Peryton Lite
Fantasy Roleplaying Game

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Thanks to Tom for reminding me.

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Peryton Lite?

You already get the idea, I'm sure. Nobody misspells "light" that way unless they're talking about something getting abridged. And what you've got here is definitely abridged. It's enough to find out what it's like to play the Peryton Fantasy Roleplaying Game, though, and even comes with a short adventure to get you started.

Despite the clipping, I want to stress that this is still a fully functional roleplaying game all by itself. It's missing some side dishes like wizard school specialization, the cost of a boat ride, "advanced" combat, a bunch of spells, a bunch of monsters, and a bunch of artwork, but it has all the nuts and bolts. (How's that for mixing metaphors? Would you like fries with those nuts and bolts?)

As for the system itself, it's based on a simple idea: playing a game is something you should be able to do on a whim. Third Edition and beyond have made a lot of great improvements, but they've also added complexity that makes "winging it" less and less likely to work. I wanted to create a game that takes advantage of the latest innovations without sacrificing the pleasure of coming up with an idea, scribbling a few notes, and running with it. On the player's side, I also worked hard to make sure that the process of building and developing a character remains fun and flexible.

If you like the game, come visit us at perytonpublishing.com. We've got some free expansion materials there, and you can find out where we'll be running an event or crashing a party next. Don't forget to pop by the forum and say hello.

R. Christina Lea
September, 2007

Nuts & Bolts

Basically, you and your friends will be creating a heroic fantasy together. One of the participants takes the role of the Game Master (GM). The GM sets the stage and judges the effectiveness of the things the characters try to do. The others each create a character and are responsible only for the actions of that one character.

The Core Mechanic: Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice Rolls: Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Hit Die: This is the kind of die you roll at each new level to determine your character's hit points. A new character can assume the highest possible number at first level instead of rolling.

Rounding & Multiplying: In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

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

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each yard as 4 yards (doubling the cost twice, for a total multiplier of ×4), rather than as 3 yards (adding 100% twice).

Character Creation

The sections that follow will walk you through the process of character creation. Basically, though, these are the steps you'll be taking:

- Generate Ability Scores
- Choose a Race
- Choose a Class
- Choose an Alignment
- Buy Equipment

You may have already started with a character concept in mind. If not, one will most likely take form during this process. In any event, your character will grow and change as you play the game.

Ability Scores

The Six Attributes

Your character's ability scores consist of six basic physical and mental attributes, each representing a certain level of inborn talent. Each ability partially describes your character and affects some of his or her actions.

Traditionally, these scores are generated by rolling 3d6 for each one. It is, however, a more common practice to allow players to roll 4d6 and drop the lowest number. This helps to create characters who are more heroic and results in fewer "hopeless" characters. The GM will decide whether to allow this or any other alternate method.

Strength (STR): Strength measures your character's muscle and physical power. This ability is especially important for fighters and berserkers because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry. You also apply your character's Strength modifier to melee attack rolls and to damage rolls when using a melee weapon or a thrown weapon.

Dexterity (DEX): Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (like berserkers) or no armor at all (like mystics and wizards), and for anyone who wants to be a skilled archer. You also apply your character's Dexterity modifier to ranged attack rolls, Armor Class (provided that the character can react to the attack), and Reflex saving throws. For natural weapons (claws, bite, fists, etc.) or light melee weapons (daggers, short swords, etc.) you can apply your Dexterity modifier instead of your Strength modifier if you choose.

Constitution (CON): Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. You also apply your character's Constitution modifier to each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level), Fortitude saving throws (for resisting poison and similar threats), and concentration checks. If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (INT): Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be.

You also apply your character's Intelligence modifier to the number of languages your character knows at the start of the game. A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level. An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

Wisdom (WIS): Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is possibly the most important ability for mystics, and it is also a major consideration for templars. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You also apply your character's Wisdom modifier to Will saving throws (for negating the effect of charm person and other spells).

Charisma (CHA): Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is important for templars, mystics, and, often, rogues. Every creature has a Charisma score. You also apply your character's Charisma modifier to turