298

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
ench. (compulsion)	Bane [fear, mind-affecting]	Enemies suffer -1 morale penalty to attacks and saving throws vs. fear • Counters and dispels <i>bless</i> .	V,S,DF	1 action	50 ft	Enemies in range	1 min/lvl	Will negs	Yes	203
ench. (compulsion)	Bless [mind-affecting]	Allies gain +1 morale bonus to attacks and saving throws vs. fear • Counters and dispels <i>bane</i> .	V,S,DF	1 action	50 ft	You + allies in range	1 min/lvl		Yes (h)	205
trans.	Bless Water [good]	Turns 1 pint of water into holy water	V,S,M (25)	1 min	Touch	1 flask of water	Instant	Will negs (obj)	Yes (obj)	205
necro.	Cause Fear [fear, mind-affecting]	Target becomes frightened • If the Will save succeeds, the target is merely shaken for 1 round. • Counters and dispels <i>remove fear</i> .	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
ench. (compulsion)	Command [language-dependent, mind-affecting]	Subject obeys a single command (choose from the options below) to the best of its ability and at its earliest opportunity • <i>Approach</i> : On its turn, subject moves toward you as quickly and directly as possible for 1 round (provoking attacks of opportunity as normal). It may do nothing but move during its turn. • <i>Drop</i> : On its turn, subject drops whatever it is holding. It can't pick up any dropped item until its next turn. • <i>Fall</i> : On its turn, subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes appropriate penalties. • <i>Flee</i> : On its turn, subject moves away from you as quickly as possible for 1 round (provoking attacks of opportunity as normal). It may do nothing but move during its turn. • <i>Halt</i> : The subject stands in place for 1 round. It may not take any actions but is not considered helpless. • If the subject can't carry out the command on its next turn, the spell fails.	V	1 action	Close	1 living creature	1 round	Will negs	Yes	211
divination	Comprehend Languages	Understand any spoken or written language • You must touch the creature or the writing. Written material can be read at the rate of 1 page (250 words) per minute.	V,S,DF	1 action	Personal	You	10 min/lvl			212
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
necro.	Curse Water [evil]	Turns 1 pint of water into unholy water	V,S,M (25)	1 min	Touch	1 flask of water	Instant	Will negs (obj)	Yes (obj)	216
necro.	Deathwatch [evil]	Determine the condition of creatures near death	V,S	1 action	30 ft.	Cone emanation	10 min/lvl			217
divination	Detect Chaos (D)	Detect presence of creatures, objects or spells of the specified alignment	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 10 min/lvl (D)			218
	Detect Evil (D)									218
	Detect Good (D)									219
	Detect Law (D)									219
divination	Detect Undead (D)	Detect presence and strength of undead auras	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
evocation	Divine Favor	You gain a +1 luck bonus per 3 lvls (at least +1, max. +3) to attack and weapon damage rolls	V,S,DF	1 action	Personal	You	1 min			224
ench. (compulsion)	Doom [fear, mind-affecting]	Target becomes shaken	V,S,DF	1 action	Medium	1 living creature	1 min/lvl	Will negs	Yes	225
abjur.	Endure Elements	Subject avoids harm from hot or cold environments • Does not protect against fire or cold damage.	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
abjur.	Entropic Shield	Ranged attacks at caster have 20% miss chance	V,S	1 action	Personal	You	1 min/lvl (D)			227
abjur.	Hide from Undead (invisibility to undead)	Undead cannot perceive warded creatures • If a warded creature attempts to turn/rebuke undead, touches an undead or attacks any creature, the spell ends for all recipients. • Nonintelligent undead get no saving throw. An intelligent undead gets one saving throw against the entire spell.	V,S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes	241
necro.	Inflict Light Wounds (I)	Inflict 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244

Invisibility to Undead ► *hide from undead*

	trans.	Magic Stone	Stones become +1 projectiles, dealing 1d6+1 damage • Against undead, the stones do double damage.	V,S,DF	1 action	Touch	Up to 3 pebbles	30 min (or until discharged)	Will negs (h,obj)	Yes (h,obj)	251
-	trans.	Magic Weapon	Weapon gains +1 enhancement bonus to attacks and damage • If caster or caster's deity is of good alignment, the weapon is considered blessed.	V,S,DF	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
-	conj. (creation)	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
-	abjur.	Prot. from Chaos [lawful] Prot. from Evil [good] Prot. from Good [evil] Prot. from Law [chaotic]	Magical barrier surrounds and moves with the subject: • Against attacks from creatures of the targeted alignment, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured creatures not of the spell's alignment cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature.	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
Random Action											
-	abjur.	Remove Fear	Subject gains +4 morale bonus against fear effects • If already suffering a fear effect, that effect is suppressed. • Counters and dispels <i>cause fear</i> .	V,S	1 action	Close	1 creature + 1 additional per 4 lvls (max. 30 ft. apart)	10 min	Will negs (h)	Yes (h)	271
	abjur.	Sanctuary	Opponents cannot directly attack subject • Subject cannot attack without breaking the spell.	V,S,DF	1 action	Touch	1 creature	1 rnd/lvl	Will negs		274
	abjur.	Shield of Faith	Subject gains +2 deflection bonus to AC • Additional +1 bonus per 6 levels (to a maximum total of +5).	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	278
-	conj. (summoning)	Summon Monster I	Summon an extraplanar creature to act as directed • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them.	V,S,DF	1 round	Close	1 summoned creature	1 rnd/lvl (D)			285

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
ench. (compulsion)	Aid [mind-affecting]	Subject gains +1 morale bonus to attacks and saves vs. fear, plus 1d8+1/lvl (max. +10) temporary hp	V,S,DF	1 action	Touch	1 living creature	1 min/lvl		Yes (h)	196
* trans.	Align Weapon [good/evil/lawful/chaotic]	Weapon takes on specified alignment <ul style="list-style-type: none"> Has no effect on a weapon that already has an alignment. Can't be cast on a natural weapon (e.g. unarmed strike). 	V,S,DF	1 action	Touch	1 weapon or 50 projectiles (in contact)	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	197
Animal Messenger										
divination	Augury	Learn whether a particular action will be good or bad <ul style="list-style-type: none"> Base chance for receiving a meaningful reply is 70% + 1%/lvl (max. 90%). 	V,S, M(25+), F(25+)	1 action	Personal	You	Instant			202
trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
ench. (compulsion)	Calm Emotions [mind-affecting]	Calm agitated creatures <ul style="list-style-type: none"> Mind-affecting spells and effects are suppressed. Any aggressive action or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. 	V,S,DF	1 action	Medium	20-ft. spread	Conc. up to 1 rnd/lvl (D)	Will negs	Yes	207
evocation	Consecrate [good]	Imbues area with positive energy, weakening undead: <ul style="list-style-type: none"> Charisma checks to turn undead receive +3 sacred bonus. Undead in area suffer -1 sacred penalty on attacks, damage, saves. Undead cannot be created in or summoned into affected area. If area contains an altar/shrine to caster's deity, above modifiers are doubled. If area contains an altar/shrine to any other deity, the spell instead curses the area, cutting off the connection with the associated deity, and does not grant the above bonuses/penalties relating to undead. Counters and dispels <i>desecrate</i>. 	V,S, M(25), DF	1 action	Close	20-ft radius emanation	2 hr/lvl			212
conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
evocation	Darkness [darkness]	Object radiates shadowy illumination in 20-ft radius <ul style="list-style-type: none"> All creatures in area gain concealment (20% miss chance), even those with darkvision, low-light vision etc. Normal lights are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected. If the object is placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Counters and dispels any light spell of equal or lower level. 	V,DF	1 action	Touch	1 object	10 min/lvl (D)			216
necro.	Death Knell [death, evil]	Kills a dying creature; caster gains 1d8 temporary hp, +2 STR and +1 effective caster level	V,S	1 action	Touch	1 living creature (with -1 hp or lower)	10 min. per HD of target	Will negs	Yes	217
conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
evocation	Desecrate [evil]	Imbues area with negative energy, strengthening undead: <ul style="list-style-type: none"> Charisma checks to turn undead receive -3 profane penalty. Undead in area gain +1 profane bonus on attacks, damage, saves. Undead created in or summoned into area gain +1 hit point per HD. If area contains an altar/shrine to caster's deity, above modifiers are doubled. If area contains an altar/shrine to any other deity, the spell instead curses the area, cutting off the connection with the associated deity, and does not grant the above bonuses/penalties relating to undead. Counters and dispels <i>consecrate</i>. 	V,S, M(25), DF	1 action	Close	20-ft radius emanation	2 hr/lvl		Yes	218
* trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma <ul style="list-style-type: none"> CHA-based spellcasters do not gain any additional bonus spells. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	225
Endurance ► <i>bear's endurance</i>										
ench. (charm)	Enthrall [sonic, language-dependent, mind-affecting]	Captivates all in affected area while caster continues to speak or sing	V,S	1 round	Medium	All creatures in range	Up to 1 hour	Will negs (E)	Yes	227

-	divination	Find Traps	Use Search skill to find traps as a Rogue can • You gain +1 per 2 lvls (max. +10) insight bonus on Search checks for traps.	V,S	1 action	Personal	You	1 min/lvl			230
	necro.	Gentle Repose	Protects remains of a dead creature from decay	V,S,DF	1 action	Touch	1 corpse	1 day/lvl	Will negs (obj)	Yes (obj)	235
-	ench. (compulsion)	Hold Person [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S,DF	1 action	Medium	1 humanoid	1 rnd/lvl (D)	Will negs	Yes	241
	necro.	Inflict Moderate Wounds (I)	Inflict 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
-	conj. (healing)	Lesser Restoration	Dispell magical effects reducing one ability score, or cure 1d4 points of temporary damage to one ability • Also eliminates fatigue, and improves exhaustion to fatigue.	V,S	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
	trans.	Make Whole	As <i>mending</i> , but repairs any number of breaks • Cannot restore a broken magic item's powers.	V,S	1 action	Close	1 object (up to 10 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	252
*	trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
	conj. (healing)	Remove Paralysis	Free target(s) from temporary paralysis or <i>slow</i> effects • 1 creature – paralysis is negated; • 2 creatures – each receives another save with +4 resistance bonus; • 3 or 4 creatures – each receives another save with +2 resistance bonus.	V,S	1 action	Close	Up to 4 creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	271
-	abjur.	Resist Energy (resist elements)	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
-	evocation	Shatter [sonic]	Destroy all nonmagical brittle objects in affected area • Objects weighing more than 1 lb/lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,DF	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
	abjur.	Shield Other	Subject gains +1 deflection bonus to AC,+1 resistance bonus to saves; half of any hit point damage suffered by subject is transferred to caster	V,S,F (100)	1 action	Close	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	278
-	illusion (glamer)	Silence	Suppresses all sound in affected area • The effect is immobile unless cast on a mobile creature or object.	V,S	1 action	Long	20-ft radius emanation	1 min/lvl (D)	Will negs (obj)	Yes (obj)	279
-	evocation	Sound Burst [sonic]	Deal 1d8 sonic damage and stun creatures for 1 rnd • Successful save negates stunning but does not affect damage.	V,S,DF	1 action	Close	10-ft radius spread	Instant	Fort part	Yes	281
Speak with Animals											
-	evocation	Spiritual Weapon [force]	Melee weapon attacks foes as caster directs • Attack bonus is caster's BAB + WIS modifier; deals 1d8 + 1 per 3 lvls (max. +5) hp force damage (critical as weapon type). • Weapon can be switched to a new target each round (move action).	V,S,DF	1 action	Medium	Magic weapon of force (appropriate to caster's deity)	1 rnd/lvl (D)		Yes	283
4	divination	Status	Caster can mentally monitor the position and general condition of subjects	V,S	1 action	Touch	1 creature per 3 lvls	1 hr/lvl	Will negs (h)	Yes (h)	284
	conj. (summoning)	Summon Monster II	Summon extraplanar creature(s) to act as directed • Can summon 1 level-2 creature, or 1d3 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
	abjur.	Undetectable Alignment	Conceals subject's alignment from all forms of divination	V,S	1 action	Close	1 creature or object	24 hours	Will negs (obj)	Yes (obj)	297
-	ench. (compulsion)	Zone of Truth [mind-affecting]	Affected creatures in area cannot speak deliberate and intentional lies • Affected creatures are aware of the enchantment.	V,S,DF	1 action	Close	20-ft. radius emanation	1 min/lvl	Will negs	Yes	303

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- necro.	Animate Dead [evil]	Creates up to 2 HD/lvl of skeletons and zombies <ul style="list-style-type: none"> Can control up to 4 HD/lvl of undead created via this spell. 	V,S,M (25+)	1 action	Touch	1 or more corpses	Instant			198
- necro.	Bestow Curse	Place a curse on the target creature <ul style="list-style-type: none"> Example curses: -6 effective decrease to an ability score (to a minimum of 1); -4 penalty on attacks, saves, and checks; or 50% chance each turn of losing its action. Counters <i>remove curse</i>. 	V,S	1 action	Touch	1 creature	Permanent	Will negs	Yes	203
- necro.	Blindness/Deafness	Target becomes blinded or deafened (caster's choice)	V	1 action	Medium	1 living creature	Permanent (D)	Fort negs	Yes	206
- necro.	Contagion [evil]	Infects target with chosen disease (📖)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
- evocation	Continual Flame [light]	Object becomes a permanent, heatless torch <ul style="list-style-type: none"> Can be covered and hidden, but not smothered or quenched. 	V,S,M (50)	1 action	Touch	1 object	Permanent			213
conj. (creation)	Create Food and Water	Sustains three humans or one horse per level for 1 day	V,S	10 min	Close	Food and water for 1 day	24 hr			215
conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
- evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond <ul style="list-style-type: none"> Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). Counters and dispels any darkness spell of equal or lower level. 	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
- evocation	Deeper Darkness [darkness]	As <i>darkness</i> , but object sheds shadowy illumination out to 60-ft. radius <ul style="list-style-type: none"> <i>Daylight</i> temporarily negates <i>deeper darkness</i> (and vice versa). Counters and dispels any light spell of equal or lower level. 	V,DF	1 action	Touch	1 object	1 day/lvl (D)			217
- abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : <ul style="list-style-type: none"> any Instantaneous-duration spell <i>antimagic field</i> curse from <i>bestow curse</i> <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) <i>forcecage</i> <i>geas</i> (or lesser <i>geas</i>) <i>globe</i> (or lesser <i>globe of invulnerability</i>*) <i>mark of justice</i> <i>Otiluke's resilient sphere</i>* <i>Otiluke's telekinetic sphere</i>* <i>prismatic sphere/wall</i> <i>wall of force</i> <p>* unless a targeted dispel is used</p>	Targeted dispel: Cancel spells on one object or creature <ul style="list-style-type: none"> Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. Area dispel: Cancel up to 1 spell on each object/creature in area <ul style="list-style-type: none"> For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i>. For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. Counterspell: Disrupt spell being cast <ul style="list-style-type: none"> Make a dispel check to counter the other spellcaster's spell. 	V,S	1 action	Medium	1 object or creature	Instant			223
abjur.	Glyph of Warding (T)	Blast: Deals 1d8 per 2 lvls energy damage (max. 5d8) <ul style="list-style-type: none"> Damage is dealt to intruder and to all within 5 ft. of intruder. Spell: Discharges a chosen spell (3rd level or lower) <ul style="list-style-type: none"> Spell is targeted or centered on the intruder. 	V,S,M (200+)	10 min	Touch	1 object, or up to 5 sq.ft/lvl	Until discharged	Ref half	Yes (obj)	236
evocation	Helping Hand	Ghostly image of a hand leads someone to you (📖)	V,S,DF	1 action	5 miles	Ghostly hand	1 hr/lvl			239
necro.	Inflict Serious Wounds (I)	Inflict 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244

evocation	Invisibility Purge	Negate all forms of invisibility within 5 ft./lvl of caster	V,S	1 action	Personal	You	1 min/lvl (D)			245
divination	Locate Object	Indicates direction to object (specific or generic) <ul style="list-style-type: none"> To find a specific object, it must have been observed first-hand. Lead blocks the spell. Creatures cannot be found using this spell. 	V,S,DF	1 action	Long	Circle centered on caster	1 min/lvl			249
- abjur.	Magic Circle against Chaos [law]	As <i>protection from chaos/evil/good/law</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
	Magic Circle against Evil [good]									
	Magic Circle against Good [evil]									
	Magic Circle against Law [chaotic]									
- trans.	Magic Vestment	Armor/shield gains +1 enhancement per 4 lvls (max. +5) <ul style="list-style-type: none"> Regular clothing can be enchanted (counts as having armor bonus 0). 	V,S,DF	1 action	Touch	1 armor or shield	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
- trans.	Meld into Stone [earth]	Caster and equipment meld into single block of stone <ul style="list-style-type: none"> Stone must be large enough to accommodate caster and equipment, and equipment must weigh no more than 100 lb. 	V,S,DF	1 action	Personal	You	Up to 10 min/lvl			252
Negative Energy Protection ▶ <i>death ward</i> (level 4)										
- abjur.	Obscure Object	Mask object against divination and scrying	V,S,DF	1 action	Touch	1 object (up to 100 lb./lvl)	8 hours (D)	Will negs (obj)	Yes (obj)	258
- ench. (compulsion)	Prayer [mind-affecting]	Caster and allies gain +1 luck bonus on attacks, weapon damage, saves and checks; foes suffer -1 penalty on same	V,S,DF	1 action	40 ft.	All allies and enemies within range	1 rnd/lvl		Yes	264
- abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) <ul style="list-style-type: none"> Spell is discharged after absorbing 12/lvl (max. 120) hp damage. Takes precedence over <i>resist energy</i>. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
conj. (healing)	Remove Blindness/Deafness	Cure normal or magical blindness or deafness (caster's choice) <ul style="list-style-type: none"> Counters and dispels <i>blindness/deafness</i>. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	270
abjur.	Remove Curse	Free object or creature from curses <ul style="list-style-type: none"> For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. Counters and dispels <i>bestow curse</i>. 	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270
conj. (healing)	Remove Disease	Cure all diseases afflicting subject <ul style="list-style-type: none"> Also kills parasites such as green slime. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	271
evocation	Searing Light	Ranged touch attack deals 1d8 per 2 lvls (max. 5d8) dmg <ul style="list-style-type: none"> Undead take 1d6/lvl damage (max. 10d6); undead vulnerable to sunlight (e.g. vampires) take 1d8/lvl damage (max. 10d8). Constructs/inanimate objects take 1d6 per 2 lvls damage (max. 5d6). 	V,S	1 action	Medium	Ray	Instant		Yes	275
necro.	Speak with Dead [language-dependent]	Corpse answers up to 1 question per 2 lvls <ul style="list-style-type: none"> Does not get a Will save if creature's alignment was same as caster's. Cannot be cast on the same corpse more than once per week. 	V,S,DF	10 min	10 ft.	1 corpse	1 min/lvl	Will negs		281
Speak with Plants										
- trans.	Stone Shape [earth]	Sculpt stone into any desired shape <ul style="list-style-type: none"> 30% chance that any shape including moving parts doesn't work. 	V,S,DF	1 action	Touch	Stone/stone object, (up to 10 + 1/lvl cu. ft.)	Instant			284
conj. (summoning)	Summon Monster III	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
trans.	Water Breathing	Subjects can breathe water freely <ul style="list-style-type: none"> Divide the duration evenly between all affected creatures. 	V,S,DF	1 action	Touch	Living creature(s)	2 hr/lvl	Will negs (h)	Yes (h)	300
- trans.	Water Walk [water]	Subjects can tread on any liquid as if solid <ul style="list-style-type: none"> If submerged, subjects are borne toward the surface at 60 ft./rnd. 	V,S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes (h)	300
- evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases <ul style="list-style-type: none"> Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance. 	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 4

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
– trans.	Air Walk [air]	Subject can tread on air as if solid • Maximum upward or downward angle is 45 degrees, at half-speed.	V,S,DF	1 action	Touch	1 creature (Gargantuan or smaller)	10 min/lvl		Yes (h)	196
– trans.	Control Water [water]	Raises or lowers an area of water (☞)	V,S,DF	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
conj. (healing)	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
– necro.	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects • Negative levels the subject has already gained are not affected.	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
abjur.	Dimensional Anchor	Block target from extradimensional travel	V,S	1 action	Medium	Ray	1 min/lvl		Yes (obj)	221
divination	Discern Lies	Know when subject deliberately lies • Each round, you may concentrate on a different subject.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Conc., up to 1 rnd/lvl	Will negs		221
abjur.	Dismissal	Banish an extraplanar creature • Save DC = spell's DC – creature's HD + caster's level.	V,S,DF	1 action	Close	1 extraplanar creature	Instant	Will negs	Yes	222
divination	Divination	Provides advice for specific proposed actions • Base chance for receiving a meaningful reply is 70% + 1%/lvl (max. 90%).	V,S,M (25+)	10 min	Personal	You	Instant			224
– evocation	Divine Power	Caster gains a fighter's base attack bonus, +6 enhancement bonus to STR, and 1 temporary hp/lvl	V,S,DF	1 action	Personal	You	1 rnd/lvl			224
– abjur.	Freedom of Movement	Subject ignores magical impediments to movement • Can move and attack normally while underwater. • Automatically succeeds at resisting grapples and escaping pins.	V,S,M, DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
– trans.	Giant Vermin	Turn normal vermin into giants • Can be cast on three centipedes, two spiders, or one scorpion. New size of vermin depends on caster level (☞).	V,S,DF	1 action	Close	Up to 3 vermin (max. 30 ft. apart)	1 min/lvl		Yes	235
– trans.	Greater Magic Weapon	As <i>magic weapon</i> , but +1 enhancement bonus per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 weapon or 50 projectiles (in contact)	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
– evocation	Imbue with Spell Ability	Transfer up to 3 currently-prepared spells to subject • Only clerical abjuration, divination, or conjuration (healing) spells can be transferred. The maximum number of spells that can be received depends on the subject's HD (1-2: one 1st-level spell; 3-4: two 1st-level spells; 5+: two 1st-level and one 2nd-level spell). • The <i>imbue with spell ability</i> spell slot can't be refilled until the subject has used the transferred spells or is slain.	V,S,DF	10 min	Touch	1 creature (must have at least INT 5 and WIS 9)	Until discharged (D)	Will negs (h)	Yes (h)	243
necro.	Inflict Critical Wounds (1)	Inflict 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
– conj. (calling)	Lesser Planar Ally	Request deity to send elemental/outsider (max. 6 HD) • The creature sent is at the deity's choice. You may ask the creature to perform one task for you, and it may request some service or payment in return (negotiation takes 1 round).	V,S,DF X (100)	10 min	Close	1 called creature	Instant			261
conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
necro.	Poison	Touch attack deals 1d10 CON damage immediately, and 1d10 CON damage one minute later • Fortitude save DC is 10 + ½ caster's level + caster's WIS modifier.	V,S,DF	1 action	Touch	1 living creature	Instant	Fort negs (two saves needed)	Yes	262
abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
– conj. (healing)	Restoration	As <i>lesser restoration</i> , but also provides other benefits: • Dispels negative energy levels and restores 1 drained experience level to the subject (only if the time since the creature lost the level is less than or equal to 1 day per caster level). • Cures all temporary ability damage, and restores all points permanently drained from a single ability score. • Eliminates any fatigue or exhaustion suffered by the subject.	V,S,M (100)	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272

evocation	Sending	Transmit message (25 words or less) to a known subject <ul style="list-style-type: none"> Subject can reply (25 words or less) immediately. If the subject is on another plane, there is a 5% chance that the <i>sending</i> does not arrive. 	V,S,DF	10 min	Any	1 creature	1 rnd			275
abjur.	Spell Immunity	Subject gains unbeatable SR against one specified spell or spell-like effect per 4 lvls <ul style="list-style-type: none"> Spell specified must be no higher than 4th level. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
Status ▶ 2										
conj. (summoning)	Summon Monster IV	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
– divination	Tongues	Subject can speak and understand any language	V,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)		294

LEVEL 5

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Atonement	Remove burden of evil acts/misdeeds from subject <ul style="list-style-type: none"> • Atoning for deliberate misdeeds costs the caster 500 XP. 	V,S,M,DF,F (500+)	1 hour	Touch	1 living creature	Instant		Yes	201
abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> • Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. • For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
Circle of Doom ▶ <i>mass inflict light wounds</i>										
divination	Commune	Deity answers one yes/no question per level	V,S,M,DF,X (100)	10 min	Personal	You	1 rnd/lvl			211
abjur.	Dispel Chaos [lawful]	Caster gains +4 deflection bonus to AC against creatures of the specified alignment <ul style="list-style-type: none"> • On a successful melee touch attack against an extraplanar creature of the specified alignment, you can choose to drive the creature back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a creature of the specified alignment, or any one spell of that alignment (no save or SR); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
	Dispel Evil [good]									
	Dispel Good [evil]									
	Dispel Law [chaotic]									
* trans.	Disrupting Weapon	Weapon becomes deadly to undead <ul style="list-style-type: none"> • Any undead (with HD up to caster's level) struck must make a Will save or be destroyed (no SR applies). 	V,S	1 action	Touch	1 melee weapon	1 rnd/lvl	Will negs (h,obj)	Yes (h,obj)	223
Ethereal Jaunt ▶ 7										
evocation	Flame Strike [fire]	Divine fire deals 1d6/lvl damage (max. 15d6) <ul style="list-style-type: none"> • Damage is half fire, half divine power. 	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
- ench. (compulsion)	Greater Command [language-dependent, mind-affecting]	As <i>command</i> , but affects multiple creatures <ul style="list-style-type: none"> • At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. • Each creature must receive the same command. 	V	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	211
- evocation	Hallow [good]	Designates a site, building or structure as holy <ul style="list-style-type: none"> • The site is guarded by a <i>magic circle vs. evil</i> effect. • Charisma checks to turn undead gain a +4 sacred bonus; Charisma checks to rebuke undead suffer a -4 sacred penalty. • Any dead body interred in the site cannot be turned into an undead. • A spell effect* can be fixed to the site, lasting for 1 year. • Counters but does not dispel <i>unhallow</i>. 	V,S,DF,M (1000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			238
Healing Circle ▶ <i>mass cure light wounds</i>										
- conj. (summoning)	Insect Plague	Summoned locust swarms attack all creatures in affected areas <ul style="list-style-type: none"> • Swarms remain stationary after being summoned. 	V,S,DF	1 round	Long	1 swarm of locusts per 3 levels (max. 6) (must be contiguous)	1 min/lvl			244
trans.	Mark of Justice	Designates action to trigger <i>bestow curse</i> on target	V,S,DF	10 min	Touch	1 creature	Permanent		Yes	252
- conj. (healing)	Mass Cure Light Wounds (healing circle) (H)	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
- necro.	Mass Inflict Light Wounds (circle of doom) (I)	Inflict 1d8+1/lvl (max. +25) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
- conj. (teleport.)	Plane Shift	Move subject(s) to another plane <ul style="list-style-type: none"> • Subjects appear 5d% miles from intended destination. 	V,S,F	1 action	Touch	1 creature (or up to 8 willing creatures joining hands)	Instant	Will negs	Yes	262

- conj. (healing)	Raise Dead	Restores willing soul to life <ul style="list-style-type: none"> Subject loses a level (or 2 CON points, if 1st level) when raised. Cures 1 hp damage per HD, cures normal poisons and diseases, and raises to 1 any ability scores drained to 0. A creature turned to undead or killed by a death effect can't be raised. Constructs, elementals, outsiders and undead creatures can't be raised. 	V,S,DF M (5000)	1 min	Touch	1 corpse (dead no more than 1 day/lvl)	Instant		Yes (h)	268
- trans.	Righteous Might	Caster's size increases to next size category <ul style="list-style-type: none"> Height x 2, weight x 8; you gain +4 size bonus to STR, +2 size bonus to CON, +2 enhancement bonus to natural armor. Size modifier for AC and attacks changes as appropriate for new size category, as does face and reach (but not speed). All equipment worn or carried is also enlarged. Melee and projectile weapons deal more damage (but not thrown weapons; any enlarged item leaving your possession instantly returns to normal size). You gain damage reduction 3/evil or 3/good (depending on whether you normally channel positive or negative energy). Damage reduction increases to 6 at 12th level, and 9 at 15th level. If insufficient room is available for full growth, you attain maximum possible size and may make a STR check (with your increased STR) to burst any enclosures in the process (if you fail, you are not harmed). Multiple magical effects that increase size do not stack. 	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			273
- divination (scrying)	Scrying	Observe subject from any distance away <ul style="list-style-type: none"> Will save DC is modified by caster's knowledge of target (□). If target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry that subject again for least 24 hours. The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic, detect chaos/evil/good/law, message.</i> 	V,S,DF F (100+)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274
necro.	Slay Living [death]	Kill target creature <ul style="list-style-type: none"> Successful save inflicts 3d6+1/lvl damage instead. 	V,S	1 action	Touch	1 living creature	Instant	Fort part	Yes	280
abjur.	Spell Resistance	Subject gains SR of 12 + caster level	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	282
conj. (summoning)	Summon Monster V	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
* necro.	Symbol of Pain (T) [evil] (symbol: pain)	Creatures suffer -4 penalty to attacks, saves, checks <ul style="list-style-type: none"> Penalty lasts 1 hour after the creature moves away from the symbol. 	V,S, M (1000+)	10 min or longer (□)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	290
* ench. (compulsion)	Symbol of Sleep (T) [mind-affecting] (symbol: sleep)	Creatures (of 10 HD or less) sleep for 3d6 x 10 min. <ul style="list-style-type: none"> Sleeping creatures cannot be woken by nonmagical means. 						Will negs		291
- divination	True Seeing	Subject sees all things within 120 ft. as they really are <ul style="list-style-type: none"> Can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i>, changed, or transmuted things, and see into the Ethereal Plane. Subject can also determine the alignments of creatures at a glance. 	V,S, M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
- evocation	Unhallow [evil]	Designates a site, building or structure as unholy <ul style="list-style-type: none"> The site is guarded by a <i>magic circle vs. good</i> effect. Charisma checks to turn undead suffer a -4 profane penalty; Charisma checks to rebuke undead gain a +4 profane bonus. A spell effect* can be fixed to the site, lasting for 1 year. Counters but does not dispel <i>hallow</i>. 	V,S,DF M (1,000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			297
- conj. (creation)	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces <ul style="list-style-type: none"> Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with hardness 8. Break DC is 20 + 2 per inch of thickness. If wall is shaped to entrap creatures, they can avoid it with successful Reflex saves. 	V,S,DF	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299

* The following spells can be tied to a hallowed or unhallowed site: *aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil/good* (as applicable), *detect magic, dimensional anchor, discern lies, dispel magic, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, zone of truth*. The spell can apply to all creatures, creatures which share the caster's faith/alignment, or creatures with a different faith/alignment to the caster (caster's choice). SR applies as for the normal spell, but ignore its normal duration and area. Tying a spell to a hallowed or unhallowed area requires additional material components, costing 1,000gp per level of the spell.

LEVEL 6

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- trans.	Animate Objects	Objects can be commanded to attack foes <ul style="list-style-type: none"> A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. Cannot animate objects carried or worn by a creature. 	V,S	1 action	Medium	1 Small object/lvl	1 rnd/lvl			199
abjur.	Antilife Shell	Hemispherical barrier keeps out living creatures	V,S,DF	1 round	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	199
abjur.	Banishment	Banish one or more extraplanar creatures <ul style="list-style-type: none"> You must present at least one object or substance that the target hates, fears or otherwise opposes. For each such object presented, you gain +1 on your caster level check to overcome SR and +2 on the saving throw DC. 	V,S,F	1 action	Close	1 or more extraplanar creatures (up to 2 HD/lvl) (max. 30 ft. apart)	Instant	Will negs	Yes	203
- evocation	Blade Barrier [force]	Vertical curtain of blades deals 1d6/lvl (max. 15d6) damage to any creature passing through <ul style="list-style-type: none"> If the barrier is evoked where creatures are, each must make a Reflex save to avoid the wall (ending up on the side of its choice). Barrier provides cover against attacks made through it. 	V,S	1 action	Medium	Wall of blades, 20 ft. high (either a flat plane up to 20 ft./lvl long, or ring with radius of 5 ft. per 2 lvls)	1 min/lvl (D)	Ref half	Yes	205
- necro.	Create Undead [evil]	Create a ghoul, ghastr, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
Etherealness ▶ 9										
divination	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
- abjur.	Forbiddance	Seals area against all extraplanar entry, and entry by creatures of differing alignment to caster: <ul style="list-style-type: none"> If alignments differ with respect to either law/chaos or good/evil, a creature is hedged out and takes 6d6 points of damage. If alignments differ with respect to both law/chaos and good/evil, a creature is hedged out and takes 12d6 points of damage. Optionally, the abjuration can be locked by a password. Creatures of differing alignment to the caster can avoid damage by speaking the password. Additional material components cost 1000 + 1000/cube. 	V,S,DF M (1500 + 1500 per cube)	6 rounds	Medium	60-ft. cube/lvl (s)	Permanent	Will half	Yes	232
- ench. (compulsion)	Geas/Quest [language-dependent, mind-affecting]	As lesser geas, but can affect any living creature <ul style="list-style-type: none"> Subject suffers 3d6 damage each day it is prevented from obeying the geas, and must make a Fortitude save each day or become sickened. 	V	10 min	Close	1 living creature	1 day/lvl (or until discharged) (D)		Yes	234
- abjur.	Greater Dispel Magic (greater dispelling)	As dispel magic, but max. +20 on dispel check <ul style="list-style-type: none"> Unlike dispel magic, this spell can affect curses from bestow curse, and geas/quest, lesser geas, and mark of justice. 	V,S	1 action	Medium	see dispel magic	Instant			223
abjur.	Greater Glyph of Warding (T)	Blast: Deals 1d8 per 2 lvls energy damage (max. 10d8) <ul style="list-style-type: none"> Damage is dealt to intruder and to all within 5 ft. of intruder. Spell: Discharges a chosen spell (6th level or lower) <ul style="list-style-type: none"> Spell is targeted or centered on the intruder. 	V,S,M (400+)	10 min	Touch	1 object, or up to 5 sq.ft/lvl	Until discharged	Ref half (as for spell discharged)	Yes (obj)	237
- necro.	Harm	Negative energy deals 10/lvl (max. 150) hp damage <ul style="list-style-type: none"> On a successful save, target's hit points cannot be reduced below 1. Against an undead creature, harm acts like heal. 	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	239
- conj. (healing)	Heal	Positive energy cures 10/lvl (max. 150) hp damage <ul style="list-style-type: none"> Also ends any and all of these conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned. Against an undead creature, heal acts like harm. 	V,S	1 action	Touch	1 creature	Instant	Will negs (h)	Yes (h)	239
- conj. (creation)	Heroes' Feast	Feast cures all diseases, sickness, and nausea; grants immunity to poison and fear, 1d8+1 per 2 lvls (max. +10) temp. hp, +1 morale bonus to attacks and Will saves <ul style="list-style-type: none"> Feast takes one hour to consume; if interrupted, the spell is ruined. 	V,S,DF	10 min (+1 hr)	Close	Feast for 1 creature/lvl	12 hr		Yes (h)	240
* trans.	Mass Bear's Endurance	Subjects gain +4 enhancement bonus to Constitution	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	203
* trans.	Mass Bull's Strength	Subjects gain +4 enhancement bonus to Strength	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	207

*	conj. (healing)	Mass Cure (H) Moderate Wounds	Cure 2d8+1/lvl (max. +30) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
*	trans.	Mass Eagle's Splendor	Subjects gain +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	225
*	necro.	Mass Inflict (I) Moderate Wounds	Inflict 2d8+1/lvl (max. +30) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
*	trans.	Mass Owl's Wisdom	Subjects gain +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	259
-	conj. (calling)	Planar Ally	As <i>lesser planar ally</i> , but up to 12 HD of called creatures	V,S,DF X (250)	10 min	Close	Called creature(s) (max. 30 ft. apart)	Instant			261
	conj. (summoning)	Summon Monster VI	Summon extraplanar creature(s) to act as directed • Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	necro.	Symbol of Fear (T) [fear, mind-affecting] (symbol: fear)	Creatures become panicked for 1 rnd/lvl	V,S,M (1000+)	10 min or longer (📖)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	290
*	ench. (charm)	Symbol of Persuasion (T) [mind-affecting] (symbol: persuasion)	Creatures become charmed (as <i>charm monster</i>) for 1 hr/lvl						Will negs		290
*	necro.	Undeath to Death	Kills 1d4/lvl HD of undead creatures (max. 20d4 HD) • Creatures with the fewest HD are affected first; no creature with 9 or more HD is affected.	V,S,DF	1 action	Medium	40-ft. radius burst	Instant	Will negs	Yes	297
-	trans.	Wind Walk [air]	Caster and allies transformed into misty vapor (as for <i>gaseous form</i>) and can travel 600 ft./rnd • Subjects can regain normal form and transform back to vapor as desired (each change takes 5 rounds).	V,S,DF	1 action	Touch	You + 1 creature per 3 lvls	1 hr/lvl (D)	Will negs (h)	Yes (h)	302
-	conj. (teleport.)	Word of Recall	Transports caster and allies back to known sanctuary • Designated area of arrival can be no larger than 10 ft. x 10 ft. • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc.	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	303

LEVEL 7

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	evocation	Blasphemy [sonic, evil]	Kills/paralyses/weakens/dazes non-evil creatures (☞) • If on your home plane, non-evil extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	205
	trans.	Control Weather	Change weather conditions in local area (☞)	V,S	10 min (☞)	2 miles	Circle centered on caster	4d12 hr (☞)			214
-	necro.	Destruction [death]	Kills target creature and destroys remains • Successful save inflicts 10d6 damage instead. • Target's equipment and possessions are not destroyed.	V,S,F (500)	1 action	Close	1 creature	Instant	Fort part	Yes	218
-	evocation	Dictum [sonic, lawful]	Kills/paralyses/slows/deafens non-lawful creatures (☞) • If on your home plane, non-lawful extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	220
5	trans.	Ethereal Jaunt	You and your equipment shift to the Ethereal Plane	V,S	1 action	Personal	You	1 rnd/lvl (D)			227
	conj. (healing)	Greater Restoration	As <i>restoration</i> , but also provides other benefits: • Restores all drained experience levels to subject (only if the time since the levels were lost is less than or equal to 1 week per caster level). • Restores all points permanently drained from all ability scores. • Removes all mental effects such as insanity, <i>confusion</i> , etc.	V,S,X (500)	10 min	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
-	divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer • All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i> .	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
-	evocation	Holy Word [sonic, good]	Kills/paralyses/blinds/deafens non-good creatures (☞) • If on your home plane, non-good extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	242
*	conj. (healing)	Mass Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +35) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
*	necro.	Mass Inflict Serious Wounds (I)	Inflict 3d8+1/lvl (max. +35) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
-	conj. (teleport.)	Refuge	Prepared token teleports its possessor (and equipment up to max. load) to caster's abode when broken	V,S,M (1500)	1 action	Touch	1 object	Until discharged			269
-	conj. (healing)	Regenerate	Subject's severed body parts grow back • After spell is cast, regeneration takes 1 round if the severed members are present and touching the subject; otherwise it takes 2d10 rounds. • Also cures 4d8+1/lvl (max. +35) hp damage, and eliminates any fatigue, exhaustion, or nonlethal damage suffered by the subject.	V,S,DF	3 rounds	Touch	1 living creature	Instant	Fort negs (h)	Yes (h)	270
	abjur.	Repulsion	Creatures can't approach caster • If caster moves closer to an affected creature, it is not forced back.	V,S,DF	1 action	Up to 10 ft/lvl	Emanation from caster	1 rnd/lvl (D)	Will negs	Yes	271
-	conj. (healing)	Resurrection	As <i>raise dead</i> , but cures all damage to subject • Will work on victim of a death effect, or one turned undead then destroyed.	V,S,DF M (10000)	10 min.	Touch	1 corpse, or portion thereof (dead no more than 10 years/lvl)	Instant		Yes (h)	272
	conj. (summoning)	Summon Monster VII	Summon extraplanar creature(s) to act as directed • Can summon 1 level-7 creature, or 1d3 level-6 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	ench. (compulsion)	Symbol of Stunning [mind-aff.] (symbol: stunning)	Creatures become stunned for 1d6 rounds	V,S,M (5000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	291
*	necro.	Symbol of Weakness (T) (symbol)	Creatures suffer 3d6 Strength damage						Fort negs		291
-	evocation	Word of Chaos [sonic, chaos]	Kills/confuses/stuns/deafens non-chaotic creatures (☞) • If on your home plane, non-chaotic extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save).	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	303

LEVEL 8

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Antimagic Field	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items • <i>Wall of force, prismatic sphere, prismatic wall, or another antimagic field</i> are unaffected.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(☞)	200
abjur.	Cloak of Chaos [chaotic]	As <i>protection from law</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of lawful alignment. • If a law-aligned creature succeeds with a melee attack against a warded creature, the attacker is confused for 1 rnd (Will negates).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	210
- necro.	Create Greater Undead [evil]	Create a shadow, wraith, spectre or devourer	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
* abjur.	Dimensional Lock	Prohibit extradimensional travel into or out of affected area	V,S	1 action	Medium	20-ft radius emanation	1 day/lvl		Yes	221
- divination	Discern Location	Find exact location of a known creature or object • <i>Only mind blank successfully blocks this spell.</i>	V,S,DF	10 min	Any	1 creature/object	Instant			222
- evocation	Earthquake [earth]	Intense tremor shakes localised area • Damage and applicable saving throws depend on the terrain (☞).	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd		(☞)	225
evocation	Fire Storm [fire]	Deal 1d6/lvl (max. 20d6) of fire damage to all creatures • Natural vegetation and plant creatures can be excluded from damage.	V,S	1 round	Medium	2 10-ft. cubes/lvl (S)	Instant	Ref half	Yes	231
- conj. (calling)	Greater Planar Ally	As <i>lesser planar ally</i> , but up to 18 HD of called creatures	V,S,DF X (500)	10 min	Close	Called creature(s) (max. 30 ft. apart)	Instant			261
* abjur.	Greater Spell Immunity	As <i>spell immunity</i> , but can be applied to spells of 8th level or lower	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
abjur.	Holy Aura [good]	As <i>protection from evil</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of evil alignment. • If an evil-aligned creature succeeds with a melee attack against a warded creature, the attacker is blinded for 1 rnd (Fort negates).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	241
* conj. (healing)	Mass Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +40) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	215
* necro.	Mass Inflict Critical Wounds (I)	Inflict 4d8+1/lvl (max. +40) hp damage on each target	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
Mass Heal ▶ 9										
abjur.	Shield of Law [lawful]	As <i>protection from chaos</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of chaotic alignment. • If a chaotic-aligned creature succeeds with a melee attack against a warded creature, the attacker is slowed for 1 round (Will negates).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	278
conj. (summoning)	Summon Monster VIII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
Symbol ▶ <i>symbol of pain, symbol of sleep, symbol of fear, symbol of persuasion, symbol of stunning, symbol of weakness, symbol of death, symbol of insanity</i>										
* necro.	Symbol of Death (T) [death] (symbol: death)	Creatures within active radius are slain • <i>Only slays creatures whose combined current hp do not exceed 150.</i>	V,S,M (5000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	289
* ench. (compulsion)	Symbol of Insanity (T) [mind-aff.] (symbol: insanity)	Creatures become permanently insane (as <i>insanity</i>)						Will negs		290
abjur.	Unholy Aura [evil]	As <i>protection from good</i> , but with these improvements: • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of good alignment. • If a good-aligned creature succeeds with a melee attack against a warded creature, the attacker takes 1d6 temp. STR dmg (Fort negs).	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	297

LEVEL 9

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
necro.	Astral Projection	Projects caster and allies into the Astral Plane	V,S, M (1000+)	30 min	Touch	You + 1 willing creature per 2 lvls	(☞)		Yes	201
necro.	Energy Drain	Target gains 2d4 negative levels for 24 hours • After 24 hours, target must make a Fort save for each negative level to prevent permanent loss of a character level. • Undead instead gain 2d4x5 temporary hp for 1 hour.	V,S	1 action	Close	Ray	Instant		Yes	226
6 trans.	Etherealness	As <i>ethereal jaunt</i> , but you can take allies with you	V,S	1 action	Touch	You + 1 willing creature per 3 lvls	1 min/lvl (D)		Yes	228
- conj. (calling)	Gate	<u>Calling</u> : Summon extraplanar creature(s) to your service	V,S, X (1000)	1 action	Medium	(☞)	Instant			234
conj. (creation)		<u>Planar travel</u> : opens a gateway to another plane	V,S			Gateway (5 to 20 ft. diameter)				
evocation	Implosion	Kill one corporeal creature per round • A particular creature cannot be targeted more than once.	V,S	1 action	Close	Up to 4 corporeal creatures	Conc. (up to 4 rnds)	Fort negs	Yes	243
8 conj. (healing)	Mass Heal	As <i>heal</i> , but can affect multiple creatures • Up to 250 hit points can be restored to each creature.	V,S	1 action	Close	1 or more creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	239
evocation	Miracle	Request a deity's intercession (☞)	V,S, X (☞)	1 action	(☞)	(☞)	(☞)	(☞)	(☞)	254
necro.	Soul Bind	Traps soul in gem, preventing raising or resurrection	V,S, F (1000 per HD)	1 action	Close	1 corpse (dead no more than 1 rnd/lvl)	Permanent	Will negs		281
conj. (summoning)	Storm of Vengeance	Storm cloud rains acid, lightning and hail (☞)	V,S	1 round	Long	360-ft. radius storm cloud	Conc. (max. 10 rnds) (D)	(☞)	Yes	285
conj. (summoning)	Summon Monster IX	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
- conj. (healing)	True Resurrection	As <i>resurrection</i> , but no portion of body is needed provided the subject can be unambiguously identified • Subject suffers no loss of level, CON, or prepared spells after being raised.	V,S,DF M (25000)	10 min.	0 ft.	N/A	Instant		Yes (h)	296

Spells Without Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which cleric spells lack somatic components.

V components only (no S/M/F)	V+M/F components (no S)
1 Command	0 Light
3 Blindness/Deafness	2 Darkness
5 Greater Command	3 Deeper Darkness
6 Geas/Quest	4 Tongues
6 Word of Recall	
7 Blasphemy	
7 Dictum	
7 Holy Word	
7 Word of Chaos	

CLERIC DOMAINS

General Notes

Each domain's granted power(s) are listed above its spell list.

(x) These spells are not on the standard cleric spell list.

(+) These spells are on the standard cleric spell list, but at a higher level.

(-) These spells are on the standard cleric spell list, and at a lower level.

AIR

• **Turn/Rebuke Earth/Air Creatures (Su)**: 3+CHA per day: Rebuke/command air creatures, or turn/destroy earth creatures, in the same manner as a cleric turns/rebukes undead.

- conj. (creation)	1	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl				258
- evoc.	2	Wind Wall [air] (+)	Vertical curtain of wind deflects arrows, small flying creatures, and gases • Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance.	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes		302
- trans.	3	Gaseous Form (x)	Subject becomes insubstantial and gains DR 10/magic • Subject can fly at 10 ft./rnd with perfect maneuverability	S,DF	1 action	Touch	1 willing corporeal creature	2 min/lvl (D)				234
- trans.	4	Air Walk [air]	Subject can tread on air as if solid • Maximum upward or downward angle is 45 degrees, at half-speed.	V,S,DF	1 action	Touch	1 creature (Gargantuan or smaller)	10 min/lvl		Yes (h)		196
- trans.	5	Control Winds (x) [air]	Change wind direction and speed (☁)	V,S	1 action	40 ft./lvl	Cylinder (up to 40 ft./lvl radius, 40 ft. high)	10 min/lvl	Fort negs (☁)			214
- evoc.	6	Chain Lightning (x) [electricity]	Bolt deals 1d6/lvl electricity damage (max. 20d6) to primary target; extra bolts hit secondary targets, each dealing half as much damage as the primary bolt did	V,S,F	1 action	Long	Primary target + 1 sec. target/lvl (each within 30 ft. of primary)	Instant	Ref half	Yes		208
- trans.	7	Control Weather	Change weather conditions in local area (☁)	V,S	10 min (☁)	2 miles	Circle centered on caster	4d12 hr (☁)				214
- evoc.	8	Whirlwind [air] (x)	Cyclone deals 3d6 dmg to Large or smaller creatures • Cyclone moves 60 ft./rnd, under caster's direction (standard action). • Medium-size or smaller creatures that fail their Reflex save must make another or be picked up bodily, taking 1d8 dmg/rnd (no save); carried creatures can be ejected whenever caster wishes.	V,S,DF	1 action	Long	Cyclone (10-ft. wide at base, 30 ft. wide at top, and 30 ft. tall)	1 rnd/lvl (D)	Ref negs (☁)	Yes		301
- conj. (summoning)	9	Elemental Swarm (x) [cast as air spell only]	Summon multiple air elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)				226

ANIMAL

• *Animal friendship (Sp)*: 1/day.

• **Speak with animals (Sp)**: 1/day.

• Knowledge (nature) is a class skill.

-	ench. (compulsion)	1 Calm Animals (x) [mind-affecting]	Animals (total HD up to 2d4+1/lvl) become docile <ul style="list-style-type: none"> All subjects must be of the same kind. Only dire animals and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animal(s) (with INT 1 or 2) (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	207
-	ench. (compulsion)	2 Hold Animal (x) [mind-affecting]	Target freezes, paralyzed; can take no actions <ul style="list-style-type: none"> Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity). 	V,S	1 action	Medium	1 animal	1 rnd/lvl (D)	Will negs	Yes	241
-	ench. (compulsion)	3 Dominate Animal (x) [mind-affect.]	Target animal obeys silent mental commands	V,S	1 round	Close	1 animal	1 rnd/lvl	Will negs	Yes	224
4 Repel Vermin											
+	conj. (summoning)	4 Summon Nature's Ally IV (x) [summon animals only]	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
	div.	5 Commune with Nature (x)	Gain knowledge of surrounding territory <ul style="list-style-type: none"> In outdoor settings, the spell operates to a radius of 1 mile/lvl. In natural underground settings, the range is 100 ft/lvl. 	V,S	10 min	Personal	You	Instant			211
	abjur.	6 Antilife Shell	Hemispherical barrier keeps out living creatures	V,S,DF	1 round	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	199
-	trans.	7 Animal Shapes (x)	As alternate form special ability (see Monster Manual) , but can affect multiple creatures <ul style="list-style-type: none"> HD of new form can be no more than caster level (max. 20), or subject's HD, whichever is lower. All subjects must take the same kind of animal form. A subject may resume its normal form as a full-round action. 	V,S,DF	1 action	Close	1 willing creature/lvl (max. 30 ft. apart)	1 hr/lvl (D)		Yes (h)	198
8 Creeping Doom											
+	conj. (summoning)	8 Summon Nature's Ally VIII (x) [summon animals only]	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
-	trans.	9 Shapechange (x)	As polymorph , but caster can assume the form of any single nonunique creature or object <ul style="list-style-type: none"> New form can be from Fine to Colossal size, with up to 1/lvl HD (max. 25). Incorporeal and gaseous forms can be assumed. You gain all extraordinary and supernatural abilities of the assumed form (but lose your own supernatural abilities). You also gain the type of the new form in place of your own. You can become just about anything you are familiar with, and can change form once each round as a free action (either immediately before your regular action or immediately after it, but not during it). 	V,S,F (1500)	1 action	Personal	You	10 min/lvl (D)			277

CHAOS

- Cast all [chaotic] spells at +1 caster level.

-	abjur.	1 Prot. from Law [chaotic]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from lawful creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-chaotic creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes-(h)	266
-	evoc.	2 Shatter [sonic]	Destroy all nonmagical brittle objects in affected area <ul style="list-style-type: none"> • Objects weighing more than 1 lb/lvl are not affected. Destroy single solid object (regardless of composition) <p>Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature</p>	V,S,DF	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
-	abjur.	3 Magic Circle against Law [chaotic]	As <i>protection from law</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called non-chaotic creature. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes-(h)	249
-	evoc.	4 Chaos Hammer (x) [chaotic]	Damages and slows non-chaotic creatures <ul style="list-style-type: none"> • Lawful creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for lawful outsiders) and are slowed for 1d6 rounds. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not slowed. 	V,S	1 action	Medium	20-ft. radius burst	Instant	Will half (and negates slow effect)	Yes	208
	abjur.	5 Dispel Law [chaotic]	Caster gains +4 deflection bonus to AC against lawful creatures <ul style="list-style-type: none"> • On a successful melee touch attack against a lawful extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a lawful creature, or any one spell of lawful alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
-	trans.	6 Animate Objects	Objects can be commanded to attack foes <ul style="list-style-type: none"> • A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. • Cannot animate objects carried or worn by a creature. 	V,S	1 action	Medium	1 Small object/lvl	1 rnd/lvl			199
-	evoc.	7 Word of Chaos [sonic, chaos]	Kills/confuses/stuns/deafens non-chaotic creatures (📖) <ul style="list-style-type: none"> • If on your home plane, non-chaotic extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	303
	abjur.	8 Cloak of Chaos [chaotic]	As <i>protection from law</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of lawful alignment. • If a creature of lawful alignment succeeds with a melee attack against a warded creature, the attacker is confused for 1 rnd (Will negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	210
	conj. (summoning)	9 Summon Monster IX [cast as chaos spell only]	Summon extraplanar creatures(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

DEATH

• **Death Touch (Su)** [death]: 1/day: Make a successful melee touch attack against a living creature, then roll 1d6/lvl; if the total at least equals the creature's current hit points, it dies.

-	necro.	1	Cause Fear [fear, mind-affecting]	Target becomes frightened • If the Will save succeeds, the target is merely shaken for 1 round. • Counters and dispels <i>remove fear</i> .	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
	necro.	2	Death Knell [death, evil]	Kills a dying creature; caster gains 1d8 temporary hp, +2 STR and +1 effective caster level	V,S	1 action	Touch	1 living creature (with -1 hp or lower)	10 min. per HD of target	Will negs	Yes	217
-	necro.	3	Animate Dead [evil]	Creates up to 2 HD/lvl of skeletons and zombies • Can control up to 4 HD/lvl of undead created via this spell.	V,S, M (25+)	1 action	Touch	1 or more corpses	Instant			198
-	necro.	4	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects • Negative levels the subject has already gained are not affected.	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
	necro.	5	Slay Living [death]	Kill target creature • Successful save inflicts 3d6+1/lvl damage instead.	V,S	1 action	Touch	1 living creature	Instant	Fort part	Yes	280
-	necro.	6	Create Undead [evil]	Create a ghoul, ghost, mummy, or mohrg	V,S, M (50/HD)	1 hour	Close	1 corpse	Instant			215
-	necro.	7	Destruction [death]	Kills target creature and destroys remains • Successful save inflicts 10d6 damage instead. • Target's equipment and possessions are not destroyed.	V,S, F (500)	1 action	Close	1 creature	Instant	Fort part	Yes	218
-	necro.	8	Create Greater Undead [evil]	Create a shadow, wraith, spectre or devourer	V,S, M (50/HD)	1 hour	Close	1 corpse	Instant			215
-	necro.	9	Wail of the Banshee [death, sonic]	(x) Scream kills 1 creature/lvl within affected area • Creatures closest to the caster are affected first.	V	1 action	Close	40-ft. radius spread	Instant	Fort negs	Yes	298

DESTRUCTION

• **Smite (Su)**: 1/day: Make a single melee attack with an additional +4 attack bonus and additional damage bonus equal to current cleric level.

necro.	1	Inflict Light Wounds	(1)	Inflict 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
– evoc.	2	Shatter [sonic]		Destroy all nonmagical brittle objects in affected area • Objects weighing more than 1 lb/lvl are not affected. Destroy single solid object (regardless of composition) Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature	V,S,DF	1 action	Close	5-ft radius spread 1 object (up to 10 lb./lvl) 1 crystalline creature	Instant	Will negs (obj) Fort half	Yes (obj)	278
– necro.	3	Contagion [evil]		Infects target with chosen disease (📖)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
necro.	4	Inflict Critical Wounds	(1)	Inflict 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	244
– necro.	5	Mass Inflict Light Wounds	(1)	Inflict 1d8+1/lvl (max. +25) hp damage on each target <i>(circle of doom)</i>	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half	Yes	244
– necro.	6	Harm		Negative energy deals 10/lvl (max. 150) hp damage • On a successful save, target's hit points cannot be reduced below 1. • Against an undead creature, <i>harm</i> acts like <i>heal</i> .	V,S	1 action	Touch	1 creature	Instant	Will half	Yes	239
– trans.	7	Disintegrate	(x)	Ranged touch attack deals 2d6/lvl damage (max. 40d6) • Successful save inflicts 5d6 damage instead. • If reduced to 0 hp, target is entirely disintegrated, leaving only dust (a disintegrated creature's equipment is unaffected). • Against an object, no more than one 10-ft. cube will be disintegrated.	V,S,M	1 action	Medium	Ray	Instant	Fort part (obj)	Yes	222
– evoc.	8	Earthquake [earth]		Intense tremor shakes localised area • Damage and applicable saving throws depend on the terrain (📖).	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(📖)		225
evoc.	9	Implosion		Kill one corporeal creature per round • A particular creature cannot be targeted more than once.	V,S	1 action	Close	Up to 4 corporeal creatures	Conc. (up to 4 rnds)	Fort negs	Yes	243

EARTH

• **Turn/Rebuke Air/Earth Creatures (Su)**: 3+CHA/day: Rebuke/command earth creatures, or turn/destroy air creatures, in the same manner as a cleric turns/rebukes undead.

	trans.	1	Magic Stone	Stones become +1 projectiles, dealing 1d6+1 damage • Against undead, stones do double damage.	V,S,DF	1 action	Touch	Up to 3 pebbles	30 min (or until discharged)	Will negs (h,obj)	Yes (h,obj)	251
-	trans.	2	Soften Earth and Stone [earth] (x)	Turns natural stone to clay, or earth to sand or mud • Creatures in mud must make Reflex save or be stuck for 1d2 rounds.	V,S,DF	1 action	Close	10 ft. sq./lvl (🗑)	Instant			280
-	trans.	3	Stone Shape [earth]	Sculpt stone into any desired shape • 30% chance that any shape including moving parts doesn't work.	V,S,DF	1 action	Touch	Stone or stone object, (up to 10 + 1/lvl cu. ft.)	Instant			284
-	trans.	4	Spike Stones (T)(x) [earth] (can't be disabled using the Disable Device skill)	Rocky ground, stone floor etc. gains hidden spikes; deals 1d8 piercing damage per 5 ft. moved, and restricts movement to half through the area • A creature sustaining damage must also make a Reflex save or have its land speed slowed by one-half . Penalty lasts 24 hours or until the creature receives a <i>cure</i> spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC.	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
-	conj. (creation)	5	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces • Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with hardness 8. Break DC is 20 + 2 per inch of thickness. • If wall is shaped to entrap creatures, they can avoid it with successful Reflex saves.	V,S,DF	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299
-	abjur.	6	Stoneskin (x)	Subject gains DR 10/adamantine • Spell is discharged after absorbing 10/lvl (max. 150) hp damage.	V,S, M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
-	evoc.	7	Earthquake [earth] (+)	Intense tremor shakes localised area • Damage and applicable saving throws depend on the terrain (🗑).	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(🗑)		225
	trans.	8	Iron Body (x)	Caster's body becomes living iron (similar to iron golem) (🗑)	V,S,DF	1 action	Personal	You	1 min/lvl (D)			245
-	conj. (summoning)	9	Elemental Swarm [cast as earth spell only] (x)	Summon multiple earth elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226

EVIL

- Cast all [evil] spells at +1 caster level.

-	abjur.	1	Prot. from Good [evil]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from good creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-evil creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
-	evoc.	2	Desecrate [evil]	Imbues area with negative energy, strengthening undead: <ul style="list-style-type: none"> • Charisma checks to turn undead receive -3 profane penalty. • Undead in area gain +1 profane bonus on attacks, damage, saves. • Undead created in or summoned into area gain +1 hit point per HD. • If area contains an altar/shrine to caster's deity, above modifiers are doubled. • If area contains an altar/shrine to any other deity, the spell instead curses the area, cutting off the connection with the associated deity, and does not grant the above bonuses/penalties relating to undead. • Counters and dispels <i>consecrate</i>. 	V,S,M (25), DF	1 action	Close	20-ft radius emanation	2 hr/lvl		Yes	218
-	abjur.	3	Magic Circle against Good [evil]	As <i>protection from good</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
-	evoc.	4	Unholy Blight (x) [evil]	Damages and sickens non-evil creatures <ul style="list-style-type: none"> • Good creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for good outsiders) and are sickened for 1d4 rounds. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not sickened. 	V,S	1 action	Medium	20-ft. radius spread	Instant	Will half (and negates sickening effect)	Yes	297
	abjur.	5	Dispel Good [evil]	Caster gains +4 deflection bonus to AC against good creatures <ul style="list-style-type: none"> • On a successful melee touch attack against a good extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a good creature, or any one spell of good alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
-	necro.	6	Create Undead [evil]	Create a ghoul, ghastr, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
-	evoc.	7	Blasphemy [sonic, evil]	Kills/paralyzes/weakens/dazes non-evil creatures (☞) <ul style="list-style-type: none"> • If on your home plane, non-evil extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	205
	abjur.	8	Unholy Aura [evil]	As <i>protection from good</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of good alignment. • If a creature of good alignment succeeds with a melee attack against a warded creature, the attacker takes 1d6 temporary Strength damage (Fort negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	297
	conj. (summoning)	9	Summon Monster IX [cast as evil spell only]	Summon extraplanar creatures(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

FIRE

• **Turn/Rebuke Water/Fire Creatures (Su):** 3+CHA/day: Rebuke/command fire creatures, or turn/destroy water creatures, in the same manner as a cleric turns/rebuked undead.

-	evoc.	1	Burning Hands [fire] (x)	Deal 1d4/lvl fire damage (max. 5d4) • Flammable materials burn; extinguishing them is a full-round action.	V,S	1 action	15 ft.	Cone burst	Instant	Ref half	Yes	207
-	evoc.	2	Produce Flame [fire] (x)	Thrown (120 ft) or melee touch; deal 1d6+1/lvl (max. +5) fire dmg • Each attack reduces the remaining duration by 1 minute.	V,S	1 action	0 ft.	Flame in caster's palm (as bright as a torch)	1 min/lvl (D)		Yes	265
-	abjur.	3	Resist Energy (-) (resist elements)	Subject gains energy resistance 10 against specified energy type (cold or fire) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with protection from energy.	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
-	evoc.	4	Wall of Fire [fire] (x)	Creates immobile, opaque curtain of flame • One side (caster's choice) deals 2d4 fire damage to creatures within 10 ft. and 1d4 fire damage to creatures within 20 ft. (each round). • Wall deals 2d6+1/lvl fire dmg (max. +20) to creatures passing through it (double dmg to undead). • Any 5-ft. length of wall taking 20 points of cold damage in a round goes out (do not divide cold damage by 4, as is normal for objects). • If wall is evoked where creatures are, each takes damage as if passing through it (no save).	V,S,DF	1 action	Medium	Wall up to 20-ft. high (either a sheet of flame up to 20 ft./lvl long, or a ring with radius up to 5 ft. per 2 lvls)	Conc. + 1 rnd/lvl		Yes	298
	evoc.	5	Fire Shield [fire / cold] (x)	Protect against fire or cold-based attacks (caster's choice) • Caster takes half damage from attacks of the specified type; if the attack allows a Reflex save, the caster takes no damage on a successful save. • Melee attackers receive 1d6+1/lvl (max. +15) damage of the specified energy type (SR applies).	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			230
-	conj. (creation)	6	Fire Seeds [fire] (x)	Acorn grenades: Deal total of 1d6/lvl damage (max. 20d6) (divide damage dice among up to four grenades as desired) • Ranged touch attack (max. range 100 ft.); each acorn deals 1 hp of splash damage per die and ignites combustible material within 10 ft. Holly berry bombs: Each deals 1d8+1/lvl damage • Placed by hand and ignite on command if caster is within 200 ft (5 ft. radius burst); ignite combustible material within 5 ft.	V,S,M	1 action	Touch	Up to 4 acorns Up to 8 holly berries	10 min/lvl (or until used)	Ref half (creatures struck directly get no save) Ref half	Yes	230
	evoc.	7	Fire Storm [fire] (+)	Deal 1d6/lvl (max. 20d6) of fire damage to all creatures • Natural vegetation and plant creatures can be excluded from damage.	V,S	1 round	Medium	2 10-ft. cubes/lvl (S)	Instant	Ref half	Yes	231
-	conj. (creation)	8	Incendiary Cloud [fire] (x)	As fog cloud, but also deals 4d6 hp/rnd fire damage • Cloud moves away from caster at 10 ft./rnd; by concentrating, caster can move it up to 60 ft./rnd	V,S	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl	Ref half	Yes	244
-	conj. (summoning)	9	Elemental Swarm (x) [cast as fire spell only]	Summon multiple fire elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226

GOOD

- Cast all [good] spells at +1 caster level.

-	abjur.	1	Prot. from Evil [good]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from evil creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-good creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
-	ench. (compulsion)	2	Aid [mind-affecting]	Subject gains +1 morale bonus to attacks and saves vs. fear, plus 1d8+1/lvl (max. +10) temporary hp	V,S,DF	1 action	Touch	1 living creature	1 min/lvl		Yes (h)	196
-	abjur.	3	Magic Circle against Evil [good]	As <i>protection from evil</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
-	evoc.	4	Holy Smite [good] (x)	Damages and blinds non-good creatures <ul style="list-style-type: none"> • Evil creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for evil outsiders) and are blinded for 1 round. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not blinded. 	V,S	1 action	Medium	20-ft. radius burst	Instant	Will half (and negates blinding effect)	Yes	241
	abjur.	5	Dispel Evil [good]	Caster gains +4 deflection bonus to AC against evil creatures <ul style="list-style-type: none"> • On a successful melee touch attack against an evil extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by an evil creature, or any one spell of evil alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
-	evoc.	6	Blade Barrier [force]	Vertical curtain of blades deals 1d6/lvl (max. 15d6) damage to any creature passing through <ul style="list-style-type: none"> • If the barrier is evoked where creatures are, each must make a Reflex save to avoid the wall (ending up on the side of its choice). • Barrier provides cover against attacks made through it. 	V,S	1 action	Medium	Wall of blades, 20 ft. high (either a flat plane up to 20 ft./lvl long, or ring with radius of 5 ft. per 2 lvls)	1 min/lvl (D)	Ref half	Yes	205
-	evoc.	7	Holy Word [sonic, good]	Kills/paralyzes/blinds/deafens non-good creatures (☞) <ul style="list-style-type: none"> • If on your home plane, non-good extraplanar creatures are banished for at least 24 hours (Will negates, with a -4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	242
	abjur.	8	Holy Aura [good]	As <i>protection from evil</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of evil alignment. • If a creature of evil alignment succeeds with a melee attack against a warded creature, the attacker is blinded for 1 rnd (Fort negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	241
	conj. (summoning)	9	Summon Monster IX [cast as good spell only]	Summon extraplanar creatures(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

HEALING

- Cast all healing spells at +1 caster level.

conj. (healing)	1	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
conj. (healing)	2	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
conj. (healing)	3	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
conj. (healing)	4	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
- conj. (healing)	5	Mass Cure Light Wounds (H) <i>(healing circle)</i>	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
- conj. (healing)	6	Heal	Positive energy cures 10/lvl (max. 150) hp damage <ul style="list-style-type: none"> • Also ends any and all of these conditions: ability damage, blinded, <i>confused</i>, <i>dazed</i>, <i>dazzled</i>, deafened, diseased, <i>exhausted</i>, <i>fatigued</i>, <i>feebleminded</i>, insanity, <i>nauseated</i>, poisoned, <i>sickened</i>, <i>stunned</i>. • Against an undead creature, <i>heal</i> acts like <i>harm</i>. 	V,S	1 action	Touch	1 creature	Instant	Will negs (h)	Yes (h)	239
- conj. (healing)	7	Regenerate	Subject's severed body parts grow back <ul style="list-style-type: none"> • After spell is cast, regeneration takes 1 round if the severed members are present and touching the subject; otherwise it takes 2d10 rounds. • Also cures 4d8+1/lvl (max. +35) hp damage, and eliminates any <i>fatigue</i>, <i>exhaustion</i>, or <i>nonlethal damage</i> suffered by the subject. 	V,S,DF	3 rounds	Touch	1 living creature	Instant	Fort negs (h)	Yes (h)	270
8 Mass Heal ► 9											
* conj. (healing)	8	Mass Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +40) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	215
9 True Resurrection											
- conj. (healing)	9	Mass Heal	As <i>heal</i> , but can affect multiple creatures <ul style="list-style-type: none"> • Up to 250 hit points can be restored to each creature. 	V,S	1 action	Close	1 or more creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	239

KNOWLEDGE

- All Knowledge skills are class skills.
- Cast all divination spells at +1 caster level.

–	div.	1 Detect Secret Doors (D)(x)	Detect presence of secret doors, compartments, caches, etc.	V,S	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
–	div.	2 Detect Thoughts [mind-affecting] (D)(x)	Detect and eavesdrop on surface thoughts of nearby creatures	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)	Will negs (📖)		220
–	div. (scrying)	3 Clairaudience/ Clairvoyance (x)	Hear or see as if you were at a specified location <ul style="list-style-type: none"> • Location must be known, but line of effect is not needed. 	V,S,DF	1 action	Long	Magical sensor	1 min/lvl (D)			209
	div.	4 Divination	Provides advice for specific proposed actions <ul style="list-style-type: none"> • Base chance for receiving a meaningful reply is 70% + 1%/lvl (max. 90%). 	V,S,M (25+)	10 min	Personal	You	Instant			224
–	div.	5 True Seeing	Subject sees all things within 120 ft. as they really are <ul style="list-style-type: none"> • Subject can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i>, <i>changed</i>, or <i>transmuted</i> things, and see into the Ethereal Plane. • Subject can also determine the alignments of creatures at a glance. 	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
	div.	6 Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
	div.	7 Legend Lore (x)	Bring to mind legends about an important person, place or thing	V,S, M(250), F(50)	(📖)	Personal	You	Instant			246
–	div.	8 Discern Location	Find exact location of a known creature or object <ul style="list-style-type: none"> • Only mind blank successfully blocks this spell. 	V,S,DF	10 min	Any	1 creature/object	Instant			222
	div.	9 Foresight (x)	“Sixth sense” warns of impending danger to subject <ul style="list-style-type: none"> • If caster is subject, he gains +2 insight bonus to AC and Reflex saves. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233

LAW

- Cast all [lawful] spells at +1 caster level.

–	abjur.	1	Prot. from Chaos [lawful]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> • Against attacks from chaotic creatures, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured non-lawful creatures cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
–	ench. (compulsion)	2	Calm Emotions [mind-affecting]	Calm agitated creatures <ul style="list-style-type: none"> • Mind-affecting spells and effects are suppressed. • Any aggressive action or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. 	V,S,DF	1 action	Medium	20-ft. spread	Conc. up to 1 rnd/lvl (D)	Will negs	Yes	207
–	abjur.	3	Magic Circle against Chaos [lawful]	As <i>protection from chaos</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> • Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
–	evoc.	4	Order's Wrath (x) [lawful]	Damages and dazes non-good creatures <ul style="list-style-type: none"> • Chaotic creatures take 1d8 per 2 lvls (max. 5d8) damage (or 1d6/lvl, max. 10d6, for chaotic outsiders) and are dazed for 1 round. • Neutral creatures take half damage (successful save reduces this to one-quarter) and are not dazed. 	V,S	1 action	Medium	Burst filling 30-ft. cube	Instant	Will half (and negates daze effect)	Yes	258
	abjur.	5	Dispel Chaos [lawful]	Caster gains +4 deflection bonus to AC against chaotic creatures <ul style="list-style-type: none"> • On a successful melee touch attack against a chaotic extraplanar creature, you can choose to drive it back to its home plane (Will negates, SR applies). This use discharges and ends the spell. • With a touch, you can automatically dispel any one enchantment cast by a chaotic creature, or any one spell of chaotic alignment (no save or SR applies); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
	ench. (compulsion)	6	Hold Monster (x) [mind-affecting]	As <i>hold person</i> , but can affect any living creature	V,S,DF	1 action	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes	241
–	evoc.	7	Dictum [sonic, lawful]	Kills/paralyzes/slows/deafens non-lawful creatures (🗨️) <ul style="list-style-type: none"> • If on your home plane, non-lawful extraplanar creatures are banished for at least 24 hours (Will negates, with a –4 penalty on the save). 	V	1 action	40 ft.	Spread centered on caster	Instant		Yes	220
	abjur.	8	Shield of Law [lawful]	As <i>protection from chaos</i> , but with these improvements: <ul style="list-style-type: none"> • Against all attacks, subjects gain +4 deflection bonus to AC and +4 resistance bonus on saves. • Subjects gain SR 25 against creatures and spells of chaotic alignment. • If a creature of chaotic alignment succeeds with a melee attack against a warded creature, the attacker is <i>slowed</i> for 1 round (Will negates). 	V,S,F (500+)	1 action	20 ft.	Up to 1 creature/lvl in a 20-ft. radius burst, centered on the caster	1 rnd/lvl (D)	Will negs (h)	Yes (h)	278
	conj. (summoning)	9	Summon Monster IX [cast as lawful spell only]	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

LUCK

• **Good Fortune (Ex)**: 1/day: May reroll any one roll just made [before the DM declares whether the roll results in success or failure](#). You must take the result of the reroll, even if it's worse than the original roll.

-	abjur.	1	Entropic Shield	Ranged attacks at caster have 20% miss chance	V,S	1 action	Personal	You	1 min/lvl (D)			227
-	ench. (compulsion)	2	Aid [mind-affecting]	Subject gains +1 morale bonus to attacks and saves vs. fear, plus 1d8+1/lvl (max. +10) temporary hp	V,S,DF	1 action	Touch	1 living creature	1 min/lvl		Yes (h)	196
-	abjur.	3	Protection from Energy <i>(prot. from elements)</i>	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over <i>resist energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
-	abjur.	4	Freedom of Movement	Subject ignores magical impediments to movement • Can move and attack normally while underwater. • Automatically succeeds at resisting grapples and escaping pins.	V,S,M,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
	abjur.	5	Break Enchantment	Frees victims from enchantments, transmutations and curses • Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. • For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects.	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
	illusion (glamer)	6	Mislead (x)	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief		255
	abjur.	7	Spell Turning (x)	Reflects 1d4+6 spell levels back at their caster • Only non-touch spells that have you as a target are turned.	V,S,DF	1 action	Personal	You	10 min/lvl (or until expended)			282
		8	Holy Aura									
*	div.	8	Moment of Prescience (x)	Gain +1/lvl (max. +25) insight bonus on a single attack roll, opposed ability/skill check, or saving throw • Can also be applied to AC against a single attack. • Can't have more than one moment of prescience active at same time.	V,S	1 action	Personal	You	1 hr/lvl (or until discharged)			255
	evoc.	9	Miracle	Request a deity's intercession (📖)	V,S, X (📖)	1 action	(📖)	(📖)	(📖)	(📖)	(📖)	254

MAGIC

- Use scrolls, wands, and other items with spell completion or spell trigger activation as a wizard of half your cleric level (minimum 1). For the purpose of using a scroll or other magic device, actual wizard levels and these effective wizard levels stack.

	1	Nystul's Undetectable Aura										
+	illusion (glamer)	1 Nystul's Magic Aura (x)	Item registers to <i>detect</i> spells etc. as if nonmagical , or a specified kind of magic item or subject to a specified spell <ul style="list-style-type: none"> An examiner casting <i>identify</i> (or similar) must make a Will save to recognize that the aura is false and detect the item's actual qualities. 	V,S,F	1 action	Touch	1 object (up to 5 lb./lvl)	1 day/lvl (D)				257
-	div.	2 Identify (x)	Determine all magical properties of a single object <ul style="list-style-type: none"> Includes how to activate (if appropriate) and how many charges left. 	V,S,DF	1 hour	Touch	1 object	Instant				243
-	abjur.	3 Dispel Magic	These spells cannot be dispelled by <i>dispel magic</i> : <ul style="list-style-type: none"> any Instantaneous-duration spell <i>antimagic field</i> curse from <i>bestow curse</i> <i>forbiddance</i> (unless dispeller's lvi is at least as high as caster's) <i>forcecage</i> <i>geas</i> (or <i>lesser geas</i>) <i>globe</i> (or <i>lesser globe</i>) of <i>invulnerability</i>* <i>mark of justice</i> <i>Otiluke's resilient sphere</i>* <i>Otiluke's telekinetic sphere</i>* <i>prismatic sphere/wall</i> <i>wall of force</i> <p>* unless a targeted dispel is used</p>	V,S	1 action	Medium	1 object or creature	Instant				223
			Targeted dispel: Cancel spells on one object or creature <ul style="list-style-type: none"> Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. 									
			Area dispel: Cancel up to 1 spell on each object/creature in area <ul style="list-style-type: none"> For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i>. For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. 				20-ft. radius burst					
			Counterspell: Disrupt spell being cast <ul style="list-style-type: none"> Make a dispel check to counter the other spellcaster's spell. 				1 spellcaster					
-	evoc.	4 Imbue with Spell Ability	Transfer up to 3 currently-prepared spells to subject <ul style="list-style-type: none"> Only clerical abjuration, divination, or conjuration (healing) spells can be transferred. The maximum number of spells that can be received depends on the subject's HD (1-2: one 1st-level spell; 3-4: two 1st-level spells; 5+: two 1st-level and one 2nd-level spell). The <i>imbue with spell ability</i> spell slot can't be refilled until the subject has used the transferred spells or is slain. 	V,S,DF	10 min	Touch	1 creature (must have at least INT 5 and WIS 9)	Until discharged (D)	Will negs (h)	Yes (h)		243
	abjur.	5 Spell Resistance	Subject gains SR of 12 + caster level	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)		282
	abjur.	6 Antimagic Field (+)	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items <ul style="list-style-type: none"> <i>Wall of force</i>, <i>prismatic sphere</i>, <i>prismatic wall</i>, or another <i>antimagic field</i> are unaffected. 	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)			(📖)	200
	abjur.	7 Spell Turning (x)	Reflects 1d4+6 spell levels back at their caster <ul style="list-style-type: none"> Only non-touch spells that have you as a target are turned. 	V,S,DF	1 action	Personal	You	10 min/lvl (or until expended)				282
	abjur.	8 Protection from Spells (x)	Subjects gain +8 resistance bonus on saving throws against spells and spell-like abilities	V,S,M (500), F (1000)	1 action	Touch	Up to 1 creature per 4 lvls	10 min/lvl	Will negs (h)	Yes (h)		266
-	abjur.	9 Mordenkainen's Disjunction (x)	Dispels magic and disenchant magic items <ul style="list-style-type: none"> 1%/lvl chance to destroy an <i>antimagic field</i>; if the field survives, no items within it are disjoined. 1%/lvl chance to destroy an artifact, in which case the caster must make a Will save (DC 25) or permanently lose all spellcasting abilities. 	V	1 action	Close	40-ft. radius burst	Instant	Will negs (obj)			255

PLANT

- **Rebuke Plant Creatures (Su):** 3+CHA/day: Rebuke/command plant creatures, in the same manner as an evil cleric rebukes/commands undead.
- Knowledge (nature) is a class skill.

–	trans.	1	Entangle	(x)	Plants entangle all creatures in affected area <ul style="list-style-type: none"> • Entangled creature can break free and move half normal speed with a successful Strength or Escape Artist check (DC 20) (full-round action). • Reflex save needed each round to avoid becoming entangled. 	V,S,DF	1 action	Long	40-ft radius spread	1 min/lvl (D)	Ref part (M)		227
–	trans.	2	Barkskin	(x)	Subject gains +2 enhancement bonus to natural armor <ul style="list-style-type: none"> • Bonus increases by +1 for every 3 levels above 3rd (max. +5). 	V,S,DF	1 action	Touch	1 living creature	10 min/lvl		Yes (h)	203
	trans.	3	Plant Growth	(x)	Overgrowth: Vegetation becomes thicket or jungle <ul style="list-style-type: none"> • Speed in affected area is 5 ft. (or 10 ft. for Large or larger creatures). • You may designate places within the area that are not affected. Enrichment: Raise productivity of normal plants over the next year to one-third above normal	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			262
								½ mile	All normal plants in range				
–	trans.	4	Command Plants	(x)	Target(s) will not attack; may be given spoken orders <ul style="list-style-type: none"> • You must win an opposed Charisma check to convince an affected creature to do anything it wouldn't normally do. 	V	1 action	Close	Plant creature(s) (up to 2 HD/lvl) (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	211
–	conj. (creation)	5	Wall of Thorns	(x)	Barrier of thorns damages any creature passing through it <ul style="list-style-type: none"> • Moving through the wall inflicts (25 – AC) damage per round (DEX and dodge bonuses ignored). Movement requires a successful Strength check (DC 20); a creature can move 5 ft. for every 5 points by which the result exceeds 20. • Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, and is caught inside. • Chopping at the the wall with edged weapons creates a safe passage 1 ft. deep for every 10 minutes of work. • A wall of thorns is unaffected by spells that affect plants. 	V,S	1 action	Medium	Wall of thorny brush (up to one 10-ft. cube/lvl) (S) (min. thickness 5 ft.)	10 min/lvl (D)			300
–	abjur.	6	Repel Wood	(x)	Pushes away wooden objects along path from caster <ul style="list-style-type: none"> • Objects are repelled at 40 ft/rnd. Fixed objects large than 3 inches diameter are not affected. A creature being dragged by a shield can unlimber it as a move action and drop it as a free action. 	V,S	1 action	60 ft.	Line emanation from caster	1 min/lvl (D)			271
		7	Changestaff										
*	trans.	7	Animate Plants	(x)	Animate: Plants attack designated target(s) <ul style="list-style-type: none"> • A Huge plant counts as 2 Large plants, etc. You can change the plants' designated target(s) as a move action. Entangle: Plants entangle all creatures in area	V	1 action	Close	1 Large (or smaller) plant per 3 lvls	1 rnd/lvl			199
–	trans.	8	Control Plants	(x)	Command plant creatures via vocal communication <ul style="list-style-type: none"> • After the spell is over, subjects revert to normal behaviour. 	V,S,DF	1 action	Close	All plants in range	1 hr/lvl	Will negs	Yes	213
									Up to 2 HD/lvl of plant creatures (max. 30 ft. apart)	1 min/lvl			
	conj. (creation)	9	Shambler	(x)	Shambling mounds aid in combat or serve as guards <ul style="list-style-type: none"> • If created only for guard duty, the shamblers cannot move outside the spell's range, and the duration becomes 7 months. • The shamblers have resistance to fire (as normal shambling mounds do) only if the terrain is rainy, marshy or damp. 	V,S	1 action	Medium	1d4+2 shamblers (11 HD each) (max. 30 ft. apart)	7 days (D)			277

PROTECTION

• **Protective Ward (Su)** [abjuration]: 1/day: Touch grants subject a resistance bonus equal to the caster's cleric level on his next saving throw; duration 1 hour, or until used.

abjur.	1	Sanctuary	Opponents cannot directly attack subject • Subject cannot attack without breaking the spell.	V,S,DF	1 action	Touch	1 creature	1 rnd/lvl	Will negs		274	
abjur.	2	Shield Other	Subject gains +1 deflection bonus to AC, +1 resistance bonus to saves; half of any hit point damage suffered by subject is transferred to caster	V,S,F (100)	1 action	Close	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	278	
-	abjur.	3	Protection from Energy <i>(prot. from elements)</i>	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over <i>resist energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
abjur.	4	Spell Immunity	Subject gains unbeatable SR against one specified spell or spell-like effect per 4 lvls • Spell specified must be no higher than 4th level.	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282	
abjur.	5	Spell Resistance	Subject gains SR of 12 + caster level	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	282	
abjur.	6	Antimagic Field (+)	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items • <i>Wall of force, prismatic sphere, prismatic wall, or another antimagic field</i> are unaffected.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(📖)	200	
abjur.	7	Repulsion	Creatures can't approach caster • If caster moves closer to an affected creature, it is not forced back.	V,S,DF	1 action	Up to 10 ft/lvl	Emanation from caster	1 rnd/lvl (D)	Will negs	Yes	271	
abjur.	8	Mind Blank (x)	Subject is protected from all mind-affecting spells and effects, as well as all divination spells and effects	V,S	1 action	Close	1 creature	24 hr	Will negs (h)	Yes (h)	253	
-	abjur.	9	Prismatic Sphere (x)	As <i>prismatic wall</i> , but surrounds caster on all sides	V	1 action	10 ft.	Sphere centered on caster	10 min/lvl (D)	(📖)	(📖)	264

STRENGTH

- **Feat of Strength (Su)**: 1/day: Gain an enhancement bonus to STR equal to your cleric level; activated as a free action; duration 1 round.

	1	Endure Elements										
+	trans.	1	Enlarge Person (x) <i>(enlarge)</i>	Target's size increases to next larger size category <ul style="list-style-type: none"> • Height x 2, weight x 8; +2 size bonus to STR, -2 size penalty to DEX (min. 1), -1 size penalty to attacks and AC. • Multiple magical effects that increase size do not stack. • Counters and dispels <i>reduce person</i>. 	V,S,M	1 round	Close	1 humanoid	1 min/lvl (D)	Fort negs	Yes	226
-	trans.	2	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
-	trans.	3	Magic Vestment	Armor/shield gains +1 enhancement per 4 lvls (max. +5) <ul style="list-style-type: none"> • Regular clothing can be enchanted (counts as having armor bonus 0). 	V,S,DF	1 action	Touch	1 armor or shield	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
	abjur.	4	Spell Immunity	Subject gains unbeatable SR against one specified spell or spell-like effect per 4 lvls <ul style="list-style-type: none"> • Spell specified must be no higher than 4th level. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	282
-	trans.	5	Righteous Might	Caster's size increases to next size category <ul style="list-style-type: none"> • Height x 2, weight x 8; you gain +4 size bonus to STR, +2 size bonus to CON, +2 enhancement bonus to natural armor. Size modifier for AC and attacks changes as appropriate for new size category, as does face and reach (but not speed). • All equipment worn or carried is also enlarged. Melee and projectile weapons deal more damage (but not thrown weapons; any enlarged item leaving your possession instantly returns to normal size). • You gain damage reduction 3/evil or 3/good (depending on whether you normally channel positive or negative energy). Damage reduction increases to 6 at 12th level, and 9 at 15th level. • If insufficient room is available for full growth, you attain maximum possible size and may make a STR check (with your increased STR) to burst any enclosures in the process (if you fail, you are not harmed). • Multiple magical effects that increase size do not stack. 	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			273
-	abjur.	6	Stoneskin (x)	Subject gains DR 10/adamantine <ul style="list-style-type: none"> • Spell is discharged after absorbing 10/lvl (max. 150) hp damage. 	V,S,M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
-	evoc.	7	Bigby's Grasping Hand [force] (x)	Hand can grapple one opponent per round <ul style="list-style-type: none"> • BAB = caster level + spellcasting modifier + 10 (STR) -1 (size Large). Grapple bonus is same except with +4 size modifier instead of -1. The hand holds but does not harm creatures that it grapples. • Can bull rush (as <i>Bigby's forceful hand</i>) with +16 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,DF	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	204
-	evoc.	8	Bigby's Clenched Fist [force] (x)	Hand can move (60 ft.) and attack once per round <ul style="list-style-type: none"> • BAB = caster level + spellcasting modifier + 11 (STR) -1 (size Large). Deals 1d8+11 damage; creature struck must make Fort save or be stunned for 1 round. • Can bull rush (as <i>Bigby's forceful hand</i>) with +15 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,DF	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203
-	evoc.	9	Bigby's Crushing Hand [force] (x)	Hand can crush selected opponent <ul style="list-style-type: none"> • Grapple bonus = caster level + spellcasting modifier + 12 (STR) +4 (size Large). Deals 2d6+12 dmg on each successful grapple check. • Can bull rush (as <i>Bigby's forceful hand</i>) with +18 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,M,DF	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203

SUN

• **Greater Turning (Su):** 1/day: As for normal turn/rebuke attempt, except undead that would be turned/rebuked are destroyed/commanded instead.

-	abjur.	1	Endure Elements	Subject avoids harm from hot or cold environments • Does not protect against fire or cold damage.	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
	trans.	2	Heat Metal [fire] (x)	Affected metal damages those who touch it: <i>Round:</i> 1 2 3-5 6 7 <i>Damage:</i> None 1d4 2d4 1d4 None • Affected creature takes minimum damage if not wearing metal armor and the metal it's carrying is under one-fifth of its weight. Otherwise roll damage as normal. • Cold dmg cancels out damage from this spell on a point-by-point basis. • Counters and dispels <i>chill metal</i> .	V,S,DF	1 action	Close	Metal equipment of 1 creature per 2 lvls (max. 30 ft. apart); or 25 lb/lvl of metal within 30-ft. circle	7 rounds (see table at left for round-by-round description of effects)	Will negs (obj) (unattended nonmagical metal gets no saving throw)	Yes (obj)	239
	evoc.	3	Searing Light	Ranged touch attack deals 1d8 per 2 lvls (max. 5d8) dmg • Undead take 1d6/lvl damage (max. 10d6); undead vulnerable to sunlight (e.g. vampires) take 1d8/lvl damage (max. 10d8). • Constructs/inanimate objects take 1d6 per 2 lvls damage (max. 5d6).	V,S	1 action	Medium	Ray	Instant		Yes	275
	evoc.	4	Fire Shield [fire / cold] (x)	Protect against fire or cold-based attacks (caster's choice) • Caster takes half damage from attacks of the specified type; if the attack allows a Reflex save, the caster takes no damage on a successful save. • Melee attackers receive 1d6+1/lvl (max. +15) damage of the specified energy type (SR applies).	V,S,DF	1 action	Personal	You	1 rnd/lvl (D)			230
	evoc.	5	Flame Strike [fire]	Divine fire deals 1d6/lvl damage (max. 15d6) • Damage is half fire, half divine power.	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
-	conj. (creation)	6	Fire Seeds [fire] (x)	Acorn grenades: Deal total of 1d6/lvl damage (max. 20d6) (divide damage dice among up to four grenades as desired) • Ranged touch attack (max. range 100 ft.); each acorn deals 1 hp of splash damage per die and ignites combustible material within 10 ft. Holly berry bombs: Each deals 1d8+1/lvl damage • Placed by hand and ignite on command if caster is within 200 ft (5 ft. radius burst); ignite combustible material within 5 ft.	V,S,M	1 action	Touch	Up to 4 acorns Up to 8 holly berries	10 min/lvl (or until used)	Ref half (creatures struck directly get no save) Ref half	Yes	230
-	evoc.	7	Sunbeam [light] (x)	Beams each deal 4d6 damage and blind creatures • Can evoke 1 beam/rnd (standard action); total 1 beam/3 lvls (max. 6). • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 20d6); undead vulnerable to sunlight (e.g. vampires) are destroyed on a failed save.	V,S,DF	1 action	60 ft.	Line from caster	1 rnd/lvl (or until all beams used)	Ref half (and negates blinding)	Yes	289
-	evoc.	8	Sunburst [light] (x)	Radiance deals 6d6 damage and blinds creatures • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 25d6); undead vulnerable to sunlight are destroyed on a failed save.	V,S,DF	1 action	Long	80-ft. radius burst	Instant	Ref half (and negates blinding)	Yes	289
-	abjur.	9	Prismatic Sphere (x)	As <i>prismatic wall</i> , but surrounds caster on all sides	V	1 action	10 ft.	Sphere centered on caster	10 min/lvl (D)	(☞)	(☞)	264

TRAVEL

- **Free Movement (Su)**: Ignore all magical effects that impede movement (as for *freedom of movement*); activated automatically as needed; lasts a total of 1 round/lvl per day (not necessarily consecutive rounds).
- **Survival** is a class skill.

	1	Expeditious Retreat									
* trans.	1	Longstrider (x)	Caster gains +10 enhancement bonus to base land speed • Other modes of movement (climb, fly, swim, etc.) are not affected.	V,S,M	1 action	Personal	You	1 hr/lvl (D)			249
div.	2	Locate Object (+)	Indicates direction to object (specific or generic) • To find a specific object, it must have been observed first-hand. • Lead blocks the spell. Creatures cannot be found using this spell.	V,S,DF	1 action	Long	Circle centered on caster	1 min/lvl			249
- trans.	3	Fly (x)	Subject can fly with good maneuverability • Flying speed is 60 ft. (40 ft. if wearing medium or heavy armor); can ascend at half speed and descend at double speed. • If the spell expires or is dispelled while the subject is in flight, the subject drops 60 ft. per round for 1d6 rounds, then falls normally.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	232
- conj. (teleport.)	4	Dimension Door (x)	Transport self and allies to any location within range • You cannot take any other actions until your next turn. • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	1 action	Long	1 willing Medium (or smaller) object/ creature per 3 lvls	Instant	Will negs (obj)	Yes (obj)	221
- conj. (teleport.)	5	Teleport (x)	Transport caster and allies to designated location • Chance of arriving safely depends on knowledge of destination (📖). • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc.	V	1 action	100 miles/lvl	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	292
div.	6	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
- conj. (teleport.)	7	Greater Teleport (x) <i>(teleport without error)</i>	As <i>teleport</i> , but no range limit and no chance of off-target arrival • Must have at least a reliable description of the destination.	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	293
- conj. (creation)	8	Phase Door (x)	Create ethereal passage through wood/plaster/stone • Only accessible to caster unless a triggering condition is set.	V	1 action	0 ft.	5-ft x 8-ft opening, 10 ft. deep (+ 5 ft. deep per 3 additional lvls)	1 usage per two levels			261
necro.	9	Astral Projection	Projects caster and allies into the Astral Plane	V,S,M (1000+)	30 min	Touch	You + 1 willing creature per 2 lvls	(📖)		Yes	201

TRICKERY

- Bluff, Disguise, and Hide are class skills.

-	illusion (glamer)	1 Disguise Self (x) <i>(change self)</i>	Change caster's appearance (+10 bonus to Disguise) • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Personal	You	10 min/lvl (D)			222
-	illusion (glamer)	2 Invisibility (x)	Subject remains invisible until it attacks	V,S,DF	1 action	Touch	1 creature/object (up to 100 lb./lvl)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
	abjur.	3 Nondetection (x)	Hides subject from divination and scrying • To overcome, divination user must succeed at a caster level check (1d20 + caster level) against DC of 11 + your caster level (or 15 + your caster level if this spell was cast on yourself or an item currently in your possession).	V,S,M (50)	1 action	Touch	1 object or creature	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	257
	ench. (compulsion)	4 Confusion (x) [mind-affecting]	Affected creatures become confused (📖) • Any confused creature which is attacked automatically attacks its attackers on its next turn.	V,S,DF	1 action	Medium	15-ft radius burst	1 rnd/lvl	Will negs	Yes	212
-	illusion (glamer)	5 False Vision (x)	Divination (scrying) into affected area receives false image (as <i>major image</i>) defined at time of casting • The image can be changed as desired by concentration. While you are not concentrating, the image remains static.	V,S,M (250)	1 action	Touch	40-ft radius emanation	1 hr/lvl (D)			229
	illusion (glamer)	6 Mislead (x)	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief		255
	illusion (glamer)	7 Screen (x)	Illusion hides area from direct observation and scrying • Scrying attempts automatically detect the specified image, with no save. Direct observation may allow a save (as per a normal illusion).	V,S	10 min	Close	1 30-ft. cube/lvl (s)	24 hr	Disbelief		274
	trans.	8 Polymorph Any Object (x)	As <i>polymorph</i> , but changes any object or creature into another (📖)	V,S,DF	1 action	Close	1 creature/object (up to 100 cu.ft./lvl)	(📖)	Fort negs (obj)	Yes (obj)	263
-	trans.	9 Time Stop (x)	Time seems to stop for all but caster • Cannot target others with attacks or spells while <i>time stop</i> is in effect. • You are undetectable while <i>time stop</i> lasts. You cannot enter an area protected by an <i>antimagic field</i> , or by a <i>protection from chaos/evil/good/law spell</i> , or by a <i>magic circle</i> , while under the effect of <i>time stop</i> .	V	1 action	Personal	You	1d4+1 rnds (apparent time)			294

WAR

- Free Martial Weapon Proficiency (if needed) and Weapon Focus feats with deity's favoured weapon.

-	trans.	1	Magic Weapon	Weapon gains +1 enhancement to attacks and dmg • If caster or caster's deity is of good alignment, the weapon is considered blessed.	V,S,DF	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
-	evoc.	2	Spiritual Weapon [force]	Melee weapon attacks foes as caster directs • Attack bonus is caster's BAB + WIS modifier; deals 1d8 + 1 per 3 lvls (max. +5) hp force damage (critical as weapon type). • Weapon can be switched to a new target each round (move action).	V,S,DF	1 action	Medium	Magic weapon of force (appropriate to caster's deity)	1 rnd/lvl (D)		Yes	283
-	trans.	3	Magic Vestment	Armor/shield gains +1 enhancement per 4 lvls (max. +5) • Regular clothing can be enchanted (counts as having armor bonus 0).	V,S,DF	1 action	Touch	1 armor or shield	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
-	evoc.	4	Divine Power	Caster gains a fighter's base attack bonus, +6 enhancement bonus to STR, and 1 temporary hp/lvl	V,S,DF	1 action	Personal	You	1 rnd/lvl			224
	evoc.	5	Flame Strike [fire]	Divine fire deals 1d6/lvl damage (max. 15d6) • Damage is half fire, half divine power.	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
-	evoc.	6	Blade Barrier [force]	Vertical curtain of blades deals 1d6/lvl (max. 15d6) damage to any creature passing through • If the barrier is evoked where creatures are, each must make a Reflex save to avoid the wall (ending up on the side of its choice). • Barrier provides cover against attacks made through it.	V,S	1 action	Medium	Wall of blades, 20 ft. high (either a flat plane up to 20 ft./lvl long, or ring with radius of 5 ft. per 2 lvls)	1 min/lvl (D)	Ref half	Yes	205
		7	Power Word, Stun	▶ 8								
-	ench. (compulsion)	7	Power Word, Blind [mind-affecting] (x)	Target becomes blinded • Duration of blindness depends on target's current hp: 50 or less: Permanent; 51 to 100: 1d4+1 min.; 101 to 200: 1d4+1 rnds.	V	1 action	Close	1 creature (must have no more than 200 current hp)	(see text at left)		Yes	263
		8	Power Word, Blind	▶ 7								
-	ench. (compulsion)	8	Power Word, Stun [mind-affecting] (x)	Target becomes stunned • Duration of stunning depends on target's current hp: 50 or less: 4d4 rnds; 51 to 100: 2d4 rnds; 101 to 150: 1d4 rnds.	V	1 action	Close	1 creature (must have no more than 150 current hp)	(see text at left)		Yes	263
-	ench. (compulsion)	9	Power Word, Kill (x)	Target is instantly killed	V	1 action	Close	1 creature (must have no more than 100 current hp)	Instant		Yes	263

WATER

• **Turn/Rebuke Fire/Water Creatures (Su):** 3+CHA/day: Rebuke/command water creatures, or turn/destroy fire creatures, in the same manner as a cleric turns/rebukes undead.

- conj. (creation)	1	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
- conj. (creation)	2	Fog Cloud (x)	Bank of fog obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	Medium	20-ft radius spread, 20 ft. high	10 min/lvl			232
trans.	3	Water Breathing	Subjects can breathe water freely • Divide the duration evenly between all affected creatures.	V,S,DF	1 action	Touch	1 or more living creatures	2 hr/lvl	Will negs (h)	Yes (h)	300
- trans.	4	Control Water [water]	Raises or lowers an area of water (📖)	V,S,DF	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
- evoc.	5	Ice Storm [cold] (x)	Hail deals 3d6 bludgeoning and 2d6 cold damage • Listen checks are at -4 and movement halved within affected area.	V,S,DF	1 action	Long	Cylinder (20-ft radius, 40-ft high)	1 full round		Yes	243
- evoc.	6	Cone of Cold [cold] (x)	Deals 1d6/lvl cold damage (max. 15d6)	V,S,DF	1 action	60 ft.	Cone burst	Instant	Ref half	Yes	212
- conj. (creation)	7	Acid Fog [acid] (x)	As <i>solid fog</i> , but also deals 2d6 hp/rnd acid damage	V,S,DF	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl		Yes	196
- necro.	8	Horrid Wilting (x)	Deals 1d6/lvl (max. 20d6) damage to living creatures • Water elementals and plant creatures take 1d8/lvl (max. 20d8) dmg.	V,S,DF	1 action	Long	Living creature(s) (max. 60 ft. apart)	Instant	Fort half	Yes	242
- conj. (summoning)	9	Elemental Swarm [cast as water spell only] (x)	Summon multiple water elementals • 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. • Each elemental has maximum hit points per HD.	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226

D&D 3.5 – DRUID SPELL LIST

This is a list of the spells available to druids, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '-' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+' signifies a spell that existed in 3.0, but was not on the druid spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *produce flame* was moved from level 2 to level 1). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the druid spell list entirely.

General Notes

Summoning spells: when you use a summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

- (D) *Detection spells:* each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) *Healing spells:* these spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.
- (T) *Magical traps:* a Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.
- (☞) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	conj. (creation)	Create Water [water]	Creates wholesome, drinkable water	V,S	1 action	Close	Up to 2 gallons/lvl of water	Instant			215
	conj. (healing)	Cure Minor Wounds (H)	Cure 1 hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
-	divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
	divination	Detect Poison (D)	Detect presence of poison in a creature, object or area • Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison.	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
	evocation	Flare [light]	Create a burst of bright light • When created directly in front of a sighted creature, target is dazzled (-1 to attacks, Spot, Search) for 1 min. (Fort negs, SR applies).	V	1 action	Close	Burst of light	Instant			232
-	divination	Guidance	Subject gains +1 competence bonus on a single attack roll, saving throw, or skill check	V,S	1 action	Touch	1 creature	1 min (or until discharged)	Will negs (h)	Yes	238
	divination	Know Direction	Determine the direction of true north	V,S	1 action	Personal	You	Instant			246
-	evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,DF	1 action	Touch	1 object	10 min/lvl (D)			248
	trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
-	trans.	Purify Food and Drink	Makes contaminated food or water fit for eating and drinking	V,S	1 action	10 ft.	Food and water (up to 1 cu.ft./lvl)	Instant	Will negs (obj)	Yes (obj)	267
-	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
	abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,DF	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
	trans.	Virtue	Subject gains 1 temporary hit point	V,S,DF	1 action	Touch	1 creature	1 minute	Fort negs (h)	Yes (h)	298

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
Animal Friendship										
- ench. (compulsion)	Calm Animals [mind-affecting]	Animals (total HD up to 2d4+1/lvl) become docile <ul style="list-style-type: none"> All subjects must be of the same kind. Only dire animals and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animal(s) (with INT 1 or 2) (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	207
2 ench. (charm)	Charm Animal [mind-affecting] (charm person or animal)	Animal regards caster as trusted friend and ally <ul style="list-style-type: none"> Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies. 	V,S	1 action	Close	1 animal	1 hr/lvl	Will negs	Yes	208
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
divination	Detect Animals or Plants (D)	Detect presence of a particular kind of animal or plant <ul style="list-style-type: none"> Can change the kind or animal or plant being detected each round. 	V,S	1 action	Long	Cone emanation	Conc., up to 10 min/lvl (D)			218
divination	Detect Snares and Pits (D)	Reveals presence of natural or primitive traps <ul style="list-style-type: none"> Does not detect magic or mechanically complex traps. 	V,S	1 action	60 ft.					220
- abjur.	Endure Elements	Subject avoids harm from hot or cold environments <ul style="list-style-type: none"> Does not protect against fire or cold damage. 	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
- trans.	Entangle	Plants entangle all creatures in affected area <ul style="list-style-type: none"> Entangled creature can break free and move half normal speed with a successful Strength or Escape Artist check (DC 20) (full-round action). Reflex save needed each round to avoid becoming entangled. 	V,S,DF	1 action	Long	40-ft radius spread	1 min/lvl (D)	Ref part (M)		227
- evocation	Faerie Fire [light]	Outlines creatures and objects with pale light <ul style="list-style-type: none"> Negates concealment from darkness, blur, displacement, invisibility etc. 	V,S,DF	1 action	Long	5-ft. radius burst	1 min/lvl (D)		Yes	229
trans.	Goodberry	Berries each cure 1 hp (max. per creature 8 hp per 24 hr) <ul style="list-style-type: none"> Each berry provides nourishment as a normal (Medium-size) meal. 	V,S,DF	1 action	Touch	2d4 fresh berries	1 day/lvl		Yes	237
- abjur.	Hide from Animals (invisibility to animals)	Animals cannot perceive warded creatures <ul style="list-style-type: none"> If a warded creature touches an animal or attacks any creature, the spell ends for all recipients. 	S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes	241
+ trans.	Jump	Subject gains +10 enhancement bonus to Jump checks <ul style="list-style-type: none"> Bonus increases to +20 at caster level 5, +30 at caster level 9. 	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	246
* trans.	Longstrider	Caster gains +10 enhancement bonus to base land speed <ul style="list-style-type: none"> Other modes of movement (climb, fly, swim, etc.) are not affected. 	V,S,M	1 action	Personal	You	1 hr/lvl (D)			249
- trans.	Magic Fang	1 natural weapon gains +1 to attacks and damage <ul style="list-style-type: none"> If the caster is a good druid, the weapon is considered blessed. 	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	250
+ trans.	Magic Stone	Stones become +1 projectiles, dealing 1d6+1 damage <ul style="list-style-type: none"> Against undead, stones do double damage. 	V,S,DF	1 action	Touch	Up to 3 pebbles	30 min (or until discharged)	Will negs (h,obj)	Yes (h,obj)	251
- conj. (creation)	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. <ul style="list-style-type: none"> A creature 5 ft. away has concealment (20% miss chance). 	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
- trans.	Pass without Trace	Subjects leave no tracks or scent in any type of terrain	V,S,DF	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs (h)	Yes (h)	259
2 evocation	Produce Flame [fire]	Thrown (120 ft) or melee touch; deal 1d6+1/lvl (max. +5) fire dmg <ul style="list-style-type: none"> Each attack reduces the remaining duration by 1 minute. 	V,S	1 action	0 ft.	Flame in caster's palm (as bright as a torch)	1 min/lvl (D)		Yes	265
- trans.	Shillelagh	Cudgel or quarterstaff acts as a +1 weapon when wielded by caster <ul style="list-style-type: none"> Weapon deals damage as if it were two size categories larger. 	V,S,DF	1 action	Touch	1 nonmagical oak club or quarterstaff	1 min/lvl	Will negs (obj)	Yes (obj)	278
2 divination	Speak with Animals	Comprehend and communicate with normal animals	V,S	1 action	Personal	You	1 min/lvl			281
- conj. (summoning)	Summon Nature's Ally I	Summons natural creature to fight or act as directed <ul style="list-style-type: none"> The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. 	V,S,DF	1 round	Close	1 summoned creature	1 rnd/lvl (D)			288

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
ench. (compulsion)	Animal Messenger [mind-affecting]	Compel a Tiny animal to go to a designated place • After reaching the destination, the animal waits there until the duration of the spell expires, then resumes its normal activities.	V,S,M	1 action	Close	1 Tiny animal	1 day/lvl		Yes	198
ench. (compulsion)	Animal Trance [sonic, mind-affecting]	Nearby animals (2d6 HD total) become fascinated • Only magical beasts, dire animals, and animals trained to attack or guard are allowed a saving throw.	V,S	1 action	Close	Animals or magical beasts in range (with INT 1 or 2)	Conc.	Will negs	Yes	198
- trans.	Barkskin	Subject gains +2 enhancement bonus to natural armor • Bonus increases by +1 for every 3 levels above 3rd (max. +5).	V,S,DF	1 action	Touch	1 living creature	10 min/lvl		Yes (h)	203
+ trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
+ trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
+ trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	208
Charm Person or Animal ▶ 1										
trans.	Chill Metal [cold]	Affected metal damages those who touch it: <i>Round:</i> 1 2 3 to 5 6 7 <i>Damage:</i> None 1d4 2d4 1d4 None • Affected creature takes minimum damage if not wearing metal armor and the metal it's carrying is under one-fifth of its weight. Otherwise roll damage as normal. • Fire dmg cancels out damage from this spell on a point-by-point basis. • Counters and dispels <i>heat metal</i> .	V,S,DF	1 action	Close	Metal equipment of 1 creature per 2 lvls (max. 30 ft. apart); or 25 lb/lvl of metal within 30-ft. circle	7 rounds (see table at left for round-by-round description of effects)	Will negs (obj) (unattended nonmagical metal gets no saving throw)	Yes (obj)	209
conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
- abjur.	Fire Trap [fire] (T)	Item deals 1d4+1/lvl fire dmg (max. +20) when opened • Item is not harmed by the explosion.	V,S,M (25)	10 min	Touch	1 closeable object	Until discharged (D)	Ref half	Yes	231
evocation	Flame Blade [fire]	Melee touch attack deals 1d8+1/two lvls (max. +10) fire damage	V,S,DF	1 action	0 ft.	3-ft scimitar-like beam	1 min/lvl (D)		Yes	231
- evocation	Flaming Sphere [fire]	Rolling ball of fire deals 2d6 fire damage • Move action to direct the sphere, up to 30 ft./rnd.	V,S,DF	1 action	Medium	5-ft. diameter sphere	1 rnd/lvl	Ref negs	Yes	232
+ conj. (creation)	Fog Cloud	Bank of fog obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	Medium	20-ft radius spread, 20 ft. high	10 min/lvl			232
+ evocation	Gust of Wind [air]	Blast of air may knock down or damage creatures (👤) • All creatures suffer -4 penalty to ranged attacks and Listen checks.	V,S	1 action	60 ft.	Line from caster	1 rnd	Fort negs	Yes	238
trans.	Heat Metal [fire]	Affected metal damages those who touch it: <i>Round:</i> 1 2 3-5 6 7 <i>Damage:</i> None 1d4 2d4 1d4 None • Affected creature takes minimum damage if not wearing metal armor and the metal it's carrying is under one-fifth of its weight. Otherwise roll damage as normal. • Cold dmg cancels out damage from this spell on a point-by-point basis. • Counters and dispels <i>chill metal</i> .	V,S,DF	1 action	Close	Metal equipment of 1 creature per 2 lvls (max. 30 ft. apart); or 25 lb/lvl of metal within 30-ft. circle	7 rounds (see table at left for round-by-round description of effects)	Will negs (obj) (unattended nonmagical metal gets no saving throw)	Yes (obj)	239
- ench. (compulsion)	Hold Animal [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S	1 action	Medium	1 animal	1 rnd/lvl (D)	Will negs	Yes	241
- conj. (healing)	Lesser Restoration	Dispels magical effects reducing one ability score, or cure 1d4 points of temporary damage to one ability • Also eliminates fatigue, and improves exhaustion to fatigue.	V,S	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
* trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
Produce Flame ▶ 1										

* trans.	Reduce Animal	Target's size decreases to next smaller size category <ul style="list-style-type: none"> Height ÷ 2, weight ÷ 8; +2 size bonus to DEX, -2 size penalty to STR (min. 1), +1 size bonus to attacks and AC. Multiple magical effects that reduce size do not stack. 	V,S	1 action	Touch	1 willing animal	1 hr/lvl (D)			269
- abjur.	Resist Energy <i>(resist elements)</i>	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) <ul style="list-style-type: none"> Resistance increases to 20 at caster level 7, and 30 at caster level 11. Does not stack with <i>protection from energy</i>. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
- trans.	Soften Earth and Stone <i>[earth]</i>	Turns natural stone to clay, or earth to sand or mud <ul style="list-style-type: none"> Creatures in mud must make Reflex save or be stuck for 1d2 rounds. 	V,S,DF	1 action	Close	10 ft. sq./lvl (🏠)	Instant			280
Speak with Animals ▶ 1										
+ trans.	Spider Climb	Subject can walk along vertical surfaces and ceilings <ul style="list-style-type: none"> Subject must have hands free. It gains a Climb speed of 20 ft. 	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	283
conj. (summoning)	Summon Nature's Ally II	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-2 creature, or 1d3 level-1 creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
- conj. (summoning)	Summon Swarm	Swarm of small creatures attacks all creatures in area <ul style="list-style-type: none"> If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can (caster has no control of it). 	V,S,DF	1 round	Close	1 swarm of bats, rats or spiders (caster's choice)	Conc. + 2 rnds			289
- trans.	Tree Shape	Caster is disguised as a Large living or dead tree <ul style="list-style-type: none"> Caster gains +10 natural armor bonus to AC and immunity to critical hits, but has an effective DEX score of 0 (and speed 0 ft). 	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (dismissing is a free action)			296
- trans.	Warp Wood	Warp (or un Warp) wooden objects <ul style="list-style-type: none"> Warped range weapons are useless; warped melee weapons suffer a -4 penalty on attack rolls. A Medium object counts as 2 Small objects; a Large object counts as 2 Medium objects, etc. Multiple consecutive <i>warp wood</i> spells can be combined to warp (or un Warp) an object too large to be affected by a single spell. 	V,S	1 action	Close	1 Small wooden object per lvl (all within a 20-ft. radius)	Instant	Will negs (obj)	Yes (obj)	300
trans.	Wood Shape	Form piece of wood into any desired shape <ul style="list-style-type: none"> 30% chance that any shape including moving parts doesn't work. 	V,S,DF	1 action	Touch	Wood or wooden object (up to 10 + 1/lvl cubic ft.)	Instant	Will negs (obj)	Yes (obj)	303

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- evocation	Call Lightning [electricity]	Call up to 1/lvl (max. 10) lightning bolts; each deals 3d6 electricity damage <ul style="list-style-type: none"> Each bolt is a vertical stroke, 5 ft. wide, and 30 ft. long. A bolt can be called immediately when the spell completes, or as a standard action at a later time. If outdoors and in a stormy area, each bolt deals 3d10 damage. This spell functions indoors or underground but not underwater. 	V,S	1 round	Medium	Vertical lightning bolt(s) (5 ft. wide, 30 ft. long)	1 min/lvl	Ref half	Yes	207
- necro.	Contagion [evil]	Infects target with chosen disease (📖)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
+ evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond <ul style="list-style-type: none"> Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). Counters and dispels any darkness spell of equal or lower level. 	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
trans.	Diminish Plants • counters <i>plant growth</i>	<u>Prune growth</u> : Vegetation is pruned and trimmed to approximately one-third normal size	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			221
		½ mile			All normal plants in range					
- ench. (compulsion)	Dominate Animal [mind-affecting]	Target animal obeys silent mental commands	V,S	1 round	Close	1 animal	1 rnd/lvl	Will negs	Yes	224
- trans.	Greater Magic Fang	As <i>magic fang</i> , but +1 per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 living creature	1 hr/lvl	Will negs (h)	Yes (h)	250
- trans.	Meld into Stone [earth]	Caster and equipment meld into single block of stone <ul style="list-style-type: none"> Stone must be large enough to accommodate caster and equipment, and equipment must weigh no more than 100 lb. 	V,S,DF	1 action	Personal	You	Up to 10 min/lvl			252
conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
trans.	Plant Growth • counters <i>diminish plants</i>	<u>Overgrowth</u> : Vegetation becomes thicker or jungle <ul style="list-style-type: none"> Speed in affected area is 5 ft. (or 10 ft. for Large or larger creatures). You may designate places within the area that are not affected. 	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			262
		½ mile			All normal plants in range					
necro.	Poison	Touch attack deals 1d10 CON damage immediately, and 1d10 CON damage one minute later <ul style="list-style-type: none"> Fortitude save DC is 10 + ½ caster's level + caster's WIS modifier. 	V,S,DF	1 action	Touch	1 living creature	Instant	Fort negs (two saves needed)	Yes	262
- abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) <ul style="list-style-type: none"> Spell is discharged after absorbing 12/lvl (max. 120) hp damage. Takes precedence over <i>resist energy</i>. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
4 trans.	Quench	Extinguish nonmagical fires or dispel fire spells <ul style="list-style-type: none"> Fire-based creatures take 1d6/lvl fire damage (max. 15d6). 	V,S,DF	1 action	Medium	1 20-ft cube/lvl (s)	Instant			267
		Extinguish one fire-based magic item <ul style="list-style-type: none"> An extinguished item loses its fire-based abilities for 1d4 hours. Artifacts are immune to this effect. 				1 fire-based magic item				
conj. (healing)	Remove Disease	Cure all diseases afflicting subject <ul style="list-style-type: none"> Also kills parasites such as green slime. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	271

4	conj. (creation)	Sleet Storm [cold]	Sleet blocks all sight and slows movement by half <ul style="list-style-type: none"> A creature attempting to move through the area must make a Balance check (DC 10). Failure means it can't move in that round; failure by 5 or more means it falls. The sleet extinguishes torches and small fires. 	V,S,DF	1 action	Long	Cylinder (40-ft. radius, 20 ft. high)	1 rnd/lvl				280
	trans.	Snare (T)	Create magical trap which entangles a creature <ul style="list-style-type: none"> Escape Artist or Strength check (DC 23) to escape (full round action). Snare has AC 7 and 5 hp. 	V,S,DF	1 action	Touch	Circle of vine/rope/thong (diameter 2 ft + 2 ft./lvl)	Until triggered				280
	divination	Speak with Plants	Comprehend and communicate with plants and plant creatures	V,S	1 action	Personal	You	1 min/lvl				282
-	trans.	Spike Growth (T) (can't be disabled using the Disable Device skill)	Vegetation gains hidden spikes; deals 1d4 piercing damage for each 5 ft. of movement through the area <ul style="list-style-type: none"> A creature sustaining damage must also make a Reflex save or have its land speed slowed by one-half. Penalty lasts 24 hours or until the creature receives a <i>cure</i> spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC. 	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes		283
-	trans.	Stone Shape [earth]	Sculpt stone into any desired shape <ul style="list-style-type: none"> 30% chance that any shape including moving parts doesn't work. 	V,S,DF	1 action	Touch	Stone or stone object, (up to 10 + 1/lvl cu. ft.)	Instant				284
	conj. (summoning)	Summon Nature's Ally III	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)				288
	trans.	Water Breathing	Subjects can breathe water freely <ul style="list-style-type: none"> Divide the duration evenly between all affected creatures. 	V,S,DF	1 action	Touch	1 or more living creatures	2 hr/lvl	Will negs (h)	Yes (h)		300
+	evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases <ul style="list-style-type: none"> Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance. 	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl			Yes	302

LEVEL 4

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+ trans.	Air Walk [air]	Subject can tread on air as if solid • Maximum upward or downward angle is 45 degrees, at half-speed.	V,S,DF	1 action	Touch	1 creature (Gargantuan or smaller)	10 min/lvl		Yes (h)	196
abjur.	Antiplant Shell	Keep out plant creatures or animated plants	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	200
* necro.	Blight	Plant takes 1d6/lvl (max. 15d6) damage • A normal plant (tree, shrub etc.) does not receive a saving throw.	V,S	1 action	Touch	1 plant	Instant	Fort half	Yes	206
- trans.	Command Plants (control plants)	Target(s) will not attack; may be given spoken orders • You must win an opposed Charisma check to convince an affected creature to do anything it wouldn't normally do.	V	1 action	Close	Plant creature(s) (up to 2 HD/lvl) (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	211
+ trans.	Control Water [water]	Raises or lowers an area of water (☞)	V,S,DF	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
- abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i> * • <i>Otiluke's telekinetic sphere</i> * • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i> . • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast • Make a dispel check to counter the other spellcaster's spell.	V,S	1 action	Medium	1 object or creature 20-ft. radius burst 1 spellcaster	Instant			223
evocation	Flame Strike [fire]	Divine fire deals 1d6/lvl damage (max. 15d6) • Damage is half fire, half divine power.	V,S,DF	1 action	Medium	Cylinder (10-ft. radius, 40 ft. high)	Instant	Ref half	Yes	231
- abjur.	Freedom of Movement	Subject ignores magical impediments to movement • Can move and attack normally while underwater. • Automatically succeeds at resisting grapples and escaping pins.	V,S,M,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
- trans.	Giant Vermin	Turn normal vermin into giants • Can be cast on three centipedes, two spiders, or one scorpion. New size of vermin depends on caster level (☞).	V,S,DF	1 action	Close	Up to 3 vermin (max. 30 ft. apart)	1 min/lvl		Yes	235
5 evocation	Ice Storm [cold]	Hail deals 3d6 bludgeoning and 2d6 cold damage • Listen checks are at -4 and movement halved within affected area.	V,S,DF	1 action	Long	Cylinder (20-ft radius, 40-ft high)	1 full round		Yes	243
Quench ▶ 3										
- trans.	Reincarnate	Restores willing soul to life in different body • Reincarnation requires 1 hour to complete. The subject loses a level (or 2 CON points, if it was 1st level). • Form of new body is determined randomly; the subject retains some of its former abilities (☞). • A creature turned to undead or killed by a death effect can't be reincarnated; nor can constructs, elementals, or outsiders.	V,S,DF M (1000+)	10 min	Touch	1 corpse, or portion thereof (dead no more than 1 week)	Instant		Yes (h)	270

abjur.	Repel Vermin	Keep out or damage vermin (crossing deals 2d6 dmg) • Vermin must make a Will save to cross the barrier. Creatures with HD less than one-third caster level automatically fail.	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
trans.	Rusting Grasp	Corrode a nonmagical ferrous object • Up to a 3-ft radius sphere of metal can be destroyed. Melee touch attack destroys metal weapons or removes 1d6 points of AC bonus from metal armor • A ferrous creature suffers 3d6+1/lvl (max. +15) damage.	V,S,DF	1 action	Touch	1 ferrous object	Instant			273
– divination (scrying)	Scrying	Observe subject from any distance away • Will save DC is modified by caster's knowledge of target (EQ). If the target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. • The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic, detect chaos/evil/good/law, message.</i>	V,S,DF F (natural pool of water)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274
Sleet Storm ▶ 3										
– trans.	Spike Stones (T) [earth] (can't be disabled using the Disable Device skill)	Rocky ground, stone floor etc. gains hidden spikes; deals 1d8 piercing damage per 5 ft. moved, and restricts movement to half through the area • A creature sustaining damage must also make a Reflex save or have its land speed slowed by <i>one-half</i> . Penalty lasts 24 hours or until the creature receives a <i>cure</i> spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC.	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
conj. (summoning)	Summon Nature's Ally IV	Summon natural creature(s) to fight or act as directed • Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288

LEVEL 5

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- trans.	Animal Growth	Animals increase size to next larger size category <ul style="list-style-type: none"> Height x 2, weight x 8; +8 STR, +4 CON, -2 DEX, +2 natural armor, increased base damage (⚔). Each subject gains DR 10/magic and +4 resistance bonus on saves. When the spell ends, all damage a subject has taken while enlarged is divided by 2. Multiple magical effects that increase size do not stack. 	V,S	1 action	Medium	Up to 1 animal (Gargantuan or smaller) per 2 lvls (max. 30 ft. apart)	1 min./lvl	Fort negs	Yes	198
abjur.	Atonement	Remove burden of evil acts/misdeeds from subject <ul style="list-style-type: none"> Atoning for deliberate misdeeds costs the caster 500 XP. 	V,S,M,DF,F (500+)	1 hour	Touch	1 living creature	Instant		Yes	201
trans.	Awaken	Animal or tree gains human-like sentience <ul style="list-style-type: none"> Save DC is 10 + current HD (for animal), or 10 + HD when awakened (for tree). An <i>awakened</i> tree is treated as an animated object, except that its INT, WIS, and CHA are all 3d6. An <i>awakened</i> animal gets 3d6 INT, +1d3 CHA, +2 HD. Its type changes to magical beast (augmented animal). It can't serve as an animal companion, familiar or special mount. 	V,S,DF X (250)	24 hours	Touch	1 animal or tree	Instant	Will negs	Yes	202
* trans.	Baleful Polymorph	Target becomes a Small or smaller animal (1 HD or less) <ul style="list-style-type: none"> Target takes on all statistics and special abilities of an average member of the new form in place of its own except as follows: <ul style="list-style-type: none"> Target retains its own alignment (and personality, within the limits of the new form's ability scores). Target retains the shapechanger subtype if it has it. Target retains its own hit points. Target is treated as having its normal HD for purposes of adjudicating effects based on HD (e.g. <i>sleep</i>), but uses the new form's base attack, base saves, and all other statistics derived from HD. Target retains the ability to understand (but not speak) the languages it understood in its original form. It can write in the languages it understands, but only if the new form is capable of writing in some manner. Target loses all special abilities it has in its normal form, including class features. All items worn or carried by the target fall to the ground at its feet. Target gets a +4 bonus on the save if the new form would be fatal. If the target remains in the new form for 24 consecutive hours, it must attempt a Will save. If the save fails, it loses its ability to understand language, as well as all memories of its previous form, and its HD and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended. Incorporeal or gaseous creatures are immune to this spell, and a creature with the shapechanger subtype can revert to its natural form as a standard action, which ends the spell's effect. 	V,S	1 action	Close	1 creature	Permanent	Fort negs then (if failed, after 24 hours) Will part	Yes	202
* evocation	Call Lightning Storm [electricity]	Call up to 1/lvl (max. 15) lightning bolts; each deals 5d6 electricity damage <ul style="list-style-type: none"> Each bolt is a vertical stroke, 5 ft. wide, and 30 ft. long. A bolt can be called immediately when the spell completes, or as a standard action at a later time. If outdoors and in a stormy area, each bolt deals 5d10 damage. This spell functions indoors or underground but not underwater. 	V,S	1 round	Long	Vertical lightning bolt(s) (5 ft. wide, 30 ft. long)	1 min./lvl	Ref half	Yes	207
divination	Commune with Nature	Gain knowledge of surrounding territory <ul style="list-style-type: none"> In outdoor settings, the spell operates to a radius of 1 mile/lvl. In natural underground settings, the range is 100 ft./lvl. 	V,S	10 min	Personal	You	Instant			211
- trans.	Control Winds [air]	Change wind direction and speed (☁)	V,S	1 action	40 ft./lvl	Cylinder (up to 40 ft./lvl radius, 40 ft. high)	10 min./lvl	Fort negs (⚔)		214
conj. (healing)	Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +20) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215

-	necro.	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects • Negative levels the subject has already gained are not affected.	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
-	evocation	Hallow [good]	Designates a site, building or structure as holy • The site is guarded by a <i>magic circle vs. evil</i> effect. • Any dead body interred in the site cannot be turned into an undead. • A spell effect* can be fixed to the site, lasting for 1 year. • Counters but does not dispel <i>unhallow</i> .	V,S,DF M (1000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			238
Ice Storm ▶ 4											
-	conj. (summoning)	Insect Plague	Summoned locust swarms attack all creatures in affected areas • Swarms remain stationary after being summoned.	V,S,DF	1 round	Long	1 swarm of locusts per 3 levels (max. 6) (must be contiguous)	1 min/lvl			244
+	abjur.	Stoneskin	Subject gains DR 10/adamantine • Spell is discharged after absorbing 10/lvl (max. 150) hp damage.	V,S, M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
	conj. (summoning)	Summon Nature's Ally V	Summon natural creature(s) to fight or act as directed • Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
	trans.	Transmute Mud to Rock	Transform mud or quicksand into soft stone • Counters and dispels <i>transmute rock to mud</i> .	V,S,DF	1 action	Medium	Up to 2 10-ft. cubes/lvl (s)	Permanent	(📖)		295
	trans.	Transmute Rock to Mud	Transform natural, unworked rock into mud					(📖)			295
-	conj. (teleport.)	Tree Stride	Gain ability to enter trees and move instantly from inside one tree to inside another of the same type • Can transport as many times as caster has levels. Each transport is a full round action. Range depends on type of tree used (📖).	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (or until expended)			296
-	evocation	Unhallow [evil]	Designates a site, building or structure as unholy • The site is guarded by a <i>magic circle vs. good</i> effect. • A spell effect* can be fixed to the site, lasting for 1 year. • Counters but does not dispel <i>hallow</i> .	V,S,DF M (1,000+)	24 hours	Touch	40-ft. radius emanation from touched point	Instant			297
-	evocation	Wall of Fire [fire]	Creates immobile, opaque curtain of flame • One side (caster's choice) deals 2d4 fire damage to creatures within 10 ft. and 1d4 fire damage to creatures within 20 ft. (each round). • Wall deals 2d6+1/lvl fire dmg (max. +20) to creatures passing through it (double dmg to undead). • Any 5-ft. length of wall taking 20 points of cold damage in a round goes out (do not divide cold damage by 4, as is normal for objects). • If wall is evoked where creatures are, each takes damage as if passing through it (no save).	V,S,DF	1 action	Medium	Wall up to 20-ft. high (either a sheet of flame up to 20 ft./lvl long, or a ring with radius up to 5 ft. per 2 lvls)	Conc. + 1 rnd/lvl		Yes	298
-	conj. (creation)	Wall of Thorns	Barrier of thorns damages any creature passing through it • Moving through the wall inflicts (25 - AC) damage per round (DEX and dodge bonuses ignored). Movement requires a successful Strength check (DC 20); a creature can move 5 ft. for every 5 points by which the result exceeds 20. • Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, and is caught inside. • Chopping at the the wall with edged weapons creates a safe passage 1 ft. deep for every 10 minutes of work. • A wall of thorns is unaffected by spells that affect plants.	V,S	1 action	Medium	Wall of thorny brush (up to one 10-ft. cube/lvl) (S) (min. thickness 5 ft.)	10 min/lvl (D)			300

* The following spells can be tied to a hallowed or unhallowed site: *aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil/good* (as applicable), *detect magic, dimensional anchor, discern lies, dispel magic, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, zone of truth*. The spell can apply to all creatures, creatures which share the caster's faith/alignment, or creatures with a different faith/alignment to the caster (caster's choice). SR and saving throws apply as for the normal spell, but ignore its normal duration and area. Tying a spell to a hallowed or unhallowed area requires additional material components, costing 1,000gp per level of the spell.

LEVEL 6

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Antilife Shell	Hemispherical barrier keeps out living creatures	V,S,DF	1 round	10 ft.	Emanation from caster	10 min/lvl (D)		Yes	199
divination	Find the Path	Reveals the most direct route to a specified location	V,S,F	3 rounds	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	230
- conj. (creation)	Fire Seeds [fire]	<i>Acorn grenades</i> : Deal total of 1d6/lvl damage (max. 20d6) (divide damage dice among up to four grenades as desired) • Ranged touch attack (max. range 100 ft.); each acorn deals 1 hp of splash damage per die and ignites combustible material within 10 ft. <i>Holly berry bombs</i> : Each deals 1d8+1/lvl damage • Placed by hand and ignite on command if caster is within 200 ft (5 ft. radius burst); ignite combustible material within 5 ft.	V,S,M	1 action	Touch	Up to 4 acorns Up to 8 holly berries	10 min/lvl (or until used)	Ref half (creatures struck directly get no save)	Yes	230
- abjur.	Greater Dispel Magic <i>(greater dispelling)</i>	As <i>dispel magic</i> , but max. +20 on dispel check • Unlike <i>dispel magic</i> , this spell can affect curses from <i>bestow curse</i> , and <i>geas/quest</i> , <i>lesser geas</i> , and <i>mark of justice</i> .	V,S	1 action	Medium	see <i>dispel magic</i>	Instant			223
Healing Circle ► <i>mass cure light wounds</i>										
trans.	Ironwood	Creates magical wood, as strong as steel • If you make only half as much ironwood as the spell would normally allow, any weapon, shield or suit of armor created is treated as a +1 magic item.	V,S,M	1 min (per lb.)	0 ft.	1 object (up to 5 lb/lvl)	1 day/lvl (D)			246
trans.	Liveoak	Oak tree becomes treant guardian	V,S	10 min	Touch	1 Huge oak tree	1 day/lvl (D)			248
* trans.	Mass Bear's Endurance	Subjects gain +4 enhancement bonus to Constitution	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	203
* trans.	Mass Bull's Strength	Subjects gain +4 enhancement bonus to Strength	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	207
* trans.	Mass Cat's Grace	Subjects gain +4 enhancement bonus to Dexterity	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	208
- conj. (healing)	Mass Cure Light Wounds (H) <i>(healing circle)</i>	Cure 1d8+1/lvl (max. +25) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
* trans.	Mass Owl's Wisdom	Subjects gain +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)	259
+ trans.	Move Earth [earth]	Digs trenches and builds hills • Cannot be used for tunnelling. Has no effect on earth creatures.	V,S,M	10 min (per 150 ft. square)	Long	Area of dirt (up to 750 ft. sq. and 10 ft. deep) (S)	Instant			257
- abjur.	Repel Wood	Pushes away wooden objects along path from caster • Objects are repelled at 40 ft/rnd. Fixed objects large than 3 inches diameter are not affected. A creature being dragged by a shield can unlimber it as a move action and drop it as a free action.	V,S	1 action	60 ft.	Line emanation from caster	1 min/lvl (D)			271
trans.	Spellstaff	Store one spell in wooden quarterstaff • Caster may not have more than one <i>spellstaff</i> at a given time.	V,S,F	10 min	Touch	1 quarterstaff	Until discharged (D)	Will negs (obj)	Yes (obj)	282
divination	Stone Tell	Communicate with natural or worked stone	V,S,DF	10 min	Personal	You	1 min/lvl			284
conj. (summoning)	Summon Nature's Ally VI	Summon natural creature(s) to fight or act as directed • Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
- conj. (teleport.)	Transport via Plants	Can enter any normal plant and pass any distance to another plant of the same species • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc.	V,S	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	1 rnd			295
- conj. (creation)	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces • Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with harness 8. Break DC is 20 + 2 per inch of thickness. • Creatures can make Reflex saves to avoid being trapped by the wall.	V,S,DF	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299

LEVEL 7

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
* trans.	Animate Plants	<i>Animate</i> : Plants attack designated target(s) • A Huge plant counts as 2 Large plants, etc. You can change the plants' designated target(s) as a move action. <i>Entangle</i> : Plants entangle all creatures in area	V	1 action	Close	1 Large (or smaller) plant per 3 lvls All plants in range	1 rnd/lvl 1 hr/lvl			199
trans.	Changestaff	Staff becomes treant-like guardian	V,S,F	1 round	Touch	1 quarterstaff (specially prepared)	1 hr/lvl (D)			208
trans.	Control Weather	Change weather conditions in local area (☁)	V,S	10 min (☁)	3 miles	Circle centered on caster	8d12 hr (☁)			214
- conj. (summoning)	Creeping Doom	Centipede swarms attack all creatures in affected area • Swarms remain stationary unless commanded; you can command any swarm(s) to move toward any prey within 100 ft. (standard action).	V,S	1 round	Close	1 centipede swarm per 2 lvls (max. 10) (need not be contiguous)	1 min/lvl			215
evocation	Fire Storm [fire]	Deal 1d6/lvl (max. 20d6) of fire damage to all creatures • Natural vegetation and plant creatures can be excluded from damage.	V,S	1 round	Medium	2 10-ft. cubes/lvl (S)	Instant	Ref half	Yes	231
- divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer • All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i> .	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
Harm										
- conj. (healing)	Heal	Positive energy cures 10/lvl (max. 150) hp damage • Also ends any and all of these conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned. • Against an undead creature, <i>heal</i> acts like <i>harm</i> .	V,S	1 action	Touch	1 creature	Instant	Will negs (h)	Yes (h)	239
* conj. (healing)	Mass Cure (H) Moderate Wounds	Cure 2d8+1/lvl (max. +30) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
conj. (summoning)	Summon Nature's Ally VII	Summon natural creature(s) to fight or act as directed • Can summon 1 level-7 creature, or 1d3 level-6 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
- evocation	Sunbeam [light]	Beams each deal 4d6 damage and blind creatures • Can evoke 1 beam/rnd (standard action); total 1 beam/3 lvls (max. 6). • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 20d6); undead vulnerable to sunlight (e.g. vampires) are destroyed on a failed save.	V,S,DF	1 action	60 ft.	Line from caster	1 rnd/lvl (or until all beams used)	Ref half (and negates blinding)	Yes	289
trans.	Transmute Metal to Wood	Metal objects within affected area become wood • Magic objects made of metal have SR of 20 + caster level against this spell. Artifacts cannot be transmuted. • Transmuted weapons suffer -2 penalty to attack and damage, and splinter and break on any natural attack roll of 1 or 2. • Transmuted armor loses 2 points of armor bonus, and loses an additional point of armor bonus every time it is struck by a natural attack roll of 19 or 20.	V,S,DF	1 action	Long	40-ft. radius burst	Instant		Yes (obj)	294
divination	True Seeing	Subject sees all things within 120 ft. as they really are • Subject can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i> , changed, or transmuted things, and see into the Ethereal Plane.	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
- trans.	Wind Walk [air]	Caster and allies transformed into misty vapor (as for <i>gaseous form</i>) and can travel 600 ft./rnd • Subjects can regain normal form and transform back to vapor as desired (each change takes 5 rounds).	V,S,DF	1 action	Touch	You + 1 creature per 3 lvls	1 hr/lvl (D)	Will negs (h)	Yes (h)	302

LEVEL 8

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- trans.	Animal Shapes	As alternate form special ability (see <i>Monster Manual</i>) , but can affect multiple creatures <ul style="list-style-type: none"> • HD of new form can be no more than caster level (max. 20), or subject's HD, whichever is lower. • All subjects must take the same kind of animal form. • A subject may resume its normal form as a full-round action. 	V,S,DF	1 action	Close	1 willing creature/lvl (max. 30 ft. apart)	1 hr/lvl (D)		Yes (h)	198
- trans.	Control Plants (<i>command plants</i>)	Command plant creatures via vocal communication <ul style="list-style-type: none"> • After the spell is over, subjects revert to normal behaviour. 	V,S,DF	1 action	Close	Up to 2 HD/lvl of plant creatures (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	213
9 evocation	Earthquake [earth]	Intense tremor shakes localised area <ul style="list-style-type: none"> • Damage and applicable saving throws depend on the terrain (☞). 	V,S,DF	1 action	Long	80-ft radius spread (S)	1 rnd	(☞)		225
- necro.	Finger of Death [death]	Kills target creature <ul style="list-style-type: none"> • Successful save inflicts 3d6+1/lvl (max. +25) damage instead. 	V,S	1 action	Close	1 living creature	Instant	Fort part	Yes	230
* conj. (healing)	Mass Cure (H) Serious Wounds	Cure 3d8+1/lvl (max. +35) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	216
- abjur.	Repel Metal or Stone [earth]	As <i>repel wood</i> , but acts on metal or stone objects <ul style="list-style-type: none"> • Loose objects weighing more than 500 lb. are not affected. 	V,S	1 action	60 ft.	Line from caster	1 rnd/lvl (D)			271
trans.	Reverse Gravity	Objects and creatures fall upward in affected area <ul style="list-style-type: none"> • Provided there is something to hold onto, affected creatures can attempt Reflex saves to secure themselves when the spell strikes. 	V,S,DF	1 action	Medium	Up to 1 10-ft. cube per two lvls (S)	1 rnd/lvl (D)			273
conj. (summoning)	Summon Nature's Ally VIII	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> • Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
- evocation	Sunburst [light]	Radiance deals 6d6 damage and blinds creatures <ul style="list-style-type: none"> • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 25d6); undead vulnerable to sunlight are destroyed on a failed save. • Dispels any darkness spells of lower than 9th level within its area. 	V,S,DF	1 action	Long	80-ft. radius burst	Instant	Ref half (and negates blinding)	Yes	289
- evocation	Whirlwind [air]	Cyclone deals 3d6 dmg to Large or smaller creatures <ul style="list-style-type: none"> • Cyclone moves 60 ft./rnd, under caster's direction (standard action). • Medium-size or smaller creatures that fail their Reflex save must make another or be picked up bodily, taking 1d8 dmg/rnd (no save); carried creatures can be ejected whenever caster wishes. 	V,S,DF	1 action	Long	Cyclone (10-ft. wide at base, 30 ft. wide at top, and 30 ft. tall)	1 rnd/lvl (D)	Ref negs (☞)	Yes	301
- conj. (teleport.)	Word of Recall	Transports caster and allies back to known sanctuary <ul style="list-style-type: none"> • Designated area of arrival can be no larger than 10 ft. x 10 ft. • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc. 	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	303

LEVEL 9

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- ench. (compulsion)	Antipathy [mind-affecting]	Object or location repels creatures of specified type <ul style="list-style-type: none"> On a successful save, a creature can stay in the area or touch the item but suffers a -4 DEX penalty while doing so. Counters and dispels <i>sympathy</i>. 	V,S,DF	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	200
Earthquake ▶ 8										
- conj. (summoning)	Elemental Swarm [air / earth / fire / water]	Summon multiple elementals of chosen type <ul style="list-style-type: none"> 2d4 Large elementals, then (after 10 minutes) 1d4 Huge elementals, then (after another 10 minutes) 1 greater elemental. Each elemental has maximum hit points per HD. 	V,S	10 min	Medium	Summoned creatures (max. 30 ft. apart)	10 min/lvl (D)			226
divination	Foresight	"Sixth sense" warns of impending danger to subject <ul style="list-style-type: none"> If caster is subject, he gains +2 insight bonus to AC and Reflex saves. 	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
* conj. (healing)	Mass Cure Critical Wounds (H)	Cure 4d8+1/lvl (max. +40) hp damage for each subject	V,S	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Instant	Will half (h)	Yes (h)	215
Mass Heal										
+ conj. (healing)	Regenerate	Subject's severed body parts grow back <ul style="list-style-type: none"> After spell is cast, regeneration takes 1 round if the severed members are present and touching the subject; otherwise it takes 2d10 rounds. Also cures 4d8+1/lvl (max. +35) hp damage, and eliminates any fatigue, exhaustion, or nonlethal damage suffered by the subject. 	V,S,DF	3 rounds	Touch	1 living creature	Instant	Fort negs (h)	Yes (h)	270
conj. (creation)	Shambler	Shambling mounds aid in combat or serve as guards <ul style="list-style-type: none"> If created only for guard duty, the shamblers cannot move outside the spell's range, and the duration becomes 7 months. The shamblers have resistance to fire (as normal shambling mounds do) only if the terrain is rainy, marshy or damp. 	V,S	1 action	Medium	1d4+2 shamblers (11 HD each) (max. 30 ft. apart)	7 days (D)			277
- trans.	Shapechange	As <i>polymorph</i> , but caster can assume the form of any single nonunique creature or object <ul style="list-style-type: none"> New form can be from Fine to Colossal size, with up to 1/lvl HD (max. 25). Incorporeal and gaseous forms can be assumed. You gain all extraordinary and supernatural abilities of the assumed form (but lose your own supernatural abilities). You also gain the type of the new form in place of your own. You can become just about anything you are familiar with, and can change form once each round as a free action (either immediately before your regular action or immediately after it, but not during it). 	V,S,F (1500)	1 action	Personal	You	10 min/lvl (D)			277
+ conj. (summoning)	Storm of Vengeance	Storm cloud rains acid, lightning and hail (☁)	V,S	1 round	Long	360-ft. radius storm cloud	Conc. (max. 10 rnds) (D)	(☁)	Yes	285
conj. (summoning)	Summon Nature's Ally IX	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			289
- ench. (compulsion)	Sympathy [mind-affecting]	Object or location attracts creatures of specified type <ul style="list-style-type: none"> On a successful save, a creature is released, but must make another save 1d6 x 10 min. later or be forced to return. Counters and dispels <i>antipathy</i>. 	V,S,M (1500)	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	292

Spells Without Verbal or Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which druid spells lack verbal and/or somatic components.

V components only (no S/M/F)	V+M/F components (no S)	S+M/F components (no V)
0 Flare	0 Light	1 Hide from Animals
4 Command Plants		
* 7 Animate Plants		
8 Word of Recall		

D&D 3.5 – PALADIN SPELL LIST

This is a list of the spells available to paladins, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '- ' in the left-hand margin signifies a spell that has changed in some way; '* ' signifies a spell that is new in D&D 3.5. '+ ' signifies a spell that existed in 3.0, but was not on the paladin spell list there. If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). A greyed-out spell has been removed from the paladin spell list entirely.

General Notes

- (D) *Detection spells*: each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) *Healing spells*: these spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
ench. (compulsion)	Bless [mind-affecting]	Allies gain +1 morale bonus to attacks and saves vs. fear	V,S,DF	1 action	50 ft	You + allies in range	1 min/lvl		Yes (h)	205
trans.	Bless Water [good]	Turns 1 pint of water into holy water	V,S,M (25)	1 min	Touch	1 flask of water	Instant	Will negs (obj)	Yes (obj)	205
- trans.	Bless Weapon	Weapon's alignment becomes good <ul style="list-style-type: none"> Weapon is treated as having a +1 enhancement bonus for purposes of overcoming the DR of evil creatures and striking evil incorporeal creatures (but the spell doesn't grant an actual enhancement bonus). All critical threats against evil foes are automatically successful (does not apply to any weapon that already has a magical effect related to critical hits, e.g. <i>keen</i> or <i>vorpal</i>). 	V,S	1 action	Touch	1 weapon	1 min/lvl			205
- conj. (creation)	Create Water [water]	Creates wholesome, drinkable water	V,S	1 action	Close	Water (up to 2 gallons/lvl)	Instant			215
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
divination	Detect Poison (D)	Detect presence of poison in a creature, object or area <ul style="list-style-type: none"> Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison. 	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
- divination	Detect Undead (D)	Detect presence and strength of undead auras	V,S,DF	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
- evocation	Divine Favor	You gain a +1 luck bonus per 3 lvls (at least +1, max. +3) to attack and weapon damage rolls	V,S,DF	1 action	Personal	You	1 min			224
- abjur.	Endure Elements	Subject avoids harm from hot or cold environments <ul style="list-style-type: none"> Does not protect against fire or cold damage. 	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
+ conj. (healing)	Lesser Restoration	Dispel magical effects reducing one ability score, or cure 1d4 points of temporary damage to one ability <ul style="list-style-type: none"> Also eliminates fatigue, and improves exhaustion to fatigue. 	V,S	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272
- trans.	Magic Weapon	Weapon gains +1 enhancement to attack and damage <ul style="list-style-type: none"> The weapon is considered blessed. 	V,S,DF	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
+ abjur.	Prot. from Chaos [lawful]	Magical barrier surrounds and moves with the subject: <ul style="list-style-type: none"> Against attacks from creatures of the targeted alignment, the subject gains +2 deflection bonus to AC and +2 resistance bonus to saves. Attempts to possess/exercise mental control over the subject blocked. Summoned or conjured creatures not of the spell's alignment cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature. 	V,S,DF	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	266
- abjur.	Prot. from Evil [good]									
- divination	Read Magic	Read magical writing (one page per minute) <ul style="list-style-type: none"> Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft. 	V,S,F	1 action	Personal	You	10 min/lvl			269
abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,DF	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
- trans.	Virtue	Subject gains 1 temporary hit point	V,S,DF	1 action	Touch	1 creature	1 minute	Fort negs (h)	Yes (h)	298

LEVEL 2

	School	Name [descriptor(s)]	Spell Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
	conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison • Does not cure any damage already inflicted by poison.	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
*	trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	225
*	trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
	conj. (healing)	Remove Paralysis	Free target(s) from temporary paralysis or <i>slow</i> effects • 1 creature – paralysis is negated; • 2 creatures – each receives another save with +4 resistance bonus; • 3 or 4 creatures – each receives another save with +2 resistance bonus.	V,S	1 action	Close	Up to 4 creatures (max. 30 ft. apart)	Instant	Will negs (h)	Yes (h)	271
-	abjur.	Resist Energy <i>(resist elements)</i>	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
	abjur.	Shield Other	Subject gains +1 deflection bonus to AC, +1 resistance bonus to saves; half of any hit point damage suffered by subject is transferred to caster	V,S,F (100)	1 action	Close	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	278
	abjur.	Undetectable Alignment	Conceals subject's alignment from all forms of divination	V,S	1 action	Close	1 creature or object	24 hours	Will negs (obj)	Yes (obj)	297
+	ench. (compulsion)	Zone of Truth <i>[mind-affecting]</i>	Affected creatures in area cannot speak deliberate and intentional lies • Affected creatures are aware of the enchantment.	V,S,DF	1 action	Close	20-ft. radius emanation	1 min/lvl	Will negs	Yes	303

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
conj. (healing)	Cure Moderate Wounds (H)	Cure 2d8+1/lvl (max. +10) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
+ evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond <ul style="list-style-type: none"> • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level. 	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
divination	Discern Lies	Know when subject deliberately lies <ul style="list-style-type: none"> • Each round, you may concentrate on a different subject. 	V,S,DF	1 action	Close	1 creature/lvl (max. 30 ft. apart)	Conc., up to 1 rnd/lvl	Will negs		221
- abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : <ul style="list-style-type: none"> • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of invulnerability* • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i>* • <i>Otiluke's telekinetic sphere</i>* • <i>prismatic sphere/wall</i> • <i>wall of force</i> <p>* unless a targeted dispel is used</p>	<u>Targeted dispel</u> : Cancel spells on one object or creature <ul style="list-style-type: none"> • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area <ul style="list-style-type: none"> • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i>. • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast <ul style="list-style-type: none"> • Make a dispel check to counter the other spellcaster's spell. 	V,S	1 action	Medium	1 object or creature	Instant			223
- trans.	Greater Magic Weapon	As <i>magic weapon</i> , but +1 enhancement bonus per 4 lvls (max. +5)	V,S,DF	1 action	Close	1 weapon or 50 projectiles (in contact)	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
- conj. (healing)	Heal Mount	As <i>heal</i> on paladin's warhorse (or other special mount)	V,S	1 action	Touch	Caster's mount	Instant	Will negs (h)	Yes (h)	239
+ abjur.	Magic Circle against Chaos [law]	As <i>protection from chaos/evil</i> , but encompasses a larger area and lasts longer.	V,S,DF	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (+)	249
- abjur.	Magic Circle against Evil [good]	• Can be focused inward rather than outward to imprison a called creature not of the spell's alignment.								
- ench. (compulsion)	Prayer [mind-affecting]	Caster and allies gain +1 luck bonus on attacks, weapon damage, saves and checks; foes suffer -1 penalty on same	V,S,DF	1 action	40 ft.	All allies and enemies within range	1 rnd/lvl		Yes	264
conj. (healing)	Remove Blindness/Deafness	Cure normal or magical blindness or deafness (caster's choice) <ul style="list-style-type: none"> • Counters and dispels <i>blindness/deafness</i>. 	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	270
+ abjur.	Remove Curse	Free object or creature from curses <ul style="list-style-type: none"> • For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. • Counters and dispels <i>bestow curse</i>. 	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270

LEVEL 4

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+ abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
- necro.	Death Ward	Subject gains immunity to death spells and effects, and to energy drain and other negative energy effects <ul style="list-style-type: none"> Negative levels the subject has already gained are not affected. 	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	217
+ abjur.	Dispel Chaos [lawful]	Caster gains +4 deflection bonus to AC against creatures of the specified alignment <ul style="list-style-type: none"> On a successful melee touch attack against an extraplanar creature of the specified alignment, you can choose to drive the creature back to its home plane (Will negates, SR applies). This use discharges and ends the spell. With a touch, you can automatically dispel any one enchantment cast by a creature of the specified alignment, or any one spell of that alignment (no save or SR); this discharges and ends the spell. (Spells that can't be dispelled by <i>dispel magic</i> are unaffected by this spell.) 	V,S,DF	1 action	Personal	You	1 rnd/lvl (or until discharged)			222
abjur.	Dispel Evil [good]									
Freedom of Movement										
- evocation	Holy Sword [good]	Weapon acts as a +5 <i>holy</i> weapon (+5 enhancement bonus on attack and damage rolls, <i>extra 2d6 damage against evil opponents</i>) <ul style="list-style-type: none"> Weapon also emits a <i>magic circle vs. evil</i> effect. If this effect ends, the weapon creates a new one on your turn as a free action. The spell is automatically cancelled 1 round after the weapon leaves your hand. If cast on a magic weapon, the spell's effects supersede the weapon's normal powers. This spell is not cumulative with <i>bless weapon</i> or any other spell that might modify the weapon in any way. It does not work on artifacts. 	V,S	1 action	Touch	1 <i>melee</i> weapon	1 rnd/lvl			242
+ trans.	Mark of Justice	Designates action to trigger <i>bestow curse</i> on target	V,S,DF	10 min	Touch	1 creature	Permanent		Yes	252
conj. (healing)	Neutralize Poison	Detoxifies poison in or on a creature or object <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft/lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
+ conj. (healing)	Restoration	As <i>lesser restoration</i> , but also provides other benefits: <ul style="list-style-type: none"> Dispels negative energy levels and restores 1 drained experience level to the subject (only if the time since the creature lost the level is less than or equal to 1 day per caster level). Cures all temporary ability damage, and restores all points permanently drained from a single ability score. Eliminates any fatigue or exhaustion suffered by the subject. 	V,S,M (100)	3 rounds	Touch	1 creature	Instant	Will negs (h)	Yes (h)	272

D&D 3.5 – RANGER SPELL LIST

This is a list of the spells available to rangers, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol ‘-’ in the left-hand margin signifies a spell that has changed in some way; ‘*’ signifies a spell that is new in D&D 3.5. ‘+’ signifies a spell that existed in 3.0, but was not on the ranger spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *animal messenger* was moved from level 2 to level 1). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either moved to a different level or removed from the ranger spell list entirely.

General Notes

- Summoning spells:** when you use a summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
- (D) **Detection spells:** each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- (H) **Healing spells:** these spells deal damage to undead rather than curing them. Undead can attempt a Will save to take half damage.
- (T) **Magical traps:** a Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.
- (☞) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- abjur.	Alarm	Sound mental or audible alarm if any creature enters warded area without speaking a chosen password	V,S,DF	1 action	Close	20-ft. emanation	2 hr/lvl (D)			197
Animal Friendship										
2 ench. (compulsion)	Animal Messenger [mind-affecting]	Compel a Tiny animal to go to a designated place <ul style="list-style-type: none"> After reaching the destination, the animal waits there until the duration of the spell expires, then resumes its normal activities. 	V,S,M	1 action	Close	1 Tiny animal	1 day/lvl		Yes	198
+ ench. (compulsion)	Calm Animals [mind-affecting]	Animals (total HD up to 2d4+1/lvl) become docile <ul style="list-style-type: none"> All subjects must be of the same kind. Only dire animals and animals trained to attack or guard are allowed a saving throw. 	V,S	1 action	Close	Animal(s) (with INT 1 or 2) (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	207
+ ench. (charm)	Charm Animal [mind-affecting] (charm person or animal)	Animal regards caster as trusted friend and ally <ul style="list-style-type: none"> Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies. 	V,S	1 action	Close	1 animal	1 hr/lvl	Will negs	Yes	208
conj. (healing)	Delay Poison	Subject becomes temporarily immune to poison <ul style="list-style-type: none"> Does not cure any damage already inflicted by poison. 	V,S,DF	1 action	Touch	1 creature	1 hr/lvl	Fort negs (h)	Yes (h)	217
divination	Detect Animals or Plants (D)	Detect presence of a particular kind of animal or plant <ul style="list-style-type: none"> Can change the kind or animal or plant being detected each round. 	V,S	1 action	Long	Cone emanation	Conc., up to 10 min/lvl (D)			218
+ divination	Detect Poison (D)	Detect presence of poison in a creature, object or area <ul style="list-style-type: none"> Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison. 	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
divination	Detect Snares and Pits (D)	Reveals presence of natural or primitive traps <ul style="list-style-type: none"> Does not detect magic or mechanically complex traps. 	V,S	1 action	60 ft.	Cone emanation	Conc., up to 10 min/lvl (D)			220
+ abjur.	Endure Elements	Subject avoids harm from hot or cold environments <ul style="list-style-type: none"> Does not protect against fire or cold damage. 	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
- trans.	Entangle	Plants entangle all creatures in affected area <ul style="list-style-type: none"> Entangled creature can break free and move half normal speed with a successful Strength or Escape Artist check (DC 20) (full-round action). Reflex save needed each round to avoid becoming entangled. 	V,S,DF	1 action	Long	40-ft radius spread	1 min/lvl (D)	Ref part (☞)		227
+ abjur.	Hide from Animals (invisibility to animals)	Animals cannot perceive warded creatures <ul style="list-style-type: none"> If a warded creature touches an animal or attacks any creature, the spell ends for all recipients. 	S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes	241
+ trans.	Jump	Subject gains +10 enhancement bonus to Jump checks <ul style="list-style-type: none"> Bonus increases to +20 at caster level 5, +30 at caster level 9. 	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	246
* trans.	Longstrider	Caster gains +10 enhancement bonus to base speed <ul style="list-style-type: none"> Other modes of movement (climb, fly, swim, etc.) are not affected. 	V,S,M	1 action	Personal	You	1 hr/lvl (D)			249

	trans.	Magic Fang	1 natural weapon gains +1 enhancement bonus to attacks and damage	V,S,DF	1 action	Touch	1 living creature	1 min/lvl	Will negs (h)	Yes (h)	250
-	trans.	Pass without Trace	Subjects leave no tracks or scent in any type of terrain	V,S,DF	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs (h)	Yes (h)	259
-	divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
-	abjur.	Resist Energy <i>(resist elements)</i>	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
	divination	Speak with Animals	Comprehend and communicate with normal animals	V,S	1 action	Personal	You	1 min/lvl			281
-	conj. (summoning)	Summon Nature's Ally I	Summons natural creature to fight or act as directed • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them.	V,S,DF	1 round	Close	1 summoned creature	1 rnd/lvl (D)			288

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
Animal Messenger ▶ 1										
+ trans.	Barkskin	Subject gains +2 enhancement bonus to natural armor • Bonus increases by +1 for every 3 levels above 3rd (max. +5).	V,S,DF	1 action	Touch	1 living creature	10 min/lvl		Yes (h)	203
+ trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
+ trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	208
conj. (healing)	Cure Light Wounds (H)	Cure 1d8+1/lvl (max. +5) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	215
Detect Chaos/Evil/Good/Law										
- ench. (compulsion)	Hold Animal [mind-affecting]	Target freezes, paralyzed; can take no actions • Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity).	V,S	1 action	Medium	1 animal	1 rnd/lvl (D)	Will negs	Yes	241
* trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,DF	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
- abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) • Spell is discharged after absorbing 12/lvl (max. 120) hp damage. • Takes precedence over <i>resist energy</i> .	V,S,DF	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266
Sleep										
trans.	Snare (T)	Create magical trap which entangles a creature • Escape Artist or Strength check (DC 23) to escape (full round action). Snare has AC 7 and 5 hp.	V,S,DF	1 action	Touch	Circle of vine/rope/thong (diameter 2 ft + 2 ft./lvl)	Until triggered			280
divination	Speak with Plants	Comprehend and communicate with plants and plant creatures	V,S	1 action	Personal	You	1 min/lvl			282
+ trans.	Spike Growth (T) (can't be disabled using the Disable Device skill)	Vegetation gains hidden spikes; deals 1d4 piercing damage for each 5 ft. of movement through the area • A creature sustaining damage must also make a Reflex save or have its land speed slowed by <i>one-half</i> . Penalty lasts 24 hours or until the creature receives a <i>cure</i> spell, or another character takes 10 min. to dress the injuries and makes a Heal check against the spell's DC.	V,S,DF	1 action	Medium	1 20-ft. square/lvl	1 hr/lvl (D)	Ref part	Yes	283
conj. (summoning)	Summon Nature's Ally II	Summon natural creature(s) to fight or act as directed • Can summon 1 level-2 creature, or 1d3 level-1 creatures. • Summoned creatures act as described for <i>summon nature's ally I</i> .	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
4 evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases • Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance.	V,S,DF	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 3

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	trans.	Command Plants <i>(control plants)</i>	V	1 action	Close	Plant creature(s) (up to 2 HD/lvl) (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	211
	conj. (healing)	Cure Moderate Wounds (H)	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
+	trans.	Darkvision	V,S,M	1 action	Touch	1 creature	1 hr/lvl	Will negs (h)	Yes (h)	216
	trans.	Diminish Plants • counters <i>plant growth</i>	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			221
		<i>Prune growth</i> : Vegetation is pruned and trimmed to approximately one-third normal size			½ mile	All normal plants in range				
		<i>Stunt growth</i> : Reduce productivity of normal plants over the next year to one-third below normal								
-	trans.	Greater Magic Fang	V,S,DF	1 action	Close	1 living creature	1 hr/lvl	Will negs (h)	Yes (h)	250
	conj. (healing)	Neutralize Poison	V,S,DF	1 action	Touch	1 creature/object (up to 1 cu.ft./lvl)	Instant	Will negs (h,obj)	Yes (h,obj)	257
	trans.	Plant Growth • counters <i>diminish plants</i>	V,S,DF	1 action	Long	Circle (100 ft. radius), or semicircle (150 ft.) or ¼-circle (200 ft.)	Instant			262
		<i>Overgrowth</i> : Vegetation becomes thicker or jungle • Speed in affected area is 5 ft. (or 10 ft. for Large or larger creatures). • You may designate places within the area that are not affected.			½ mile	All normal plants in range				
		<i>Enrichment</i> : Raise productivity of normal plants over the next year to one-third above normal								
*	trans.	Reduce Animal	V,S	1 action	Touch	1 willing animal	1 hr/lvl (D)			269
	conj. (healing)	Remove Disease	V,S	1 action	Touch	1 creature	Instant	Fort negs (h)	Yes (h)	271
+	abjur.	Repel Vermin	V,S,DF	1 action	10 ft.	Emanation from caster	10 min/lvl (D)	Will negs	Yes	271
	conj. (summoning)	Summon Nature's Ally III	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
	trans.	Tree Shape	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (dismissing is a free action)			296
-	trans.	Water Walk [water]	V,S,DF	1 action	Touch	1 creature/lvl	10 min/lvl (D)	Will negs (h)	Yes (h)	300
		Subjects can tread on any liquid as if solid • If submerged, subjects are borne toward the surface at 60 ft./rnd.								

LEVEL 4

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
+	trans.	Animal Growth	Animals increase size to next larger size category <ul style="list-style-type: none"> Height x 2, weight x 8; +8 STR, +4 CON, -2 DEX, +2 natural armor, increased base damage (⚔). Each subject gains DR 10/magic and +4 resistance bonus on saves. When the spell ends, all damage a subject has taken while enlarged is divided by 2. Multiple magical effects that increase size do not stack. 	V,S	1 action	Medium	Up to 1 animal (Gargantuan or smaller) per 2 lvls (max. 30 ft. apart)	1 min/lvl	Fort negs	Yes	198
+	divination	Commune with Nature	Gain knowledge of surrounding territory <ul style="list-style-type: none"> In outdoor settings, the spell operates to a radius of 1 mile/lvl. In natural underground settings, the range is 100 ft/lvl. 	V,S	10 min	Personal	You	Instant			211
	conj. (healing)	Cure Serious Wounds (H)	Cure 3d8+1/lvl (max. +15) hp damage	V,S	1 action	Touch	1 creature	Instant	Will half (h)	Yes (h)	216
-	abjur.	Freedom of Movement	Subject ignores magical impediments to movement <ul style="list-style-type: none"> Can move and attack normally while underwater. Automatically succeeds at resisting grapples and escaping pins. 	V,S,M,DF	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
	abjur.	Nondetection	Hides subject from divination and scrying <ul style="list-style-type: none"> To overcome, divination user must succeed at a caster level check (1d20 + caster level) against DC of 11 + your caster level (or 15 + your caster level if this spell was cast on yourself or an item currently in your possession). 	V,S,M (50)	1 action	Touch	1 object or creature	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	257
Polymorph Self											
	conj. (summoning)	Summon Nature's Ally IV	Summon natural creature(s) to fight or act as directed <ul style="list-style-type: none"> Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon nature's ally I</i>. 	V,S,DF	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			288
-	conj. (teleport.)	Tree Stride	Gain ability to enter trees and move instantly from inside one tree to inside another of the same type <ul style="list-style-type: none"> Can transport as many times as caster has levels. Each transport is a full round action. Range depends on type of tree used (⚔). 	V,S,DF	1 action	Personal	You	1 hr/lvl (D) (or until expended)			296
Wind Wall ▶ 2											

Spells Without Verbal or Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which ranger spells lack verbal and/or somatic components.

<u>V components only (no S/M/F)</u>	<u>S+M/F components only (no V)</u>
3 Command Plants	+ 1 Hide from Animals

D&D 3.5 – SORCERER/WIZARD SPELL LIST

This is a list of the spells available to sorcerers and wizards, taken from Chapter 11 (*Spells*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding list in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. The symbol '-' in the left-hand margin signifies a spell that has changed in some way; '*' signifies a spell that is new in D&D 3.5. '+' signifies a spell that existed in 3.0, but was not on the sorcerer/wizard spell list there. Finally, a number in the left-hand margin signifies that a spell had a different level in 3.0 (for example, *daylight* was moved from level 2 to level 3). If there is no symbol in the left-hand margin for a spell, then it has not changed at all in the revision (except for the page number in the PHB where it is described). Greyed-out spells are those that have been either renamed, moved to a different level or removed from the sorcerer/wizard spell list entirely.

General Notes

Calling and summoning spells: When you use a calling or summoning spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Illusion spells: If "Disbelief" appears in the Save(s) column then a character studying the illusion or interacting with it in some fashion is entitled to a Will saving throw. If successful, the character realises the illusion is false. Figments and phantasms revealed to be false still remain as a translucent outline. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.

(D) Detection spells: Each round, you can turn to detect things in a new area. These spells can penetrate barriers, but are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

(T) Magical traps: A Rogue (only) can use the Search skill to find these traps and Disable Device to thwart them. The DC in each case is 25 + spell level.

(☞) Refer to more detailed information in the description for this spell in the PHB.

LEVEL 0

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
* conj. (creation)	Acid Splash [acid]	Ranged touch attack deals 1d3 acid damage	V,S	1 action	Close	Missile of acid	Instant			196
universal	Arcane Mark	Inscribes a personal rune or mark (visible or invisible)	V,S	1 action	0 ft	Rune/mark (up to 1 ft.sq.)	Permanent			201
- evocation	Dancing Lights [light]	Create illusory torches or other lights • Lights can move up to 100 ft. per round (no concentration required).	V,S	1 action	Medium	Up to 4 lights within 10-ft. radius	1 min. (D)			216
ench. (compulsion)	Daze [mind-affecting]	Target becomes dazed • Target can take no actions, but has no penalty to AC.	V,S,M	1 action	Close	1 humanoid (max. 4 HD)	1 rnd	Will negs	Yes	217
- divination	Detect Magic (D)	Detect presence and strength of magical auras	V,S	1 action	60 ft	Cone emanation	Conc., up to 1 min/lvl (D)			219
divination	Detect Poison (D)	Detect presence of poison in a creature, object or area • Wisdom or Craft (Alchemy) check (DC 20) to identify specific poison.	V,S	1 action	Close	1 creature/object, or a 5-ft. cube	Instant			219
necro.	Disrupt Undead	Positive energy deals 1d6 hp damage to undead	V,S	1 action	Close	Ray	Instant		Yes	223
evocation	Flare [light]	Create a burst of bright light • When created directly in front of a sighted creature, target is dazzled (-1 to attacks, Spot, Search) for 1 min. (Fort negs, SR applies).	V	1 action	Close	Burst of light	Instant			232
illusion (figment)	Ghost Sound	Create sounds corresponding to 4 normal humans per level (max. 20)	V,S,M	1 action	Close	Illusory sounds	1 rnd/lvl (D)	Disbelief		235
- evocation	Light [light]	Touched object glows like a torch • Bright light for 20-ft. radius; dim light for additional 20-ft. radius.	V,M	1 action	Touch	1 object	10 min/lvl (D)			248
trans.	Mage Hand	Move an object at will from a distance • As a move action, object can be moved 15 ft. in any direction.	V,S	1 action	Close	1 object (nonmagical, unattended, up to 5 lb.)	Conc.			249
trans.	Mending	Repair a small break or tear in an object • Cannot restore a broken magic item's powers.	V,S	1 action	10 ft.	1 object (up to 1 lb.)	Instant	Will negs (h,obj)	Yes (h,obj)	253
1 trans.	Message [language-dependent]	Establish a whispered conversation at a distance • Blocked by <i>silence</i> or any barrier that blocks <i>detect magic</i> .	V,S,F	1 action	Medium	1 creature/lvl	10 min/lvl			253
- trans.	Open/Close	Open or close a door, chest, box, window, bag, etc. • If anything resists the activity (e.g. a bar on a door) the spell fails.	V,S,F	1 action	Close	1 openable object (up to 30 lb.) or portal	Instant	Will negs (obj)	Yes (obj)	258
universal	Prestidigitation	Perform minor tricks	V,S	1 action	10 ft	(🗨)	1 hour			264
conj. (creation)	Ray of Frost [cold]	Deal 1d3 cold damage	V,S	1 action	Close	Ray	Instant		Yes	269
- divination	Read Magic	Read magical writing (one page per minute) • Can identify a <i>glyph of warding</i> (DC 13), <i>greater glyph of warding</i> (DC 16) or any <i>symbol</i> (DC 10 + spell level) with Spellcraft.	V,S,F	1 action	Personal	You	10 min/lvl			269
abjur.	Resistance	Subject gains +1 resistance bonus on saving throws	V,S,M	1 action	Touch	1 creature	1 min	Will negs (h)	Yes (h)	272
* necro.	Touch of Fatigue	Touch attack causes target to become fatigued • Fatigue ends as soon as spell duration expires.	V,S,M	1 action	Touch	1 creature	1 rnd/lvl	Fort negs	Yes	294

LEVEL 1

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
– abjur.	Alarm	Sound mental or audible alarm if any creature enters warded area without speaking a chosen password	V,S,F	1 action	Close	20-ft. emanation	2 hr/lvl (D)			197
– trans.	Animate Rope	Rope or similar object obeys simple spoken commands • <i>Cannot animate objects carried or worn by a creature.</i>	V,S	1 action	Medium	1 ropelike object (up to 50 ft. + 5 ft./lvl)	1 rnd/lvl			199
– evocation	Burning Hands [fire]	Deal 1d4/lvl fire damage (max. 5d4) • Flammable materials burn; extinguishing them is a full-round action.	V,S	1 action	15 ft.	Cone burst	Instant	Ref half	Yes	207
– necro.	Cause Fear [fear, mind-affecting]	Target becomes frightened • <i>If the Will save succeeds, the target is merely shaken for 1 round.</i> • Counters and dispels <i>remove fear</i> .	V,S	1 action	Close	1 living creature (max. 5 HD)	1d4 rnds	Will part	Yes	208
Change Self ► <i>disguise self</i>										
ench. (charm)	Charm Person [mind-affecting]	Target regards caster as trusted friend and ally • Target receives a +5 bonus on its saving throw if it is currently being attacked by the caster or his allies.	V,S	1 action	Close	1 humanoid	1 hr/lvl	Will negs	Yes	209
necro.	Chill Touch	<i>Non-undead</i> : each touch deals 1d6 dmg and –1 STR • Successful save negates STR damage. <i>Undead</i> : flee as if panicked for 1d4+1/lvl rounds	V,S	1 action	Touch	Up to 1 creature/lvl	Instant	Fort part	Yes	209
– illusion (pattern)	Color Spray [mind-affecting]	Clashing colors affect all sighted creatures in area • 1 or 2 HD: unconscious (if living), blinded and stunned for 2d4 rnds, then blinded and stunned for 1d4 rnds, then stunned for 1 rnd. • 3 or 4 HD: blinded and stunned for 1d4 rnds, then stunned for 1 rnd. • 5 or more HD: stunned for 1 round.	V,S,M	1 action	15 ft.	Cone burst	Instant	Will negs	Yes	210
divination	Comprehend Languages	Understand any spoken or written language • You must touch the creature or the writing. Written material can be read at the rate of 1 page (250 words) per minute.	V,S,M	1 action	Personal	You	10 min/lvl			212
– divination	Detect Secret Doors (D)	Detect presence of secret doors, compartments, caches, etc.	V,S	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)			220
– divination	Detect Undead (D)	Detect presence and strength of undead auras	V,S,M							220
– illusion (glamer)	Disguise Self <i>(change self)</i>	Change caster's appearance (+10 bonus to Disguise) • An interacting creature can make a Will save to recognise the illusion.	V,S	1 action	Personal	You	10 min/lvl (D)			222
– abjur.	Endure Elements	Subject avoids harm from hot or cold environments • <i>Does not protect against fire or cold damage.</i>	V,S	1 action	Touch	1 creature	24 hours	Will negs (h)	Yes (h)	226
– trans.	Enlarge Person <i>(enlarge)</i>	Target's size increases to next larger size category • Height x 2, weight x 8; +2 size bonus to STR, –2 size penalty to DEX (min. 1), –1 size penalty to attacks and AC. • Multiple magical effects that increase size do not stack. • Counters and dispels <i>reduce person</i> .	V,S,M	1 round	Close	1 humanoid	1 min/lvl (D)	Fort negs	Yes	226
trans.	Erase	Make mundane or magical writing vanish	V,S	1 action	Close	1 scroll or 2 pages	Instant	(📖)		227
– trans.	Expeditious Retreat	Add +30 ft. enhancement bonus to base land speed • <i>Other modes of movement (climb, fly, swim, etc.) are not affected.</i>	V,S	1 action	Personal	You	1 min/lvl (D)			228
– trans.	Feather Fall	Free-falling objects or creatures fall slowly • <i>A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.</i>	V	Free	Close	1 Medium (or smaller) obj. or creature/lvl (max. 20 ft. apart)	Until landing or 1 rnd/lvl	Will negs (h, obj)	Yes (obj)	229
conj. (creation)	Grease	Makes area or object slippery • Moving through a <i>greased</i> area requires a DC 10 Balance check. • A creature wearing <i>greased</i> armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.	V,S,M	1 action	Close	1 object or 10-ft square	1 rnd/lvl (D)	Ref part (📖)		237
– abjur.	Hold Portal	Holds door/chest/portal shut (adds +5 to break DC)	V	1 action	Medium	Portal (up to 20 sq.ft./lvl)	1 min/lvl (D)			241
ench. (compulsion)	Hypnotism [mind-affecting]	Nearby living creatures (2d4 HD total) become fascinated	V,S	1 action	Close	Living creatures (max. 30 ft. apart)	2d4 rnds (D)	Will negs	Yes	242
– divination	Identify	Determine all magical properties of a single object • Includes how to activate (if appropriate) and how many charges left. • <i>Does not function when used on an artifact.</i>	V,S,M (100)	1 hour	Touch	1 object	Instant			243
– trans.	Jump	Subject gains +10 enhancement bonus to Jump checks • Bonus increases to +20 at caster level 5, +30 at caster level 9.	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	246

conj. (creation)	Mage Armor [force]	Subject gains +4 armor bonus to AC • Can't be bypassed by incorporeal creatures.	V,S,F	1 action	Touch	1 creature	1 hr/lvl (D)	Will negs (h)	Yes-(h)	249
evocation	Magic Missile [force]	Each missile deals 1d4+1 force damage to target • An additional missile is gained for every two caster levels above 1st (max. 5 missiles).	V,S	1 action	Medium	Up to 5 creatures (max. 15 ft. apart)	Instant		Yes	251
trans.	Magic Weapon	Weapon gains +1 enhancement bonus to attacks and damage	V,S	1 action	Touch	1 weapon	1 min/lvl	Will negs (h,obj)	Yes (h,obj)	251
Message ▶ 0										
conj. (summoning)	Mount	Summon light horse or pony to serve as mount	V,S,M	1 round	Close	1 mount	2 hr/lvl (D)			256
illusion (glamer)	Nystul's Magic Aura	Item registers to <i>detect</i> spells etc. as if nonmagical , or a specified kind of magic item or subject to a specified spell • An examiner casting <i>identify</i> (or similar) must make a Will save to recognize that the aura is false and detect the item's actual qualities.	V,S,F	1 action	Touch	1 object (up to 5 lb./lvl)	1 day/lvl (D)			257
Nystul's Undetectable Aura ▶ <i>Nystul's Magic Aura</i>										
conj. (creation)	Obscuring Mist	Misty vapor obscures all sight beyond 5 ft. • A creature 5 ft. away has concealment (20% miss chance).	V,S	1 action	20 ft.	Spread, 20 ft. high	1 min/lvl			258
abjur.	Prot. from Chaos [lawful] Prot. from Evil [good] Prot. from Good [evil] Prot. from Law [chaotic]	Magical barrier surrounds and moves with the subject: • Against attacks from creatures of the targeted alignment, the subject gains +2 deflection bonus to AC and +2 resistance bonus on saving throws. • Attempts to possess or exercise mental control over the subject are blocked. • Summoned or conjured creatures not of the spell's alignment cannot touch the subject (subject to SR); this effect ends if the subject attacks or tries to force the barrier against a blocked creature.	V,S,M	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes-(h)	266
necro.	Ray of Enfeeblement	Target suffers 1d6+1 per 2 lvls (max. +5) STR damage • Target's Strength cannot be reduced below 1.	V,S	1 action	Close	Ray	1 min/lvl	Fort negs	Yes	269
trans.	Reduce Person (reduce)	Target's size decreases to next smaller size category • Height ÷ 2, weight ÷ 8; +2 size bonus to DEX, -2 size penalty to STR (min. 1), +1 size bonus to attacks and AC. • Multiple magical effects that reduce size do not stack. • Counters and dispels <i>enlarge person</i> .	V,S,M	1 round	Close	1 humanoid	1 min/lvl (D)	Fort negs	Yes	269
abjur.	Shield [force]	Negates <i>magic missile</i> and provides a +4 shield bonus to AC against attacks from one direction • Shield bonus applies against incorporeal touch attacks.	V,S	1 action	Personal	You	1 min/lvl (D)			278
evocation	Shocking Grasp [electricity]	Melee touch deals 1d6/lvl (max. 5d6) electricity damage • Additional +3 attack bonus against metal armor/opponent.	V,S	1 action	Touch	1 creature/object	Instant		Yes	279
illusion (figment)	Silent Image	Create illusion of an object, creature or force (visual only)	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	Conc.	Disbelief		279
ench. (compulsion)	Sleep [mind-affecting]	Put 4 HD of living creatures into comatose slumber • Creatures with the fewest HD are affected first.	V,S,M	1 round	Medium	10-ft. radius burst	1 min/lvl	Will negs	Yes	280
Spider Climb ▶ 2										
conj. (summoning)	Summon Monster I	Summon an extraplanar creature to act as directed • The creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. • A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. • Creatures cannot be summoned into an environment that cannot support them.	V,S,F	1 round	Close	1 summoned creature	1 rnd/lvl (D)			285
evocation	Tenser's Floating Disk [force]	Floating disk can hold 100 lb./lvl; accompanies caster • If used to transport a liquid, its capacity is two gallons.	V,S,M	1 action	Close	3-ft. diameter disk of force	1 hr/lvl			294
divination	True Strike	Next attack roll gains +20 insight bonus • Also, caster is not affected by miss chances for concealment.	V,F	1 action	Personal	You	1 rnd			296
conj. (creation)	Unseen Servant	Invisible force performs simple tasks at caster's command	V,S,M	1 action	Close	1 invisible servant	1 hr/lvl			297
illusion (figment)	Ventriloquism	Makes caster's voice seem to issue from somewhere else	V,F	1 action	Close	Speech or other sounds	1 min/lvl (D)	Disbelief		298

LEVEL 2

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- trans.	Alter Self	Assume form of a different creature of same type <ul style="list-style-type: none"> • HD of new form can be no more than caster level (max. 5). • Caster gains physical abilities only of new form while generally retaining his own abilities (☞). • If used to create a disguise, grants a +10 bonus on the Disguise check. 	V,S	1 action	Personal	You	10 min/lvl (D)			197
abjur.	Arcane Lock	Holds door/chest/portal shut (adds +10 to break DC) <ul style="list-style-type: none"> • Knock suppresses an arcane lock for 10 min. (but does not dispel it). 	V,S,M (25)	1 action	Touch	Portal (up to 30 sq.ft./lvl)	Permanent			200
- trans.	Bear's Endurance (endurance)	Subject gains +4 enhancement bonus to Constitution	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	203
- necro.	Blindness/Deafness	Target becomes blinded or deafened (caster's choice)	V	1 action	Medium	1 living creature	Permanent (D)	Fort negs	Yes	206
- illusion (glamer)	Blur	Attacks against subject have 20% miss chance <ul style="list-style-type: none"> • See invisibility does not counteract the effect, but true seeing does. 	V	1 action	Touch	1 creature	1 min/lvl (D)	Will negs (h)	Yes (h)	206
- trans.	Bull's Strength	Subject gains +4 enhancement bonus to Strength	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	207
- trans.	Cat's Grace	Subject gains +4 enhancement bonus to Dexterity	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	208
* necro.	Command Undead	Target will not attack; may be given spoken orders <ul style="list-style-type: none"> • Nonintelligent undead receive no saving throw. • You must win an opposed Charisma check to convince an intelligent undead to do anything it wouldn't normally do. 	V,S,M	1 action	Close	1 undead creature	1 day/lvl	Will negs	Yes	211
evocation	Continual Flame [light]	Object becomes a permanent, heatless torch <ul style="list-style-type: none"> • Can be covered and hidden, but not smothered or quenched. 	V,S,M (50)	1 action	Touch	1 object	Permanent			213
- evocation	Darkness [darkness]	Object radiates shadowy illumination in 20-ft radius <ul style="list-style-type: none"> • All creatures in area gain concealment (20% miss chance), even those with darkvision, low-light vision etc. • Normal lights are incapable of brightening the area, as are light spells of lower level. Higher-level light spells are not affected. • If the object is placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. • Counters and dispels any light spell of equal or lower level. 	V,M	1 action	Touch	1 object	10 min/lvl (D)			216
- trans.	Darkvision	Subject can see 60 ft. in total darkness	V,S,M	1 action	Touch	1 creature	1 hr/lvl	Will negs (h)	Yes (h)	216
Daylight ▶ 3										
* ench. (compulsion)	Daze Monster [mind-affecting]	Target becomes dazed <ul style="list-style-type: none"> • Target can take no actions, but has no penalty to AC. 	V,S,M	1 action	Medium	1 living creature (max. 6 HD)	1 rnd	Will negs	Yes	217
- divination	Detect Thoughts [mind-affecting] (D)	Detect and eavesdrop on surface thoughts of nearby creatures	V,S,F	1 action	60 ft.	Cone emanation	Conc., up to 1 min/lvl (D)	Will negs (☞)		220
* trans.	Eagle's Splendor	Subject gains +4 enhancement bonus to Charisma <ul style="list-style-type: none"> • CHA-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	225
Endurance ▶ bear's endurance										
* necro.	False Life	Caster gains 1d10 + 1/lvl (max. +10) temporary hp	V,S,M	1 action	Personal	You	1 hr/lvl			229
- evocation	Flaming Sphere [fire]	Rolling ball of fire deals 2d6 fire damage <ul style="list-style-type: none"> • Move action to direct the sphere, up to 30 ft./rnd. 	V,S,M	1 action	Medium	5-ft. diameter sphere	1 rnd/lvl	Ref negs	Yes	232
- conj. (creation)	Fog Cloud	Bank of fog obscures all sight beyond 5 ft. <ul style="list-style-type: none"> • A creature 5 ft. away has concealment (20% miss chance). 	V,S	1 action	Medium	20-ft radius spread, 20 ft. high	10 min/lvl			232
* trans.	Fox's Cunning	Subject gains +4 enhancement bonus to Intelligence <ul style="list-style-type: none"> • INT-based spellcasters do not gain any additional bonus spells. 	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	233
necro.	Ghoul Touch	Melee touch attack paralyzes target <ul style="list-style-type: none"> • Paralyzed creature exudes stench; all (except caster) in 10-ft. radius must make a Fort save or become sickened. 	V,S,M	1 action	Touch	1 living humanoid	1d6+2 rnds	Fort negs	Yes	235
- conj. (creation)	Glitterdust	Blind creatures and outline invisible things in area <ul style="list-style-type: none"> • Dust cannot be removed until the spell expires; any creature covered by the dust takes a -40 penalty on Hide checks. 	V,S,M	1 action	Medium	10-ft. radius spread	1 rnd/lvl	Will negs (blinding only)	Yes	236

3	evocation	Gust of Wind [air]	Blast of air may knock down or damage creatures (☹️) • All creatures suffer -4 penalty to ranged attacks and Listen checks.	V,S	1 action	60 ft.	Line from caster	1 rnd	Fort negs	Yes	238
-	illusion (pattern)	Hypnotic Pattern [mind-affecting]	Sighted creatures (total HD 2d4+1/lvl (max. +10)) become fascinated	S,M	1 action	Medium	10-ft. radius spread	Conc. + 2 rnds	Will negs	Yes	242
-	illusion (glamer)	Invisibility	Subject remains invisible until it attacks	V,S,M	1 action	Touch	1 creature/object (up to 100 lb./lvl)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
	trans.	Knock	Opens locked or magically sealed doors • <i>Arcane lock</i> spells are not removed, merely suppressed for 10 min.	V	1 action	Medium	1 door/box/chest (up to 10 sq.ft./lvl)	Instant			246
-	illusion (glamer)	Leomund's Trap	Makes lock or other small mechanism seem trapped • Spell fails if another <i>Leomund's trap</i> is active within 50 ft.	V,S,M (50)	1 action	Touch	1 object	Permanent (D)			247
-	trans.	Levitate	Subject moves up or down at caster's direction • Subject can be moved vertically up to 20 ft./rnd (move action). • When attacking with a weapon, subject is unstable: first attack has a penalty of -1, second -2, etc. (max. penalty -5). A full round spent stabilising allows the creature to begin again at -1.	V,S,F	1 action	Close	1 willing creature or 1 object (up to 100 lb./lvl)	1 min/lvl (D)			248
	divination	Locate Object	Indicates direction to object (specific or generic) • To find a specific object, it must have been observed first-hand. • Lead blocks the spell. Creatures cannot be found using this spell.	V,S,F	1 action	Long	Circle centered on caster	1 min/lvl			249
	illusion (glamer)	Magic Mouth	Speaks a message when specified event occurs • Message must be 25 words or less.	V,S,M (10)	1 action	Close	1 creature/object	Permanent (until discharge)	Will negs (obj)	Yes (obj)	251
	conj. (creation)	Melf's Acid Arrow [acid]	Ranged touch attack deals 2d4 acid damage per round	V,S,M, F	1 action	Long	1 arrow of acid	1 rnd (+ 1 rnd per 3 lvls)		Yes	253
	illusion (figment)	Minor Image	As <i>silent image</i> , plus minor sounds • Cannot produce understandable speech.	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	Conc. + 2 rnds	Disbelief		254
-	illusion (figment)	Mirror Image	Creates decoy duplicates (1d4 + 1 per 3 lvls, max. 8) • A figment's AC is 10 + size modifier + DEX modifier.	V,S	1 action	Personal	You	1 min/lvl (D)			254
	illusion (glamer)	Misdirection	Subject aura <i>detects</i> as that of another chosen object • Caster of a detection spell on the subject must make a Will save to avoid being fooled.	V,S	1 action	Close	1 creature/object (up to 10-ft. cube in size)	1 hr/lvl			254
-	abjur.	Obscure Object	Mask object against divination and scrying	V,S,M	1 action	Touch	1 object (up to 100 lb./lvl)	8 hours (D)	Will negs (obj)	Yes (obj)	258
*	trans.	Owl's Wisdom	Subject gains +4 enhancement bonus to Wisdom • <i>Wis</i> -based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	259
-	abjur.	Protection from Arrows	Subject gains DR 10/magic against ranged weapons • Spell is discharged after absorbing 10/lvl (max. 100) hp damage. • Does not grant subject the ability to damage creatures with similar DR.	V,S,F	1 action	Touch	1 creature	1 hr/lvl (or until discharged)	Will negs (h)	Yes (h)	266
	trans.	Pyrotechnics	<i>Fireworks</i> : Blind creatures within 120 ft <i>Smoke Cloud</i> : 20-ft radius cloud blocks all vision; affected creatures suffer -4 penalty to STR and DEX • Penalties persist for 1d4+1 rnds after creature leaves the cloud.	V,S,M (fire source)	1 action	Long	1 fire source (up to 20-ft. cube)	1d4+1 rnds 1 rnd/lvl	Will negs Fort negs	Yes	267
-	abjur.	Resist Energy (resist elements)	Subject gains energy resistance 10 against specified energy type (acid, cold, electricity, fire or sonic) • Resistance increases to 20 at caster level 7, and 30 at caster level 11. • Does not stack with <i>protection from energy</i> .	V,S	1 action	Touch	1 creature	10 min/lvl	Fort negs (h)	Yes (h)	272
	trans.	Rope Trick	Rope connects to an extradimensional space which can hold up to 8 creatures	V,S,M	1 action	Touch	1 piece of rope (from 5 ft. to 30 ft. long)	1 hr/lvl (D)			273
-	necro.	Scare [fear, mind-affecting]	As <i>cause fear</i> , but affects multiple creatures • Creatures with more than 5 HD are not affected.	V,S,M	1 action	Medium	1 living creature / 3 lvls (max.30 ft. apart)	1 rnd/lvl	Will part	Yes	274
*	evocation	Scorching Ray [fire]	Ranged touch attack deals 4d6 fire damage • Can fire two rays at caster level 7, and three rays at caster level 11.	V,S	1 action	Close	1 or more rays (targets max.30 ft. apart)	Instant		Yes	274
-	divination	See Invisibility	Caster can see invisible and ethereal creatures and objects	V,S,M	1 action	Personal	You	10 min/lvl (D)			275

-	evocation	Shatter <small>[sonic]</small>	<p>Destroy all nonmagical brittle objects in affected area</p> <ul style="list-style-type: none"> • Objects weighing more than 1 lb/lvl are not affected. <p>Destroy single solid object (regardless of composition)</p> <p>Deal 1d6/lvl sonic damage (max. 10d6) to a crystalline creature</p>	V,S,M	1 action	Close	<p>5-ft radius spread</p> <p>1 object (up to 10 lb./lvl)</p> <p>1 crystalline creature</p>	Instant	<p>Will negs (obj)</p> <p>Fort half</p>	<p>Yes (obj)</p>	278
	necro.	Spectral Hand	<p>Disembodied hand can deliver touch spells of 4th level or lower, with +2 bonus to melee touch attack</p> <ul style="list-style-type: none"> • 1d4 hp are transferred from the caster when the hand is created; they return at the end of the spell unless the hand is destroyed. • The hand is incorporeal, has improved evasion, caster's save bonuses and AC of at least 22; use caster's INT modifier as hand's DEX. 	V,S	1 action	Medium	1 spectral hand	1 min/lvl (D)			282
1	trans.	Spider Climb	<p>Subject can walk along vertical surfaces and ceilings</p> <ul style="list-style-type: none"> • Subject must have hands free. It gains a Climb speed of 20 ft. 	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	283
	conj. (summoning)	Summon Monster II	<p>Summon extraplanar creature(s) to act as directed</p> <ul style="list-style-type: none"> • Can summon 1 level-2 creature, or 1d3 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
-	conj. (summoning)	Summon Swarm	<p>Swarm of small creatures attacks all creatures in area</p> <ul style="list-style-type: none"> • If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can (caster has no control of it). 	V,S,M	1 round	Close	1 swarm of bats, rats or spiders (caster's choice)	Conc. + 2 rnds			289
-	ench. (compulsion)	Tasha's Hideous Laughter <small>[mind-affecting]</small>	<p>Target falls prone and can take no actions</p> <ul style="list-style-type: none"> • A creature of a different type to the caster receives a +4 bonus on its saving throw. 	V,S,M	1 action	Close	1 creature (with INT at least 3)	1 rnd/lvl	Will negs	Yes	292
*	ench. (compulsion)	Touch of Idiocy <small>[mind-affecting]</small>	<p>Melee touch attack applies 1d6 penalty to target's INT, WIS and CHA scores</p> <ul style="list-style-type: none"> • None of these scores can be reduced below 1. 	V,S	1 action	Touch	1 living creature	10 min/lvl		Yes	294
-	conj. (creation)	Web	<p>Mass of sticky strands entangles creatures</p> <ul style="list-style-type: none"> • Must be anchored to two or more solid, diametrically opposed points. • Affected creatures must make Reflex saves or become stuck in the web, requiring a Strength (DC 20) or Escape Artist (DC 25) check to break free (full round action). • Movement (for non-stuck creatures) required a Strength or Escape Artist check. Creature can move 5 ft. in a round for each full 5 points by which the check result exceeds 10. • 5 ft. of web provides cover; 20 ft. provides total cover. 	V,S,M	1 action	Medium	20-ft. radius spread	10 min/lvl (D)	Ref part (📖)	Yes	301
-	trans.	Whispering Wind <small>[air]</small>	<p>Send a message or sound to a specified location</p> <ul style="list-style-type: none"> • Message can be no more than 25 words. 	V,S	1 action	1 mile per lvl	10-ft radius spread	1 hr/lvl (or until discharged)			301

LEVEL 3

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
*	divination	Arcane Sight	Know location and power of all auras within 120 ft. • Concentrating on a specific creature (standard action) reveals the strength of the most powerful spell or spell-like ability it has available.	V,S	1 action	Personal	You	1 min/lvl (D)			201
	trans.	Blink	Randomly 'blink' between Material and Ethereal planes • Physical attacks and spells have 50% miss chance (DM).	V,S	1 action	Personal	You	1 rnd/lvl (D)			206
-	divination (scrying)	Clairaudience/ Clairvoyance	Hear or see as if you were at a specified location • Location must be known, but line of effect is not needed.	V,S,F	1 action	Long	Magical sensor	1 min/lvl (D)			209
2	evocation	Daylight [light]	Object sheds light as bright as full daylight in 60-ft radius, and dim light for additional 60 ft. beyond • Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (e.g. vampires). • Counters and dispels any darkness spell of equal or lower level.	V,S	1 action	Touch	1 object	10 min/lvl (D)			216
*	ench. (compulsion)	Deep Slumber [mind-affecting]	As <i>sleep</i> , but affects 10 HD of living creatures	V,S,M	1 round	Close	10-ft. radius burst	1 min/lvl	Will negs	Yes	217
-	abjur.	Dispel Magic These spells cannot be dispelled by <i>dispel magic</i> : • any Instantaneous-duration spell • <i>antimagic field</i> • curses from <i>bestow curse</i> • <i>forbiddance</i> (unless dispeller's lvl is at least as high as caster's) • <i>forcecage</i> • <i>geas</i> (or lesser <i>geas</i>) • <i>globe</i> (or lesser <i>globe</i>) of <i>invulnerability</i> * • <i>mark of justice</i> • <i>Otiluke's resilient sphere</i> * • <i>Otiluke's telekinetic sphere</i> * • <i>prismatic sphere/wall</i> • <i>wall of force</i> * unless a targeted dispel is used	<u>Targeted dispel</u> : Cancel spells on one object or creature • Make a successful dispel check (1d20 + caster level, max. +10) against each ongoing spell currently in effect on the target (DC 11 + spell's caster level) to cancel it. • Against a magic item, make a successful dispel check against the item's caster level to suppress all of the item's magical properties for 1d4 rnds. • For an object or creature that is the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it. <u>Area dispel</u> : Cancel up to 1 spell on each object/creature in area • For each creature or object that is the target of ongoing spells, make a dispel check against the spell with the highest caster level. If that fails, make dispel checks against progressively weaker spells until one is dispelled or all checks fail. Magic items are not affected. • For each ongoing area or effect spell centered within the area, make a dispel check to cancel the spell. • For each ongoing area or effect spell overlapping the area, make a dispel check to end the effect, but only within the area of the <i>dispel magic</i> . • For objects or creatures that are the effect of an ongoing spell (e.g. <i>summon monster</i>), make a dispel check to end the spell that conjured it, in addition to attempting to dispel spells targeting the creature or object. <u>Counterspell</u> : Disrupt spell being cast • Make a dispel check to counter the other spellcaster's spell.	V,S	1 action	Medium	1 object or creature 20-ft. radius burst 1 spellcaster	Instant			223
-	illusion (glamer)	Displacement	Attacks against subject have 50% miss chance	V,M	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h)	Yes (h)	223
	abjur.	Explosive Runes [force] (T)	Runes deal 6d6 damage in 10-ft. radius when read • Anyone close enough to read the runes receives no saving throw.	V,S	1 action	Touch	1 object (up to 10 lb.)	Until discharge (D)	Ref half	Yes	228
	evocation	Fireball [fire]	Burst of flame deals 1d6/lvl fire damage (max. 10d6)	V,S,M	1 action	Long	20-ft radius spread	Instant	Ref half	Yes	231
-	trans.	Flame Arrow [fire]	Projectiles deal additional 1d6 fire damage on a hit • Can ignite flammable objects or structures.	V,S,M	1 action	Close	50 projectiles (in contact)	10 min/lvl		Yes	231
-	trans.	Fly	Subject can fly with good maneuverability • Flying speed is 60 ft. (40 ft. if wearing medium or heavy armor); can ascend at half speed and descend at double speed. • If the spell expires or is dispelled while the subject is in flight, the subject drops 60 ft. per round for 1d6 rounds, then falls normally.	V,S,F	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	232
-	trans.	Gaseous Form	Subject becomes insubstantial and gains DR 10/magic • Subject can fly at 10 ft./rnd with perfect maneuverability	S,M	1 action	Touch	1 willing corporeal creature	2 min/lvl (D)			234

	necro.	Gentle Repose	Protects remains of a dead creature from decay	V,S,M	1 action	Touch	1 corpse	1 day/lvl	Will negs (obj)	Yes (obj)	235
-	trans.	Greater Magic Weapon	As <i>magic weapon</i> , but +1 enhancement bonus per 4 lvls (max. +5)	V,S,M	1 action	Close	1 weapon or 50 projectiles (in contact)	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	251
	Gust of Wind ▶ 2										
	necro.	Halt Undead	Undead held immobile unless attacked or damaged <ul style="list-style-type: none"> Nonintelligent undead receive no saving throw. 	V,S,M	1 action	Medium	Up to 3 undead (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	238
-	trans.	Haste	Subjects gain +1 bonus to attacks, +1 dodge bonus to AC and Reflex saves, +30 ft. to all movement modes <ul style="list-style-type: none"> When making a full attack, a hastened creature may make one extra attack with any weapon held, at its full base attack bonus. Dispels and counter <i>slow</i>. Multiple <i>haste</i> effects don't stack. 	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Fort negs (h)	Yes (h)	239
*	ench. (compulsion)	Heroism [mind-affecting]	Target gains +2 morale bonus on attacks, saves, and skill checks	V,S	1 action	Touch	1 creature	10 min./lvl	Will negs (h)	Yes (h)	240
-	ench. (compulsion)	Hold Person [mind-affecting]	Target freezes, paralyzed; can take no actions <ul style="list-style-type: none"> Each round on its turn, the target may attempt a new saving throw to end the effect (full-round action, no attack of opportunity). 	V,S,F	1 action	Medium	1 humanoid	1 rnd/lvl (D)	Will negs	Yes	241
-	illusion (phantasm)	Illusory Script [mind-affecting]	Message can be read only by the intended reader(s) <ul style="list-style-type: none"> Unauthorised reading triggers implanted <i>suggestion</i> lasting 30 min. 	V,S,M (50+)	1 min (at least)	Touch	1 object (up to 10 lb.)	1 day/lvl (D)	Will negs	Yes	243
-	illusion (glamer)	Invisibility Sphere	As <i>invisibility</i> , but affects all within 10 ft. of subject <ul style="list-style-type: none"> The area is mobile with the recipient. If the recipient attacks, the spell ends. Other affected creatures who attack negate the effect only for themselves. 	V,S,M	1 action	Touch	10-ft. radius emanation	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
-	trans.	Keen Edge	Double critical threat range of piercing/slashing weapon <ul style="list-style-type: none"> For projectiles, the effect on a particular projectile ends after one use. Multiple effects that increase a weapon's threat range don't stack. This spell can't be cast on a natural weapon (e.g. a claw). 	V,S	1 action	Close	1 weapon or 50 projectiles (in contact at time of casting)	10 min/lvl	Will negs (h,obj)	Yes (h,obj)	246
	evocation	Leomund's Tiny Hut [force]	Sphere shelters up to 10 Medium-size creatures <ul style="list-style-type: none"> Sphere is immobile, and the spell ends if the caster leaves the sphere. Sphere is opaque from outside, but transparent from inside. 	V,S,M	1 action	20 ft.	Sphere, centered on caster	2 hr/lvl (D)			247
-	evocation	Lightning Bolt [electricity]	Bolt deals 1d6/lvl electricity damage (max. 10d6)	V,S,M	1 action	120 ft.	Line from caster	Instant	Ref half	Yes	248
-	abjur.	Magic Circle against Chaos [law] Magic Circle against Evil [good] Magic Circle against Good [evil] Magic Circle against Law [chaotic]	As <i>protection from chaos/evil/good/law</i> , but encompasses a larger area and lasts longer. <ul style="list-style-type: none"> Can be focused inward rather than outward to imprison a called creature not of the spell's alignment. 	V,S,M	1 action	Touch	10-ft. emanation (from touched creature)	10 min/lvl	Will negs (h)	Yes (h)	249
	illusion (figment)	Major Image	As <i>minor image</i> , plus full sound, smell, thermal effects <ul style="list-style-type: none"> While concentrating, caster can move the image within the range. The image disappears when struck unless it is caused to respond appropriately. 	V,S,F	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (s)	Conc. + 3 rnds	Disbelief		252
	abjur.	Nondetection	Hides subject from divination and scrying <ul style="list-style-type: none"> To overcome, divination user must succeed at a caster level check (1d20 + caster level) against DC of 11 + your caster level (or 15 + your caster level if this spell was cast on yourself or an item currently in your possession). 	V,S,M (50)	1 action	Touch	1 object or creature	1 hr/lvl	Will negs (h,obj)	Yes (h,obj)	257
-	conj. (creation)	Phantom Steed	Conjures a magical, horse-like mount <ul style="list-style-type: none"> Steed's abilities depend on caster level (☞). 	V,S	10 min	0 ft.	1 quasi-real, horse-like creature	1 hr/lvl (D)			260
-	abjur.	Protection from Energy (prot. from elements)	Subject gains temporary immunity to specified energy type (acid, cold, electricity, fire, sonic) <ul style="list-style-type: none"> Spell is discharged after absorbing 12/lvl (max. 120) hp damage. Takes precedence over <i>resist energy</i>. 	V,S	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Fort negs (h)	Yes (h)	266

* ench. (compulsion)	Rage [mind-affecting] (emotion: rage)	Affected creatures gain +2 morale bonus to STR and CON, +1 morale bonus on Will saves, -2 penalty to AC • As for barbarian's rage, except subject is not fatigued at end of rage.	V,S	1 action	Medium	1 willing living creature per 3 lvls (max. 30 ft. apart)	Conc. + 1 rnd/lvl (D)		Yes	268
* necro.	Ray of Exhaustion	Ranged touch attack makes target exhausted • If the save succeeds, the target is merely fatigued. • Exhaustion ends as soon as spell duration expires.	V,S	1 action	Close	Ray	1 min/lvl	Fort part	Yes	269
trans.	Secret Page	Change one page to hide its real content	V,S,M	10 min	Touch	1 page (up to 3 sq. ft.)	Permanent			275
conj. (creation)	Sepia Snake Sigil [force]	When text is read, symbol strikes the reader • If reader fails a Reflex save, it is encased in a force field, holding it in suspended animation until released by caster or 1d4+1/lvl days elapse. The field provides the target with no protection against injury.	V,S,M (500)	10 min	Touch	1 book or written work	Permanent (until discharge)			276
- trans.	Shrink Item	Shrinks nonmagical item to one-sixteenth normal size • Item's size reduced by 4 categories (e.g. from Large to Diminutive).	V,S	1 action	Touch	1 object (up to 2 cu.ft./lvl)	1 day/lvl	Will negs (obj)	Yes (obj)	279
- conj. (creation)	Sleet Storm [cold]	Sleet blocks all sight and slows movement by half • A creature attempting to move through the area must make a Balance check (DC 10). Failure means it can't move in that round; failure by 5 or more means it falls. • The sleet extinguishes torches and small fires.	V,S,M	1 action	Long	Cylinder (40-ft. radius, 20 ft. high)	1 rnd/lvl			280
- trans.	Slow	Targets suffer -1 penalty to AC, melee attacks, melee damage and Reflex saves, and move at half normal speed (rounded down to the next 5-ft. increment) • A slowed creature may take only a single move action or standard action each turn, but not both (nor may it take full-round actions). • Dispels and counters haste. Multiple slow effects don't stack.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 rnd/lvl	Will negs	Yes	280
conj. (creation)	Stinking Cloud	As fog cloud, but causes nausea • Nauseated creatures can take no action except a single move action per turn. Nausea continues for 1d4+1 rounds after leaving the cloud. • Save must be made each round a creature is in the cloud.	V,S,M	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl	Fort negs	Yes	284
ench. (compulsion)	Suggestion [language-dependent, mind-affecting]	Target follows suggested reasonable course of action • A very reasonable suggestion may cause the target to take a penalty of -1 or -2 on the save (at the DM's discretion).	V,M	1 action	Close	1 living creature	1 hr/lvl (or until completed)	Will negs	Yes	285
conj. (summoning)	Summon Monster III	Summon extraplanar creature(s) to act as directed • Can summon 1 level-3 creature, or 1d3 level-2 creatures, or 1d4+1 level-1 creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
- divination	Tongues	Subject can speak and understand any language	V,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)		294
necro.	Vampiric Touch	Melee touch attack deals 1d6 dmg/two lvls (max. 10d6) and grants caster same number of temporary hp • Can't gain more than target's current hit points + 10. • Temporary hit points disappear after 1 hour.	V,S	1 action	Touch	1 living creature	Instant		Yes	298
trans.	Water Breathing	Subjects can breathe water freely • Divide the duration evenly between all affected creatures.	V,S,M	1 action	Touch	1 or more living creatures	2 hr/lvl	Will negs (h)	Yes (h)	300
- evocation	Wind Wall [air]	Vertical curtain of wind deflects arrows, small flying creatures, and gases • Arrows and bolts automatically miss; other normal ranged weapons have 30% miss chance.	V,S,M	1 action	Medium	Wall (up to 10 ft./lvl long and 5 ft./lvl high) (S)	1 rnd/lvl		Yes	302

LEVEL 4

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
5	necro.	Animate Dead [evil]	Creates up to 2 HD/lvl of skeletons and zombies • Can control up to 4 HD/lvl of undead created via this spell.	V,S,M (25+)	1 action	Touch	1 or more corpses	Instant			198
-	divination (scrying)	Arcane Eye	Invisible floating eye moves up to 30 ft/rnd	V,S,M	10 min	Any	Magical sensor	1 min/lvl (D)			200
-	necro.	Bestow Curse	Place a curse on the target creature • Example curses: -6 effective decrease to an ability score (to a minimum of 1); -4 penalty on attacks, saves, and checks; or 50% chance each turn of losing its action. • Counters <i>remove curse</i> .	V,S	1 action	Touch	1 creature	Permanent	Will negs	Yes	203
	ench. (charm)	Charm Monster [mind-affecting]	As <i>charm person</i> , but can affect any living creature	V,S	1 action	Close	1 living creature	1 day/lvl	Will negs	Yes	209
	ench. (compulsion)	Confusion [mind-affecting]	Affected creatures become confused (🧠) • Any confused creature which is attacked automatically attacks its attackers on its next turn.	V,S,M	1 action	Medium	15-ft radius burst	1 rnd/lvl	Will negs	Yes	212
-	necro.	Contagion [evil]	Infects target with chosen disease (🧫)	V,S	1 action	Touch	1 living creature	Instant	Fort negs	Yes	213
*	ench. (compulsion)	Crushing Despair [mind-affecting] (emotion: despair)	Affected creatures suffer -2 penalty on attacks, saves, skill and ability checks, and weapon damage rolls • Counters and dispels <i>good hope</i> .	V,S,M	1 action	30 ft.	Cone	1 min/lvl	Will negs	Yes	215
-	divination	Detect Scrying	Alerts you to scrying spells or effects	V,S,M	1 action	40 ft.	Emanation from caster	24 hr			219
-	conj. (teleport.)	Dimension Door	Transport self and allies to any location within range • You cannot take any other actions until your next turn. • A Large creature or object counts as 2 Medium creatures; a Huge creature or object counts as 2 Large creatures, etc.	V	1 action	Long	1 willing Medium (or smaller) object/creature per 3 lvls	Instant	Will negs (obj)	Yes (obj)	221
	abjur.	Dimensional Anchor	Block target from extradimensional travel	V,S	1 action	Medium	Ray	1 min/lvl		Yes (obj)	221
Emotion ▶ <i>rage, crushing despair</i>											
-	necro.	Enervation	Target suffers 1d4 negative levels for a limited time • Lost levels are regained after 1/lvl hours (max. 15). • Undead instead gain 1d4 x 5 temporary hit points for 1 hour.	V,S	1 action	Close	Ray	Instant		Yes	226
-	conj. (creation)	Evard's Black Tentacles	Tentacles grapple all creatures within affected area • Treat as Large creature, STR 19, BAB=lvl (grapple check=lvl+8). • The tentacles are immune to all types of damage. • Once grappling, the tentacles deal 1d6+4 bludgeoning damage each round on a successful grapple check. They continue to crush the opponent until the spell ends or the opponent escapes. • Movement through the affected area is reduced to half normal. Any creature entering the area is immediately attacked by the tentacles.	V,S,M	1 action	Medium	20-ft radius spread	1 rnd/lvl (D)			228
-	necro.	Fear [fear, mind-affecting]	Living creatures in affected area become panicked • If its Will save succeeds, a creature is merely shaken for 1 round.	V,S,M	1 action	30 ft.	Cone	1 rnd/lvl	Will part	Yes	229
	evocation	Fire Shield [fire / cold]	Protect against fire or cold-based attacks (caster's choice) • Caster takes half damage from attacks of the specified type; if the attack allows a Reflex save, the caster takes no damage on a successful save. • Melee attackers receive 1d6+1/lvl (max. +15) damage of the specified energy type (SR applies).	V,S,M	1 action	Personal	You	1 rnd/lvl (D)			230
-	abjur.	Fire Trap [fire] (T)	Item deals 1d4+1/lvl fire dmg (max. +20) when opened • Item is not harmed by the explosion.	V,S,M (25)	10 min	Touch	1 closeable object	Until discharged (D)	Ref half	Yes	231
-	illusion (glamer)	Greater Invisibility (improved invisibility)	As <i>invisibility</i> , but spell doesn't end if the subject attacks	V,S	1 action	Touch	1 creature	1 rnd/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
-	illusion (glamer)	Hallucinatory Terrain	Makes one type of natural terrain appear as another	V,S,M	10 min	Long	1 30-ft. cube/lvl (s)	2 hr/lvl (D)	Disbelief		238
-	evocation	Ice Storm [cold]	Hail deals 3d6 bludgeoning and 2d6 cold damage • Listen checks are at -4 and movement halved within affected area.	V,S,M	1 action	Long	Cylinder (20-ft radius, 40-ft high)	1 full round		Yes	243

illusion (figment)	Illusory Wall	Image of wall/floor/ceiling looks real, but anything can pass through it	V,S	1 action	Close	Image (1 ft. x 10 ft. x 10 ft.)	Permanent	Disbelief		243
Improved Invisibility ► <i>greater invisibility</i>										
conj. (creation)	Leomund's Secure Shelter	Creates a sturdy and secure cottage or lodge	V,S,M, (F)	10 min	Close	20-ft. square structure	2 hr/lvl (D)			246
- ench. (compulsion)	Lesser Geas [language-dependent, mind-affecting]	Compel a living creature to carry out a task <ul style="list-style-type: none"> Subject suffers -2 penalty to each ability score (cumulative, up to a maximum of -8, but ability scores cannot go below 1) each day it is prevented from obeying the <i>lesser geas</i>. Ability score penalties are removed 24 hours after the subject resumes obeying the <i>lesser geas</i>. 	V	1 round	Close	1 living creature (max. 7 HD)	1 day/lvl (or until discharged) (D)	Will negs	Yes	235
- abjur.	Lesser Globe of Invulnerability (minor globe...)	Sphere excludes spell effects of 3rd level or lower <ul style="list-style-type: none"> Caster can leave and return to the immobile sphere without penalty. Spells already in effect when the globe is cast are not affected. 	V,S,M	1 action	10 ft.	10-ft. emanation from caster	1 rnd/lvl (D)			236
divination	Locate Creature	Indicates direction to a known creature or creature of a known kind <ul style="list-style-type: none"> Running water blocks the spell. It cannot detect objects. 	V,S,M	1 action	Long	Circle centered on caster	10 min/lvl			249
* trans.	Mass Enlarge Person	As <i>enlarge person</i> , but can affect multiple creatures	V,S,M	1 round	Close	1 humanoid/lvl (max. 30 ft. apart)	1 min/lvl (D)	Fort negs	Yes	227
* trans.	Mass Reduce Person	As <i>reduce person</i> , but can affect multiple creatures	V,S,M	1 round	Close	1 humanoid/lvl (max. 30 ft. apart)	1 min/lvl (D)	Fort negs	Yes	269
conj. (creation)	Minor Creation	Creates a nonmagical cloth or wooden object <ul style="list-style-type: none"> Must make an appropriate Craft check to make a complex object. 	V,S,M	1 min	0 ft	1 created object (up to 1 cu.ft/lvl)	1 hr/lvl			254
Minor Globe of Invulnerability ► <i>lesser globe of invulnerability</i>										
- evocation	Otiluke's Resilient Sphere [force]	Globe of force protects but traps target <ul style="list-style-type: none"> Cannot be damaged except by <i>disintegrate</i> or targeted <i>dispel magic</i>. The sphere cannot be physically moved. 	V,S,M	1 action	Close	1-ft./lvl diameter sphere	1 min/lvl (D)	Ref negs	Yes	258
illusion (phantasm)	Phantasmal Killer [fear, mind-affecting]	Fearsome illusion kills target if not disbelieved <ul style="list-style-type: none"> Successful Fortitude save inflicts 3d6 damage instead. If target successfully disbelieves and is wearing a <i>helm of telepathy</i>, the illusion can be turned against the caster. 	V,S	1 action	Medium	1 living creature	Instant	Disbelief, then (if failed) Fort part	Yes	260
* trans.	Polymorph	Change willing subject into new physical form <ul style="list-style-type: none"> HD of new form can be no more than caster level (max. 15), or subject's HD, whichever is lower. Subject regains hit points as though it had rested for a night. Subject gains STR, DEX and CON of new form but retains its own INT, WIS and CHA. It gains extraordinary special attacks of the new form, but not any other extraordinary, supernatural or spell-like abilities. 	V,S,M	1 action	Touch	1 willing living creature	1 min/lvl (D)			263
Polymorph Other ► <i>polymorph</i> or <i>baleful polymorph</i>										
Polymorph Self ► <i>alter self</i> or <i>polymorph</i>										
- illusion (pattern)	Rainbow Pattern [mind-affecting]	Sighted creatures (up to 24 HD) become fascinated <ul style="list-style-type: none"> Can be moved 30 ft./rnd; fascinated creatures follow it, trying to remain within the area. If led into a dangerous area, a creature gets a second save. 	S,M,F	1 action	Medium	Colorful lights in a 20-ft radius spread	Conc. + 1 rnd/lvl (D)	Will negs	Yes	268
trans.	Rary's Mnemonic Enhancer [Wiz only]	Prepare up to 3 additional levels of spells, or retain one just-cast spell of up to 3rd level	V,S,M, F (50)	10 min	Personal	You	Instant			268
abjur.	Remove Curse	Frees object or creature from curses <ul style="list-style-type: none"> For a cursed shield, weapon or suit of armor, the spell does not remove the curse from the item but merely frees the victim from the item's effects. Counters and dispels <i>bestow curse</i>. 	V,S	1 action	Touch	1 creature or item	Instant	Will negs (h)	Yes (h)	270
- divination (scrying)	Scrying	Observe subject from any distance away <ul style="list-style-type: none"> Will save DC is modified by caster's knowledge of target (□). If the target is on another plane, it gets a +5 bonus to its Will save. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. The scrying sensor has the caster's full visual acuity. These spells have a 5% chance per caster level of operating through the sensor: <i>detect magic</i>, <i>detect chaos/evil/good/law</i>, <i>message</i>. 	V,S,M, F (fine mirror, at least 2 ft. x 4 ft.) (1000+)	1 hour	Any	Magical sensor	1 min/lvl	Will negs	Yes	274

illusion (shadow)	Shadow Conjunction	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 3rd level or lower • If recognised as an illusion (Will disbelief), spell's effect is 20% real.	V,S	1 action	<i>(as for mimicked spell)</i>					276
- evocation	Shout [sonic]	Deafens creatures for 2d6 rnds and deals 5d6 damage • Successful Fort save negates deafness and halves damage. • Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 15d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves.	V	1 action	30 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
- conj. (creation)	Solid Fog	As <i>fog cloud</i> , but reduces base speed to 5 ft.; all melee attack and damage rolls suffer a -2 penalty • Ranged attacks are ineffective (except magical rays and the like). • Falling damage is reduced by 1d6 for each 10 ft. a creature falls through.	V,S,M	1 action	Medium	20-ft. radius spread, 20 ft. high	1 min/lvl			281
5 trans.	Stone Shape [earth]	Sculpt stone into any desired shape • 30% chance that any shape including moving parts doesn't work.	V,S,M	1 action	Touch	Stone or stone object (up to 10 + 1/lvl cu. ft.)	Instant			284
- abjur.	Stoneskin	Subject gains DR 10/adamantine • Spell is discharged after absorbing 10/lvl (max. 150) hp damage.	V,S,M (250)	1 action	Touch	1 creature	10 min/lvl (or until discharged)	Will negs (h)	Yes (h)	284
conj. (summoning)	Summon Monster IV	Summon extraplanar creature(s) to act as directed • Can summon 1 level-4 creature, or 1d3 level-3 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
- evocation	Wall of Fire [fire]	Creates immobile, opaque curtain of flame • One side (caster's choice) deals 2d4 fire damage to creatures within 10 ft. and 1d4 fire damage to creatures within 20 ft. (each round). • Wall deals 2d6+1/lvl fire dmg (max. +20) to creatures passing through it (double dmg to undead). • Any 5-ft. length of wall taking 20 points of cold damage in a round goes out (do not divide cold damage by 4, as is normal for objects). • If wall is evoked where creatures are, each takes damage as if passing through it (<i>no save</i>).	V,S,M	1 action	Medium	Wall up to 20-ft. high (either a sheet of flame up to 20 ft./lvl long, or a ring with radius up to 5 ft. per 2 lvls)	Conc. + 1 rnd/lvl		Yes	298
- evocation	Wall of Ice [cold]	Creates anchored plane or hemisphere of ice • Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. • Vertical plane need only be anchored on the floor; a horizontal or slanting wall must be anchored on two opposite sides. • The ice is 1 in./lvl thick. Each 10-ft. square has 3 hp per inch of thickness. • Creatures stepping through a breach in the wall take 1d6+1/lvl cold damage (<i>no save</i>).	V,S,M	1 action	Medium	Anchored plane of ice (up to 1 10-ft. square/lvl), or hemisphere of ice (radius up to 3 ft. + 1 ft./lvl)	1 min/lvl	Ref negs	Yes	299

LEVEL 5

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- trans.	Animal Growth	Animals increase size to next larger size category <ul style="list-style-type: none"> Height x 2, weight x 8; +8 STR, +4 CON, -2 DEX, +2 natural armor, increased base damage (☞). Each subject gains DR 10/magic and +4 resistance bonus on saves. When the spell ends, all damage a subject has taken while enlarged is divided by 2. Multiple magical effects that increase size do not stack. 	V,S	1 action	Medium	Up to 1 animal (Gargantuan or smaller) per 2 lvls (max. 30 ft. apart)	1 min/lvl	Fort negs	Yes	198
Animate Dead ▶ 4										
* trans.	Baleful Polymorph	Target becomes a Small or smaller animal (1 HD or less) <ul style="list-style-type: none"> Target takes on all statistics and special abilities of an average member of the new form in place of its own except as follows: <ul style="list-style-type: none"> Target retains its own alignment (and personality, within the limits of the new form's ability scores). Target retains the shapechanger subtype if it has it. Target retains its own hit points. Target is treated as having its normal HD for purposes of adjudicating effects based on HD (e.g. <i>sleep</i>), but uses the new form's base attack, base saves, and all other statistics derived from HD. Target retains the ability to understand (but not speak) the languages it understood in its original form. It can write in the languages it understands, but only if the new form is capable of writing in some manner. Target loses all special abilities it has in its normal form, including class features. All items worn or carried by the target fall to the ground at its feet. Target gets a +4 bonus on the save if the new form would be fatal. If the target remains in the new form for 24 consecutive hours, it must attempt a Will save. If the save fails, it loses its ability to understand language, as well as all memories of its previous form, and its HD and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended. Incorporeal or gaseous creatures are immune to this spell, and a creature with the shapechanger subtype can revert to its natural form as a standard action, which ends the spell's effect. 	V,S	1 action	Close	1 creature	Permanent	Fort negs then (if failed, after 24 hours) Will part	Yes	202
- evocation	Bigby's Interposing Hand [force]	Hand provides cover (+4 AC) against 1 opponent <ul style="list-style-type: none"> Hand is Large, with caster's undamaged total in hp, and AC 20. It takes damage as a normal creature and makes saves as its caster. 	V,S,F	1 action	Medium	10-ft hand	1 rnd/lvl (D)		Yes	204
* necro.	Blight	Plant takes 1d6/lvl (max. 15d6) damage <ul style="list-style-type: none"> A normal plant (tree, shrub etc.) does not receive a saving throw. 	V,S	1 action	Touch	1 plant	Instant	Fort half	Yes	206
+ abjur.	Break Enchantment	Frees victims from enchantments, transmutations and curses <ul style="list-style-type: none"> Make a check (1d20 + caster level, max. +15) against each magical effect currently affecting the target (DC 11 + effect's caster level) to break it. For cursed magic items, the DC is 25. The spell does not remove the curse from the item; it merely frees the victim from the item's effects. 	V,S	1 min	Close	1 creature/lvl (max. 30 ft. apart)	Instant			207
- conj. (creation)	Cloudkill	As <i>fog cloud</i> , but also kills living creatures <ul style="list-style-type: none"> Successful save inflicts 1d4 CON damage each turn the creature is in the cloud instead. Creatures of 3 HD or less automatically fail the save; creatures above 6 HD automatically succeed. The vapors are heavier than air and automatically sink to the lowest level. The cloud moves away from the caster at 10 ft. per round. 	V,S	1 action	Medium	20-ft. radius spread, 20 ft. high	1 min/lvl	Fort part	Yes	210
- evocation	Cone of Cold [cold]	Deals 1d6/lvl cold damage (max. 15d6)	V,S,M	1 action	60 ft.	Cone burst	Instant	Ref half	Yes	212
divination	Contact Other Plane	Ask questions (1 per 2 lvls) of extraplanar entities (☞)	V	10 min	Personal	You	Conc.			212
abjur.	Dismissal	Banish an extraplanar creature <ul style="list-style-type: none"> Save DC = spell's DC - creature's HD + caster's level. 	V,S	1 action	Close	1 extraplanar creature	Instant	Will negs	Yes	222

- ench. (compulsion)	Dominate Person [mind-affecting]	Control a humanoid (Medium-size or smaller) telepathically <ul style="list-style-type: none"> If you and the subject have no common language, only basic commands can be communicated. You know what the subject is experiencing, but do not receive direct sensory input from it, nor can it communicate with you telepathically. A <i>dominated</i> creature continues to attempt to carry out its orders to the exclusion of all other activities except those necessary for day-to-day survival. A Sense Motive check against DC 15 (rather than the usual 25) can determine that the creature's behavior is being influenced by an enchantment effect. Changing your instructions or giving a new command is a move action. By concentrating fully on the spell (a standard action) you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. A subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are ignored. If you do not spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw. Protection from evil or similar prevents you from exercising control or using the telepathic link while the subject is warded, but neither prevents the establishment of domination nor dispels it. 	V,S	1 round	Close	1 humanoid	1 day/lvl	Will negs	Yes	224
illusion (phantasm)	Dream * [mind-affecting]	Send a message to a sleeping creature	V,S	1 min.	Any	1 living creature	(☞)		Yes	225
trans.	Fabricate	Transform raw materials into (non-magic) items <ul style="list-style-type: none"> When working with a mineral, limit is 1 cu.ft./lvl and casting time is one full round per 1 cu.ft. 	V,S,M (raw materials)	1 round (per 10 cu. ft.)	Close	Up to 10 cu.ft./lvl	Instant			229
- illusion (glamer)	False Vision	Divination (scrying) into affected area receives false image (as <i>major image</i>) defined at time of casting <ul style="list-style-type: none"> The image can be changed as desired by concentration. While you are not concentrating, the image remains static. 	V,S,M (250)	1 action	Touch	40-ft radius emanation	1 hr/lvl (D)			229
- ench. (compulsion)	Feeblemind [mind-affecting]	Target's Intelligence and Charisma drop to 1 <ul style="list-style-type: none"> Target cannot cast spells, use INT- or CHA-based skills, understand language, or communicate coherently. Creatures who cast arcane spells or use arcane spell-like effects suffer a -4 penalty on their saving throw. 	V,S,M	1 action	Medium	1 creature	Instant	Will negs	Yes	230
Greater Shadow Conjuration ▶ 7										
ench. (compulsion)	Hold Monster [mind-affecting]	As <i>hold person</i> , but can affect any living creature	V,S,M	1 action	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes	241
conj. (summoning)	Leomund's Secret Chest	Hide expensive chest on the Ethereal Plane <ul style="list-style-type: none"> Chest can be retrieved by concentrating (standard action). 	V,S,F (5,050+)	10 min	Any	1 chest and up to 1 cu.ft./lvl of goods	60 days (or until discharged)			247
- conj. (calling)	Lesser Planar Binding	Traps elemental/outsider (up to 6 HD) until it performs a specified task <ul style="list-style-type: none"> Trap is created using a <i>magic circle</i> spell, focused inward. A calling diagram (see PHB p. 249) can be used to make the trap more secure. 	V,S	10 min	Close	1 called creature	Instant	Will negs	Yes (☞)	261
necro.	Magic Jar	Transfers caster's soul into gem or large crystal, allowing possession of the body of another creature within range	V,S,F (100)	1 action	Medium	1 creature	1 hr/lvl (or until you return to your body)	Will negs	Yes	250
conj. (creation)	Major Creation	As <i>minor creation</i> , but object can be stone, metal etc.	V,S,M	10 min	Close	1 created object (up to 1 cu.ft./lvl)	(☞)			252
ench. (compulsion)	Mind Fog [mind-affecting]	Affected creatures suffer -10 competence penalty to WIS checks and Will saves <ul style="list-style-type: none"> Penalties remain for 2d6 rnds after affected creature leaves the fog. 	V,S	1 action	Medium	Fog filling 20-ft. cube	30 min.	Will negs	Yes	253
illusion (glamer)	Mirage Arcana	As <i>hallucinatory terrain</i> , and can also disguise structures	V,S	1 action	Long	1 20-ft. cube/lvl (S)	Conc. + 1 hr/lvl (D)	Disbelief		254
conj. (creation)	Mordenkainen's Faithful Hound	Immobile phantom watchdog guards 30-ft. radius area <ul style="list-style-type: none"> Barks for 1 rnd/lvl if any Small or larger creature enters the area. Can bite intruders within 5 ft. (+10 attack, 2d6+3 damage). 	V,S,M	1 action	Close	Phantom watchdog (invisible to all but caster)	1 hr/lvl (or until discharged)			255
* abjur.	Mordenkainen's Private Sanctum	Area cannot be penetrated by sight, sound, scrying, darkvision, or detect thoughts	V,S,M	10 min	Close	1 30-ft. cube/lvl (S)	24 hr (D)			256

-	illusion (phantasm)	Nightmare * [evil, mind-affecting]	Vision deals 1d10 damage and prevents restful sleep <ul style="list-style-type: none"> • Will save DC is modified by caster's knowledge of target (☞). • <i>Dispel evil</i> cast on the recipient while you are casting dispels the <i>nightmare</i> and stuns you for 10 minutes per caster level of the <i>dispel evil</i> spell. 	V,S	10 min	Any	1 living creature	Instant	Will negs	Yes	257
*	trans.	Overland Flight	As <i>fly</i> , but speed is 40 ft. (30 ft. in medium/heavy armor) <ul style="list-style-type: none"> • Can hustle without nonlethal damage; can cover 64 miles in 8 hours. 	V,S	1 action	Personal	You	1 hr/lvl			259
-	trans.	Passwall	Create a passage through wooden/plaster/stone walls <ul style="list-style-type: none"> • When the spell ends, creatures within are ejected out the nearest exit. 	V,S,M	1 action	Touch	5-ft x 8-ft opening, 10 ft. deep (+ 5 ft. deep per 3 additional lvls)	1 hr/lvl (D)			259
-	universal	Permanency	Make a selected spell permanent <ul style="list-style-type: none"> • Your caster level must be at least 8 + the level of the spell to be made permanent. The XP cost is 500 × the spell's level. (In both cases, treat 0-level spells as being of level 1.) • The following spells can be made permanent in regard to yourself (but not other creatures): <i>arcane sight</i>, <i>comprehend languages</i>, <i>darkvision</i>, <i>detect magic</i>, <i>protection from arrows</i>; <i>read magic</i>, <i>see invisibility</i>, <i>tongues</i>. You cast the desired spell and then follow it with the <i>permanency</i> spell. This application of <i>permanency</i> can only be dispelled by a caster of higher level than you were when you cast the spell. • In addition to personal use, <i>permanency</i> can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate): <i>enlarge person</i>, <i>magic fang</i>, <i>greater magic fang</i>, <i>Rary's telepathic bond</i> (note: only bonds two creatures per casting of <i>permanency</i>), <i>reduce person</i>, <i>resistance</i>. • Additionally, the following spells can be cast upon objects or areas only and rendered permanent: <i>alarm</i>, <i>animate objects</i>, <i>dancing lights</i>, <i>ghost sound</i>, <i>gust of wind</i>, <i>invisibility</i>, <i>magic mouth</i>, <i>Mordenkainen's private sanctum</i>, <i>phase door</i>, <i>prismatic sphere</i>, <i>prismatic wall</i>, <i>shrink item</i>, <i>solid fog</i>, <i>stinking cloud</i>, <i>symbol of death</i>, <i>symbol of fear</i>, <i>symbol of insanity</i>, <i>symbol of pain</i>, <i>symbol of persuasion</i>, <i>symbol of sleep</i>, <i>symbol of stunning</i>, <i>symbol of weakness</i>, <i>teleportation circle</i>, <i>wall of fire</i>, <i>wall of force</i>, <i>web</i>. Spells cast on other creatures, objects or locations (not on you) are vulnerable to <i>dispel magic</i> as normal. 	V,S,X	2 rounds	(as for selected spell)	Permanent			259	
	illusion (figment)	Persistent Image	As <i>major image</i> , but follows script with no concentration needed	V,S,M	1 action	Long	4 10-ft. cubes + 1 10-ft. cube/lvl (S)	1 min/lvl (D)	Disbelief		260
	divination	Prying Eyes	Levitating eyes can be commanded to scout for you (☞)	V,S,M	1 min	1 mile	1d4+1/lvl floating eyes	1 hr/lvl (☞)			266
-	divination	Rary's Telepathic Bond	Subjects can communicate telepathically regardless of language <ul style="list-style-type: none"> • All subjects must have INT 3 or higher. Once established, the bond works over any distance. 	V,S,M	1 action	Close	You (optional) + 1 willing creature / 3 lvls (max. 30 ft. apart)	10 min/lvl (D)			268
	illusion (glamer)	Seeming	As <i>disguise self</i> , but can affect other creatures as well <ul style="list-style-type: none"> • An interacting creature can make a Will save to recognise the illusion. 	V,S	1 action	Close	1 creature per 2 lvls (max. 30 ft. apart)	12 hours (D)	Will negs (h)	Yes (h)	275
	evocation	Sending	Transmit message (25 words or less) to a known subject <ul style="list-style-type: none"> • Subject can reply (25 words or less) immediately. If the subject is on another plane, there is a 5% chance that the <i>sending</i> does not arrive. 	V,S,M	10 min	Any	1 creature	1 rnd			275
	illusion (shadow)	Shadow Evocation	Mimic any Sor/Wiz evocation spell of 4th level or lower <ul style="list-style-type: none"> • If recognised as an illusion (Will disbelief), spell's effect is 20% real. 	V,S	1 action	(as for mimicked spell)					277
Stone Shape ▶ 4											
	conj. (summoning)	Summon Monster V	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> • Can summon 1 level-5 creature, or 1d3 level-4 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			286
*	necro.	Symbol of Pain (T) [evil] (symbol: pain)	Creatures suffer -4 penalty to attacks, saves, checks <ul style="list-style-type: none"> • Penalty lasts 1 hour after the creature moves away from the symbol. 	V,S,M (1,000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	290
*	ench. (compulsion)	Symbol of Sleep (T) [mind-affecting] (symbol: sleep)	Creatures (of 10 HD or less) sleep for 3d6 x 10 min. <ul style="list-style-type: none"> • Sleeping creatures cannot be woken by nonmagical means. 						Will negs		291
-	trans.	Telekinesis	<i>Sustained force</i> : Move target up to 20 ft./rnd <ul style="list-style-type: none"> • Object can be telekinetically manipulated as if with one hand. <i>Combat maneuver</i> : Bull rush/disarm/grapple/pin/trip <ul style="list-style-type: none"> • No attack of opportunity provoked; use caster level instead of BAB and spellcasting modifier in place of STR or DEX. <i>Violent thrust</i> : Hurl objects or creatures at any target within 10 ft./lvl of all of them <ul style="list-style-type: none"> • Attack rolls needed to hit target (use BAB + spellcasting modifier). 	V,S	1 action	Long	1 creature/object (up to 25 lb./lvl, max. 375) 1 creature 1 object/creature per lvl (max. 10 ft. apart) (up to 25 lb./lvl, max. 375)	Conc., up to 1 rnd/lvl Conc., up to 1 rnd/lvl	Will negs (obj)	Yes (obj)	292
-	conj. (teleport.)	Teleport	Transport caster and allies to designated location <ul style="list-style-type: none"> • Chance of arriving safely depends on knowledge of destination (☞). • You and allies can each carry objects weighing up to maximum load. A Large creature counts as 2 Medium creatures, etc. 	V	1 action	100 miles/lvl	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	292

trans.	Transmute Mud to Rock	Transform mud or quicksand into soft stone • Counters and dispels <i>transmute rock to mud</i> .	V,S,M	1 action	Medium	Up to 2 10-ft. cubes/lvl (s)	Permanent	(📖)		295
trans.	Transmute Rock to Mud	Transform natural, unworked rock into mud					(📖)			295
- evocation	Wall of Force [force]	Create invisible, immobile wall of force • Blocks damage of all kinds, including spells and breath weapons (but not gaze attacks). Blocks ethereal as well as material creatures.	V,S,M	1 action	Close	Up to 1 10-ft. square/lvl	1 rnd/lvl (D)			298
Wall of Iron ▶ 6										
- conj. (creation)	Wall of Stone [earth]	Create wall of rock, merging into adjoining rock surfaces • Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 15 hp/in. of thickness, with hardness 8. Break DC is 20 + 2 per inch of thickness. • If wall is shaped to entrap creatures, they can avoid it with successful Reflex saves.	V,S,M	1 action	Medium	Stone wall, area up to one 5-ft. square/lvl (s)	Instant			299
* necro.	Waves of Fatigue	Affected living creatures become fatigued • An already fatigued creature is not affected.	V,S	1 action	30 ft.	Cone burst	Instant		Yes	301

* If the recipient is awake when the spell begins, the caster (or, for *dream*, the caster's messenger) may choose to end the spell, or enter a trance until the recipient goes to sleep, whereupon he becomes alert again and finishes casting. While in the trance, the caster/messenger is defenseless, both physically and mentally, and the spell ends if he is disturbed (for *nightmare*, the caster can prevent the spell being ended by making a Concentration check). Creatures who don't sleep or dream (such as elves, but not half-elves) can't be affected by these spells.

LEVEL 6

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
- conj. (creation)	Acid Fog [acid]	As <i>solid fog</i> , but also deals 2d6 hp/rnd acid damage	V,S,M	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl		Yes	196
- divination	Analyze Dweomer	Determine magical properties of creatures or objects <ul style="list-style-type: none"> Can examine one creature or object each round (as a free action). In the case of a magic item, you learn its functions and how to activate them (as for <i>identify</i>). For an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist the effect, if its holder so desires. If it succeeds, it cannot be affected by another <i>analyze dweomer</i> spell for at least 24 hours. This spell does not function when used on an artifact. 	V,S,F (1500+)	1 action	Close	1 creature/object per lvl	1 rnd/lvl (D)	Will negs (obj)		197
abjur.	Antimagic Field	Suppresses (but does not dispel) all magic, and prevents the functioning of magical items <ul style="list-style-type: none"> Wall of force, prismatic sphere, prismatic wall, or another antimagic field are unaffected. 	V,S,M	1 action	10 ft.	Emanation from caster	10 min/lvl (D)		(☞)	200
- evocation	Bigby's Forceful Hand [force]	Hand pursues and pushes away designated opponent <ul style="list-style-type: none"> Treat as bull rush with a +14 bonus on the Strength check. 	V,S,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	204
- evocation	Chain Lightning [electricity]	Bolt deals 1d6/lvl electricity damage (max. 20d6) to primary target; extra bolts hit secondary targets, each dealing half as much damage as the primary bolt did	V,S,F	1 action	Long	Primary target + 1 sec. target/lvl (each within 30 ft. of primary)	Instant	Ref half	Yes	208
- necro.	Circle of Death [death]	Kills 1d4/lvl HD of living creatures (max. 20d4 HD) <ul style="list-style-type: none"> Creatures with the fewest HD are affected first; no creature with 9 or more HD is affected. 	V,S,M (500+)	1 action	Medium	40-ft. radius burst	Instant	Fort negs	Yes	209
evocation	Contingency	Set trigger condition for automatic casting of another spell affecting the caster <ul style="list-style-type: none"> Contingent spell must be no higher than one-third caster level. 	V,S,M, F (1500+)	At least 10 min	Personal	You	1 day/lvl (D) (or until discharged)			213
- trans.	Control Water [water]	Raises or lowers an area of water (☞)	V,S,M	1 action	Long	Water (up to 10 ft./lvl x 10 ft./lvl x 2 ft./lvl) (S)	10 min/lvl (D)			214
Control Weather ▶ 7										
+ necro.	Create Undead [evil]	Create a ghoul, ghost, mummy, or mohrg	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
- trans.	Disintegrate	Ranged touch attack deals 2d6/lvl damage (max. 40d6) <ul style="list-style-type: none"> Successful save inflicts 5d6 damage instead. If reduced to 0 hp, target is entirely disintegrated, leaving only dust (a disintegrated creature's equipment is unaffected). Against an object, no more than one 10-ft. cube will be disintegrated. 	V,S,M	1 action	Medium	Ray	Instant	Fort part (obj)	Yes	222
- necro.	Eyebite [evil]	Can target one foe (as a move action) each round <ul style="list-style-type: none"> Effect depends on the target's HD - 10+: sickened; 5 to 9: panicked and sickened; 4 or less: comatose, panicked, and sickened. Sickened condition lasts for 10 min./lvl, and cannot be negated by <i>remove disease</i> or <i>heal</i> (but <i>remove curse</i> is effective). Panicked condition lasts 1d4 rounds; afterwards the target is shaken for 10 min./lvl, and automatically becomes panicked again if it sees the caster during that time. Comatose condition lasts 10 min./lvl; target cannot be awakened by any means short of dispelling the effect. <i>Elves are not immune.</i> 	V,S	1 action	Close	1 living creature	1 rnd per 3 lvls	Fort negs	Yes	228
trans.	Flesh to Stone	Subject and all its possessions turns into a statue	V,S,M	1 action	Medium	1 creature	Instant	Fort negs	Yes	232
- ench. (compulsion)	Geas/Quest [language-dependent, mind-affecting]	As <i>lesser geas</i> , but can affect any living creature <ul style="list-style-type: none"> Subject suffers 3d6 damage each day it is prevented from obeying the <i>geas</i>, and must make a Fortitude save each day or become sickened. These effects end 24 hours after the creature attempts to resume the <i>geas</i>. 	V	10 min	Close	1 living creature	1 day/lvl (or until discharged) (D)		Yes	234
- abjur.	Globe of Invulnerability	As <i>lesser globe of invulnerability</i> , but excludes spell effects of 4th level or lower	V,S,M	1 action	10 ft.	Emanation from caster	1 rnd/lvl (D)			236

-	abjur.	Greater Dispel Magic <i>(greater dispelling)</i>	As <i>dispel magic</i> , but max. +20 on dispel check • Unlike <i>dispel magic</i> , this spell can affect curses from <i>bestow curse</i> , and <i>geas/quest</i> , <i>lesser geas</i> , and <i>mark of justice</i> .	V,S	1 action	Medium	see <i>dispel magic</i>	Instant				223
*	ench. (compulsion)	Greater Heroism <i>[mind-affecting]</i>	Target gains +4 morale bonus on attacks, saves, and skill checks, immunity to <i>fear</i> effects, and 1/lvl (max. 20) temporary hit points	V,S	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)		240
Greater Shadow Conjuration ► 8												
	abjur.	Guards and Wards	Protect stronghold with array of magical effects (☞)	V,S,M,F	30 min	Area	Up to 200 sq.ft./lvl (S)	2 hr/lvl (D)	(☞)	(☞)		237
	divination	Legend Lore	Bring to mind legends about an important person, place or thing	V,S,M (250), F (50)	(☞)	Personal	You	Instant				246
*	trans.	Mass Bear's Endurance	Subjects gain +4 enhancement bonus to Constitution	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)		203
*	trans.	Mass Bull's Strength	Subjects gain +4 enhancement bonus to Strength	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)		207
*	trans.	Mass Cat's Grace	Subjects gain +4 enhancement bonus to Dexterity	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)		208
*	trans.	Mass Eagle's Splendor	Subjects gain +4 enhancement bonus to Charisma • CHA-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)		225
*	trans.	Mass Fox's Cunning	Subjects gain +4 enhancement bonus to Intelligence • INT-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)		233
Mass Haste ► <i>haste</i> (level 3)												
*	trans.	Mass Owl's Wisdom	Subjects gain +4 enhancement bonus to Wisdom • WIS-based spellcasters do not gain any additional bonus spells.	V,S,M	1 action	Close	1 creature/lvl (max. 30 ft. apart)	1 min/lvl	Will negs (h)	Yes (h)		259
	ench. (compulsion)	Mass Suggestion <i>[language-dependent, mind-affecting]</i>	As <i>suggestion</i> , but can affect multiple creatures • The same <i>suggestion</i> applies to each target creature.	V,M	1 action	Medium	1 creature/lvl (max. 30 ft. apart)	1 hr/lvl (or until completed)	Will negs	Yes		285
	illusion (glamer)	Mislead	As <i>greater invisibility</i> with caster as subject, and also creates illusory double of caster	S	1 action	Close	You + 1 illusory double	Conc. + 3 rnds	Disbelief			255
	trans.	Mordenkainen's Lucubration	Recall one spell of 5th level or lower that you have cast during the previous 24 hours	V,S	1 action	Personal	You	Instant				256
-	trans.	Move Earth <i>[earth]</i>	Digs trenches and builds hills • Cannot be used for tunnelling. <i>Has no effect on earth creatures.</i>	V,S,M	10 min (per 150 ft. square)	Long	Area of dirt (up to 750 ft. sq. and 10 ft. deep) (S)	Instant				257
-	evocation	Otiluke's Freezing Sphere <i>[cold]</i>	Exploding sphere deals 1d6/lvl (max. 15d6) cold damage • An elemental (water) creature takes 1d8/lvl (max. 15d8) cold dmg. • If the sphere strikes a body of water (or similar liquid), it freezes it to a depth of 6 in. over area equal to 100 sq.ft./lvl (max. 1500 sq.ft.); ice lasts for 1 rnd/lvl. Creatures swimming on the surface of the water become trapped, and must make a Strength or Escape Artist check (DC 25) to break free (as a full round action). • The sphere can be held for firing in a later round (a standard action; treat as for holding a touch spell). You can hold the sphere for up to 1 rnd/lvl, after which it explodes, centered on you (and you receive no saving throw against its effects).	V,S,F	1 action	Long	10 ft. radius burst	Instant	Ref half	Yes		258
	illusion (figment)	Permanent Image	As <i>major image</i> , but image is permanent • While concentrating, caster can move the image within the range.	V,S,M (100)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Permanent (D)	Disbelief			260
-	conj. (calling)	Planar Binding	As <i>lesser planar binding</i> , but up to 12 HD of creatures	V,S	10 min	Close	Up to 3 creatures (max. 30 ft. apart)	Instant	Will negs	Yes (☞)		261
	illusion (figment)	Programmed Image	As <i>major image</i> , but image is triggered by specific event (as for <i>magic mouth</i>)	V,S,M (25)	1 action	Long	1 20-ft. cube + 1 10-ft.cube/lvl (S)	Until triggered, then 1 rnd/lvl	Disbelief			265
Project Image ► 7												
-	abjur.	Repulsion	Creatures can't approach caster • If caster moves closer to an affected creature, it is not forced back.	V,S,F (50)	1 action	Up to 10 ft/lvl	Emanation from caster	1 rnd/lvl (D)	Will negs	Yes		271
Shades ► 9												

7	illusion (shadow)	Shadow Walk	Use the Plane of Shadow for rapid travel <ul style="list-style-type: none"> Rate of travel is 50 miles/hr, but you reappear on the Material plane a random distance from desired endpoint (☞). Travel to other planes requires transit of Plane of Shadow (1d4 hr). 	V,S	1 action	Touch	1 creature/lvl	1 hr/lvl (D)	Will negs	Yes	277
	trans.	Stone to Flesh	Restore a petrified creature to its normal state <ul style="list-style-type: none"> Subject must make a Fort save (DC 15) to survive the process. Convert stone into fleshy substance <ul style="list-style-type: none"> Flesh is inert unless a life force or magical energy is available. 	V,S,M	1 action	Medium	1 petrified creature Cylinder (1 to 3 ft. diameter, 10 ft. long)	Instant	Fort negs (obj)	Yes (obj)	285
	conj. (summoning)	Summon Monster VI	Summon extraplanar creatures(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-6 creature, or 1d3 level-5 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
*	necro.	Symbol of Fear (T) [fear, mind-affecting] (symbol: fear)	Creatures become panicked for 1 rnd/lvl	V,S,M (1000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	290
*	ench. (charm)	Symbol of Persuasion (T) [mind-affecting] (symbol: persuasion)	Creatures become charmed (as <i>charm monster</i>) for 1 hr/lvl						Will negs		290
-	trans.	Tenser's Transformation	Caster swaps spellcasting abilities for fighting prowess <ul style="list-style-type: none"> Caster gains +4 enhancement bonuses to STR, DEX and CON, +4 natural armor bonus to AC, +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons BAB equals character level (this may give caster multiple attacks). Caster loses spellcasting ability, including the ability to use spell activation or spell completion magic items. 	V,S,M (potion of bull's strength)	1 action	Personal	You	1 rnd/lvl			294
	divination	True Seeing	Subject sees all things within 120 ft. as they really are <ul style="list-style-type: none"> Subject can see through normal or magical darkness, notice secret doors hidden by magic, ignore <i>blur</i> and <i>displacement</i> effects, see invisible objects or creatures, see through illusions, see the true form of <i>polymorphed</i>, changed, or transmuted things, and see into the Ethereal Plane. 	V,S,M (250)	1 action	Touch	1 creature	1 min/lvl	Will negs (h)	Yes (h)	296
*	necro.	Undeath to Death	Kills 1d4/lvl HD of undead creatures (max. 20d4 HD) <ul style="list-style-type: none"> Creatures with the fewest HD are affected first; no creature with 9 or more HD is affected. 	V,S,M (500+)	1 action	Medium	40-ft. radius burst	Instant	Will negs	Yes	297
	illusion (glamer)	Veil	As <i>seeming</i> , but no restriction on new appearance <ul style="list-style-type: none"> An interacting creature can make a Will save to recognise the illusion. 	V,S	1 action	Long	1 or more creatures (max. 30 ft. apart)	Conc. + 1 hr/lvl (D)	Will negs	Yes	298
5	conj. (creation)	Wall of Iron	Creates a flat, vertical iron wall <ul style="list-style-type: none"> Wall is 1 in. thick per 4 lvls (area can be doubled if thickness is halved). Each 5-ft. square has 30 hp/in. of thickness, with harness 10. Break DC is 25 + 2 per inch of thickness. Can be rigged to topple over onto foes (Strength DC 40 to push it). Large or smaller creatures failing a Reflex save take 10d6 damage. 	V,S,M (50)	1 action	Medium	Iron wall (area up to one 5-ft. square/lvl)	Instant			299

LEVEL 7

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
abjur.	Banishment	Banish one or more extraplanar creatures • You must present at least one object or substance that the target hates, fears or otherwise opposes. For each such object presented, you gain +1 on your caster level check to overcome SR and +2 on the saving throw DC.	V,S,F	1 action	Close	1 or more extraplanar creatures (up to 2 HD/lvl) (max. 30 ft. apart)	Instant	Will negs	Yes	203
- evocation	Bigby's Grasping Hand [force]	Hand can grapple one opponent per round • BAB = caster level + spellcasting modifier + 10 (STR) -1 (size Large). Grapple bonus is same except with +4 size modifier instead of -1. The hand holds but does not harm creatures that it grapples. • Can bull rush (as <i>Bigby's forceful hand</i>) with +16 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>).	V,S,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	204
necro.	Control Undead	Command undead via vocal communication • After the spell is over, intelligent undead remember being controlled.	V,S,M	1 action	Close	Up to 2 HD/lvl of undead creatures (max. 30 ft. apart)	1 min/lvl	Will negs	Yes	214
6 trans.	Control Weather	Change weather conditions in local area (☁)	V,S	10 min (☁)	2 miles	Circle centered on caster	4d12 hr (☁)			214
evocation	Delayed Blast Fireball [fire]	Deal 1d6/lvl fire damage (max. 20d6); detonation can be delayed for up to 5 rounds	V,S,M	1 action	Long	20-ft. radius spread	Up to 5 rounds (☁)	Ref half	Yes	217
conj. (summoning)	Drawmij's Instant Summons	Object that has been previously <i>arcane marked</i> appears in your hand	V,S,M (1000+)	1 action	Any	1 object (up to 10 lb., longest dimension 6ft. or less)	Until discharged			225
trans.	Ethereal Jaunt	You and your equipment shift to the Ethereal Plane	V,S	1 action	Personal	You	1 rnd/lvl (D)			227
- necro.	Finger of Death [death]	Kills target creature • Successful save inflicts 3d6+1/lvl (max. +25) damage instead.	V,S	1 action	Close	1 living creature	Instant	Fort part	Yes	230
evocation	Forcecage [force]	<i>Barred cage</i> : has half-inch-wide bands of force for bars, with half-inch gaps between them <i>Windowless cell</i> : totally sealed box (6 walls of force)	V,S,M (1500)	1 action	Close	20-ft. cube 10-ft. cube	2 hr/lvl (D)			233
* divination	Greater Arcane Sight	As <i>arcane sight</i> , but you automatically know the spells or magical effects active on any individual/object seen	V,S	1 action	Personal	You	1 min/lvl (D)			201
- divination (scrying)	Greater Scrying	As <i>scrying</i> , but casts faster and lasts longer • All spells noted under <i>scrying</i> can be cast reliably through the sensor, as well as <i>read magic</i> and <i>tongues</i> .	V,S	1 action	Any	Magical sensor	1 hr/lvl	Will negs	Yes	275
5 illusion (shadow)	Greater Shadow Conjunction	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 6th level or lower • If recognised as an illusion (Will disbelief), spell's effect is 60% real.	V,S	1 action	(as for mimicked spell)					276
- conj. (teleport.)	Greater Teleport (teleport without error)	As <i>teleport</i> , but no range limit and no chance of off-target arrival • Must have at least a reliable description of the destination.	V	1 action	Any	You + 1 willing creature (Medium or smaller) per 3 lvls	Instant	Will negs (obj)	Yes (obj)	293
ench. (compulsion)	Insanity [mind-affecting]	Target suffers a continuous <i>confusion</i> effect	V,S	1 action	Medium	1 living creature	Instant	Will negs	Yes	244
universal	Limited Wish	Alters reality, within spell limits (☁)	V,S,X (☁)	1 action	(☁)	(☁)	(☁)	(☁)	(☁)	248
* ench. (compulsion)	Mass Hold Person [mind-affect.]	As <i>hold person</i> , but can affect multiple creatures	V,S,F	1 action	Medium	Humanoid(s) (max. 30 ft. apart)	1 rnd/lvl (D)	Will negs	Yes	241
- illusion (glamer)	Mass Invisibility	As <i>invisibility</i> , but can affect any number of creatures • Effect is mobile with the group and is broken when anyone in the group attacks. Effect is broken for any individual who moves more than 180 ft. away from the nearest member of the group.	V,S,M	1 action	Long	Any number of creatures (max. 180 ft. apart)	1 min/lvl (D)	Will negs (h,obj)	Yes (h,obj)	245
- conj. (creation)	Mordenkainen's Magnificent Mansion	Creates doorway to secure extradimensional mansion • Only those designated by caster may enter; entry point is 4 x 8 ft. portal which is shut and made invisible after caster enters.	V,S,F (15+)	1 action	Close	Extradimensional mansion (up to three 10-ft. cubes/lvl) (S)	2 hr/lvl (D)			256
evocation	Mordenkainen's Sword [force]	Swordlike plane of force attacks designated target • Attack bonus is caster level + spellcasting modifier, with +3 enhancement bonus. Deals 4d6+3 damage (critical 19-20/x2). Has AC 13 against touch attacks.	V,S,M (250)	1 action	Close	1 sword	1 rnd/lvl (D)		Yes	256

-	conj. (creation)	Phase Door	Create ethereal passage through wood/plaster/stone • Only accessible to caster unless a triggering condition is set.	V	1 action	0 ft.	5-ft x 8-ft opening, 10 ft. deep (+ 5 ft. deep per 3 additional lvls)	1 usage per two levels			261
-	conj. (teleport.)	Plane Shift	Move subject(s) to another plane • Subjects appear 5d% miles from intended destination.	V,S,F	1 action	Touch	1 creature (or up to 8 willing creatures joining hands)	Instant	Will negs	Yes	262
8	ench. (compulsion)	Power Word, Blind [mind-affecting]	Target becomes blinded • Duration of blindness depends on target's current hp: 50 or less: Permanent; 51 to 100: 1d4+1 min.; 101 to 200: 1d4+1 rnds.	V	1 action	Close	1 creature (must have no more than 200 current hp)	(see text at left)		Yes	263
Power Word, Stun ▶ 8											
-	evocation	Prismatic Spray	Multicolored beams hit subjects; variety of effects (☞)	V,S	1 action	60 ft.	Cone burst	Instant	(☞)	(☞)	264
6	illusion (shadow)	Project Image	Shadow duplicate of caster; can talk and cast spells • Duplicate mimics caster unless directed otherwise (as a move action).	V,S,M (5)	1 action	Medium	1 shadow duplicate	1 rnd/lvl (D)	Disbelief		265
	trans.	Reverse Gravity	Objects and creatures fall upward in affected area • Provided there is something to hold onto, affected creatures can attempt Reflex saves to secure themselves when the spell strikes.	V,S,M	1 action	Medium	Up to 1 10-ft. cube per two lvls (S)	1 rnd/lvl (D)			273
	abjur.	Sequester	Subject becomes invisible and completely hidden from divination and scrying	V,S,M	1 action	Touch	1 willing creature/ object (to 2 ft. cube/lvl)	1 day/lvl (D)	Will negs (obj)	Yes (obj)	276
Shadow Walk ▶ 6											
-	illusion (shadow)	Simulacrum	Create partially real double of a creature • Simulacrum has one-half of the real creature's levels or HD (with appropriate hit points, feats, abilities etc.).	V,S, M (100), X (100 per HD)	12 hours	0 ft.	1 duplicate creature	Instant			279
	abjur.	Spell Turning	Reflects 1d4+6 spell levels back at their caster • Only non-touch spells that have you as a target are turned.	V,S,M	1 action	Personal	You	10 min/lvl (or until expended)			282
-	trans.	Statue	Subject and all its possessions turn into a statue • Subject retains its own hit points, but gains hardness of 8. • Subject can return to its normal form, act, and return instantly to statue state (free action), at will.	V,S,M	1 round	Touch	1 creature	1 hr/lvl (D)	Will negs (h)	Yes (h)	284
*	ench. (compulsion)	Symbol of Stunning (T) [mind-aff.] (symbol: stunning)	Creatures become stunned for 1d6 rounds	V,S,M (5000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Will negs	Yes	291
*	necro.	Symbol of Weakness (T) (symbol)	Creatures suffer 3d6 Strength damage						Fort negs		291
	conj. (summoning)	Summon Monster VII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-7 creature, or 1d3 level-6 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
-	conj. (teleport.)	Teleport Object (vanish)	As <i>teleport</i> , but affects a touched object • Creatures and magical forces (e.g. a <i>delayed blast fireball</i> bead) cannot be teleported. There is a 1% chance that a teleported item is disintegrated instead. • Optionally, target can be banished to the Ethereal plane instead. The point from which the object was teleported remains faintly magical until the item is retrieved (by a successful targeted <i>dispel magic</i> cast on that point).	V	1 action	Touch	1 object (up to 50 lb./lvl and 3 cu.ft./lvl)	Instant	Will negs (obj)	Yes (obj)	293
Teleport Without Error ▶ greater teleport											
Vanish ▶ teleport object											
	divination	Vision	As <i>legend lore</i> , but much quicker and more strenuous • Information obtained via a successful caster level check; DC depends on caster's knowledge of the person/place/object of interest (☞).	V,S, M (250), X (100)	1 action	Personal	You	Instant			298
*	necro.	Waves of Exhaustion	Affected living creatures become exhausted • An already exhausted creature is not affected.	V,S	1 action	60 ft.	Cone burst	Instant		Yes	301

LEVEL 8

	School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
-	ench. (compulsion)	Antipathy [mind-affecting]	Object or location repels creatures of specified type <ul style="list-style-type: none"> On a successful save, a creature can stay in the area or touch the item but suffers a -4 DEX penalty while doing so. Counters and dispels <i>sympathy</i>. 	V,S,M	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	200
-	evocation	Bigby's Clenched Fist [force]	Hand can move (60 ft.) and attack once per round <ul style="list-style-type: none"> BAB = caster level + spellcasting modifier + 11 (STR) -1 (size Large). Deals 1d8+11 damage; creature struck must make Fort save or be stunned for 1 round. Can bull rush (as <i>Bigby's forceful hand</i>) with +15 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>). 	V,S,F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203
	ench. (compulsion)	Binding [mind-affecting]	Array of techniques to restrain a creature (📖)	V,S,M (500+)	1 min	Close	1 living creature	(📖) (D)	Will negs (📖)	Yes	204
	necro.	Clone	Creates duplicate creature, which awakens when the original is slain	V,S,M (1000), F (500)	10 min (📖)	0 ft.	1 clone	Instant			210
+	necro.	Create Greater Undead [evil]	Create a shadow, wraith, spectre or devourer	V,S,M (50/HD)	1 hour	Close	1 corpse	Instant			215
	ench. (compulsion)	Demand [mind-affecting]	As <i>sending</i> , but can also contain a <i>suggestion</i> <ul style="list-style-type: none"> Successful save negates the <i>suggestion</i>. 	V,S,M	10 min	Any	1 creature	1 rnd	Will part	Yes	217
*	abjur.	Dimensional Lock	Prohibit extradimensional travel into or out of affected area	V,S	1 action	Medium	20-ft radius emanation	1 day/lvl		Yes	221
-	divination	Discern Location	Find exact location of a known creature or object <ul style="list-style-type: none"> Only <i>mind blank</i> successfully blocks this spell. 	V,S	10 min	Any	1 creature/object	Instant			222
Etherealness ▶ 9											
-	conj. (calling)	Greater Planar Binding	As <i>lesser planar binding</i> , but up to 18 HD of creatures	V,S	10 min	Close	Up to 3 creatures (max. 30 ft. apart)	Instant	Will negs	Yes (📖)	261
*	divination	Greater Prying Eyes	As <i>prying eyes</i> , but eyes have <i>true seeing</i> <ul style="list-style-type: none"> Maximum Spot modifier for eyes is +25 instead of +15. 	V,S,M	1 min	1 mile	1d4+1/lvl floating eyes	1 hr/lvl (📖)			267
6	illusion (shadow)	Greater Shadow Evocation	Mimic any Sor/Wiz evocation spell of 7th level or lower <ul style="list-style-type: none"> If recognised as an illusion (Will disbelief), spell's effect is 60% real. 	V,S	1 action	(as for mimicked spell)					277
*	evocation	Greater Shout [sonic]	Affected creatures are stunned for 1 rnd, deafened for 4d6 rnds and suffer 10d6 sonic damage <ul style="list-style-type: none"> Successful Fort save negates stunning and halves damage and duration of deafness. Any exposed brittle/crystalline object or crystalline creature takes 1d6/lvl damage (max. 20d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves. 	V,S,F	1 action	60 ft.	Cone burst	Instant	Fort/Ref partial	Yes (obj)	279
-	necro.	Horrid Wilting	Deals 1d6/lvl (max. 20d6) damage to living creatures <ul style="list-style-type: none"> Water elementals and plant creatures take 1d8/lvl (max. 20d8) dmg. 	V,S,M	1 action	Long	Living creature(s) (max. 60 ft. apart)	Instant	Fort half	Yes	242
-	conj. (creation)	Incendiary Cloud [fire]	As <i>fog cloud</i> , but also deals 4d6 hp/rnd fire damage <ul style="list-style-type: none"> Cloud moves away from caster at 10 ft./rnd; by concentrating, caster can move it up to 60 ft./rnd 	V,S	1 action	Medium	20-ft. radius spread, 20 ft. high	1 rnd/lvl	Ref half	Yes	244
	trans.	Iron Body	Caster's body becomes living iron (similar to iron golem) (📖)	V,S,M	1 action	Personal	You	1 min/lvl (D)			245
-	ench. (charm)	Mass Charm Monster [mind-affect] (mass charm)	As <i>charm monster</i> , but can affect multiple creatures <ul style="list-style-type: none"> Can affect a number of creatures whose combined HD do not exceed twice the caster's level, or at least one creature regardless of HD. 	V	1 action	Close	1 or more living creatures (max. 30 ft. apart)	1 day/lvl	Will negs	Yes	209
-	conj. (teleport.)	Maze	Target is trapped in extradimensional maze <ul style="list-style-type: none"> Must make an INT check (DC 20) to escape (full round action). 	V,S	1 action	Close	1 creature	10 min		Yes	252
	abjur.	Mind Blank	Subject is protected from all mind-affecting spells and effects, as well as all divination spells and effects	V,S	1 action	Close	1 creature	24 hr	Will negs (h)	Yes (h)	253
*	divination	Moment of Prescience	Gain +1/lvl (max. +25) insight bonus on a single attack roll, opposed ability/skill check, or saving throw <ul style="list-style-type: none"> Can also be applied to AC against a single attack. Can't have more than one <i>moment of prescience</i> active at same time. 	V,S	1 action	Personal	You	1 hr/lvl (or until discharged)			255

	evocation	Otiluke's Telekinetic Sphere [force]	As <i>Otiluke's resilient sphere</i> , but can be moved telekinetically • Can be moved within Medium range, at 30 ft/rnd (standard action).	V,S,M	1 action	Close	1-ft./lvl diameter sphere	1 min/lvl (D)	Ref negs (obj)	Yes (obj)	259
-	ench. (compulsion)	Otto's Irresistible Dance [mind-affecting]	Target suffers -4 penalty to AC, -10 to Reflex saves • Any AC bonus granted by a shield the target holds is negated. • <i>Target provokes attacks of opportunity each round on its turn.</i>	V	1 action	Touch	1 living creature	1d4+1 rnds		Yes	259
*	evocation	Polar Ray [cold]	Ranged touch attack deals 1d6/lvl (max. 25d6) cold dmg	V,S,F	1 action	Close	Ray	Instant		Yes	262
	trans.	Polymorph Any Object	As <i>polymorph</i> , but changes any object or creature into another (☞)	V,S,M	1 action	Close	1 creature/object (up to 100 cu.ft./lvl)	(☞)	Fort negs (obj)	Yes (obj)	263
		Power Word, Blind	▶ 7								
7	ench. (compulsion)	Power Word, Stun [mind-affecting]	Target becomes stunned • Duration of stunning depends on target's current hp: 50 or less: 4d4 rnds; 51 to 100: 2d4 rnds; 101 to 150: 1d4 rnds.	V	1 action	Close	1 creature (must have no more than 150 current hp)	(see text at left)		Yes	263
-	abjur.	Prismatic Wall	Wall's colors have array of effects (☞)	V,S	1 action	Close	Wall (4 ft/lvl wide, 2 ft/lvl high)	10 min/lvl (D)	(☞)	(☞)	264
	abjur.	Protection from Spells	Subjects gain +8 resistance bonus on saving throws against spells and spell-like abilities	V,S, M (500), F (1000)	1 action	Touch	Up to 1 creature per 4 lvls	10 min/lvl	Will negs (h)	Yes (h)	266
*	illusion (pattern)	Scintillating Pattern [mind-affecting]	Clashing colors affect a number of sighted creatures (total HD 1/lvl, max. 20) • Creatures with the fewest HD are affected first. • 6 or less HD: unconscious (if living, otherwise stunned) for 2d4 rounds, then stunned for 1d4 rounds, then confused for 1d4 rounds. • 7 to 12 HD: stunned for 1d4 rounds, then confused for 1d4 rounds. • 13 or more HD: confused for 1d4 rounds.	V,S,M	1 action	Close	20-ft. radius spread	Conc. + 2 rnds		Yes	274
	illusion (glamer)	Screen	Illusion hides area from direct observation and scrying • Scrying attempts automatically detect the specified image, with no save. Direct observation may allow a save (as per a normal illusion).	V,S	10 min	Close	1 30-ft. cube/lvl (s)	24 hr	Disbelief		274
	conj. (summoning)	Summon Monster VIII	Summon extraplanar creatures(s) to act as directed • Can summon 1 level-8 creature, or 1d3 level-7 creatures, or 1d4+1 lower-level creatures. • Summoned creatures act as described for <i>summon monster I</i> .	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)			287
-	evocation	Sunburst [light]	Radiance deals 6d6 damage and blinds creatures • Creatures vulnerable to sunlight take double damage. • Undead, oozes, slimes, mold and fungi take 1d6/lvl damage (max. 25d6); undead vulnerable to sunlight are destroyed on a failed save.	V,S,M	1 action	Long	80-ft. radius burst	Instant	Ref half (and negates blinding)	Yes	289
		Symbol	▶ <i>symbol of pain, symbol of sleep, symbol of fear, symbol of persuasion, symbol of stunning, symbol of weakness, symbol of death, symbol of insanity</i>								
*	necro.	Symbol of Death (T) [death] (symbol: death)	Creatures within active radius are slain • Only slays creatures whose combined current hp do not exceed 150.	V,S,M (5000+)	10 min or longer (☞)	0 ft. (60 ft. active radius)	1 symbol (must be in plain sight and in a prominent location)	Until triggered, then 10 min/lvl	Fort negs	Yes	289
*	ench. (compulsion)	Symbol of Insanity (T) [mind-aff.] (symbol: insanity)	Creatures become permanently insane (as <i>insanity</i>)						Will negs		290
-	ench. (compulsion)	Sympathy [mind-affecting]	Object or location attracts creatures of specified type • On a successful save, a creature is released, but must make another save 1d6 x 10 min. later or be forced to return. • Counters and dispels <i>antipathy</i> .	V,S,M (1500)	1 hour	Close	1 location (up to 10-ft cube/lvl) or 1 object	2 hr/lvl (D)	Will part	Yes	292
9	trans.	Temporal Stasis	Target put into suspended animation • Requires a successful melee touch attack. • For the creature, time ceases to flow and its condition becomes fixed. It does not grow older. Its bodily functions virtually cease, and no force or effect can harm it.	V,S,M (5000+)	1 action	Touch	1 creature	Permanent (until effect is removed, e.g. by a successful <i>dispel magic</i> or <i>freedom</i> spell)	Fort negs	Yes	293
	conj. (summoning)	Trap the Soul	Traps target's body and life force inside a gem • If the creature's name is spoken in the casting, SR does not apply and save DC increases by 2. • Can also be used to create a special trigger object inscribed with the target's name, which automatically places the creature in the gem (no save or SR applies) when target picks up or accepts trigger object.	V,S,M (1000 per HD)	1 action	Close	1 creature	Permanent (or until gem is broken)	Will negs	Yes	295

LEVEL 9

School	Name [descriptor(s)]	Details	Comp.	Time	Range	Target/Area/Effect	Duration	Save(s)	SR	Pg.
necro.	Astral Projection	Projects caster and allies into the Astral Plane	V,S,M (1000+)	30 min	Touch	You + 1 willing creature per 2 lvls	(☞)		Yes	201
- evocation	Bigby's Crushing Hand [force]	Hand can crush selected opponent • Grapple bonus = caster level + spellcasting modifier + 12 (STR) + 4 (size Large). Deals 2d6+12 dmg on each successful grapple check. • Can bull rush (as <i>Bigby's forceful hand</i>) with +18 on Strength check, or interpose itself (as <i>Bigby's interposing hand</i>).	V,S,M, F	1 action	Medium	10-ft hand (see <i>Bigby's interposing hand</i>)	1 rnd/lvl (D)		Yes	203
- ench. (compulsion)	Dominate Monster [mind-affecting]	As <i>dominate person</i> , but can affect any creature	V,S	1 round	Close	1 creature	1 day/lvl	Will negs	Yes	224
necro.	Energy Drain	Target gains 2d4 negative levels for 24 hours • After 24 hours, target must make a Fort save for each negative level to prevent permanent loss of a character level. • Undead instead gain 2d4x5 temporary hp for 1 hour.	V,S	1 action	Close	Ray	Instant		Yes	226
8 trans.	Etherealness	As <i>ethereal jaunt</i> , but you can take allies with you	V,S	1 action	Touch	You + 1 willing creature per 3 lvls	1 min/lvl (D)		Yes	228
divination	Foresight	"Sixth sense" warns of impending danger to subject • If caster is subject, he gains +2 insight bonus to AC and Reflex saves.	V,S,M	1 action	Touch	1 creature	10 min/lvl	Will negs (h)	Yes (h)	233
- abjur.	Freedom	Release subject from spells and effects restricting movement	V,S	1 action	Close (☞)	1 creature	Instant	Will negs (h)	Yes	233
- conj. (calling)	Gate	<u>Calling</u> : Summon extraplanar creature(s) to your service	V,S, X (1000)	1 action	Medium	(☞)	Instant			234
conj. (creation)		<u>Planar travel</u> : opens a gateway to another plane	V,S			Gateway (5 to 20 ft. diameter)				
- abjur.	Imprisonment	Subject is entombed beneath the surface of the earth • Can only be released with a <i>freedom</i> spell cast at spot where the imprisonment took place. • If target's name and some facts about its life are known to the caster, the target takes a -4 penalty on its saving throw.	V,S	1 action	Touch	1 creature	Instant	Will negs	Yes	244
* ench. (compulsion)	Mass Hold Monster [mind-affect.]	As <i>hold monster</i> , but can affect multiple creatures	V,S,M	1 action	Medium	Living creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)	Will negs	Yes	241
- evocation	Meteor Swarm [fire]	Four 2-ft. diameter spheres explode; each deals 6d6 fire damage to all creatures in affected area • If desired, a sphere can be aimed at a creature (ranged touch attack) to deal 2d6 bludgeoning damage (and creature receives no save against the sphere's fire damage) before exploding.	V,S	1 action	Long	Four 40-ft. radius spreads	Instant	Ref half (separate save against each sphere)	Yes	253
- abjur.	Mordenkainen's Disjunction	Dispels magic and disenchant magic items • 1%/lvl chance to destroy an <i>antimagic field</i> ; if the field survives, no items within it are disjoined. • 1%/lvl chance to destroy an artifact, in which case the caster must make a Will save (DC 25) or permanently lose all spellcasting abilities.	V	1 action	Close	40-ft. radius burst	Instant	Will negs (obj)		255
- ench. (compulsion)	Power Word, Kill [death, mind-affecting]	Target is instantly killed	V	1 action	Close	1 creature (must have no more than 100 current hp)	Instant		Yes	263
- abjur.	Prismatic Sphere	As <i>prismatic wall</i> , but surrounds caster on all sides	V	1 action	10 ft.	Sphere centered on caster	10 min/lvl (D) (☞)	(☞)		264
- conj. (teleport.)	Refuge	Prepared token teleports its possessor (and equipment up to max. load) to caster's abode when broken	V,S,M (1500)	1 action	Touch	1 object	Until discharged			269
6 illusion (shadow)	Shades	Mimic any Sorcerer or Wizard conjuration (creation) or conjuration (summoning) spell of 8th level or lower • If recognised as an illusion (Will disbelief), spell's effect is 80% real.	V,S	1 action	<i>(as for mimicked spell)</i>					276

-	trans.	Shapechange	As <i>polymorph</i> , but caster can assume the form of any single nonunique creature or object <ul style="list-style-type: none"> New form can be from Fine to Colossal size, with up to 1/lvl HD (max. 25). Incorporeal and gaseous forms can be assumed. You gain all extraordinary and supernatural abilities of the assumed form (but lose your own supernatural abilities). You also gain the type of the new form in place of your own. You can become just about anything you are familiar with, and can change form once each round as a free action (either immediately before your regular action or immediately after it, but not during it). 	V,S,F (1500)	1 action	Personal	You	10 min/lvl (D)				277
	necro.	Soul Bind	Traps soul in gem, preventing raising or resurrection	V,S,F (1000 per HD)	1 action	Close	1 corpse (dead no more than 1 rnd/lvl)	Permanent	Will negs			281
	conj. (summoning)	Summon Monster IX	Summon extraplanar creature(s) to act as directed <ul style="list-style-type: none"> Can summon 1 level-9 creature, or 1d3 level-8 creatures, or 1d4+1 lower-level creatures. Summoned creatures act as described for <i>summon monster I</i>. 	V,S,F	1 round	Close	Summoned creature(s) (max. 30 ft. apart)	1 rnd/lvl (D)				288
-	conj. (teleport.)	Teleportation Circle (T)	Circle teleports (as <i>greater teleport</i>) any creature that stands in it to a designated location	V,M (1000)	10 min	0 ft.	5-ft. radius circle	10 min/lvl (D)		Yes		293
Temporal Stasis ▶ 8												
-	trans.	Time Stop	Time seems to stop for all but caster <ul style="list-style-type: none"> Cannot target others with attacks or spells while <i>time stop</i> is in effect. You are undetectable while <i>time stop</i> lasts. You cannot enter an area protected by an <i>antimagic field</i>, or by a protection from chaos/evil/good/law spell, or by a magic circle, while under the effect of <i>time stop</i>. 	V	1 action	Personal	You	1d4+1 rnds (apparent time)				294
-	necro.	Wail of the Banshee [death, sonic]	Scream kills 1 creature/lvl within affected area <ul style="list-style-type: none"> Creatures closest to the caster are affected first. 	V	1 action	Close	40-ft. radius spread	Instant	Fort negs	Yes		298
-	illusion (phantasm)	Weird [fear, mind-affecting]	As <i>phantasmal killer</i> , but can affect multiple creatures <ul style="list-style-type: none"> Successful Fortitude save inflicts 3d6 damage instead. Also, the creature is stunned for 1 round and takes 1d4 temporary STR damage for 10 minutes. 	V,S	1 action	Medium	Creature(s) (max. 30 ft. apart)	Instant	Disbelief, then (if failed) Fort part	Yes		301
	universal	Wish	As <i>limited wish</i> , but fewer limits (📖)	V, X (📖)	1 action	(📖)	(📖)	(📖)	(📖)	(📖)	(📖)	302

Spells Without Verbal or Somatic Components

Most spells, as can be seen from the tables above, have both verbal (V) and somatic (S) components. The following list shows which sorcerer/wizard spells lack verbal and/or somatic components.

V components only (no S/M/F)	V+M/F components (no S)	S+M/F components (no V)	S components only (no V/M/F)
0 Flare	0 Light	2 Hypnotic Pattern	6 Misperception
1 Feather Fall	1 True Strike	3 Gaseous Form	
1 Hold Portal	1 Ventriloquism	4 Rainbow Pattern	
2 Blindness/Deafness	2 Darkness		
2 Blur	3 Displacement		
2 Knock	3 Suggestion		
4 Dimension Door	3 Tongues		
4 Lesser Geas	6 Mass Suggestion		
4 Shout	9 Teleportation Circle		
5 Contact Other Plane			
5 Teleport			
6 Geas/Quest			
7 Greater Teleport			
7 Phase Door			
8 Power Word, Blind			
7 Teleport Object			
8 Mass Charm Monster			
8 Otto's Irresistible Dance			
7 Power Word, Stun			
9 Mordenkainen's Disjunction			
9 Power Word, Kill			
9 Prismatic Sphere			
9 Time Stop			
9 Wail of the Banshee			
9 Wish			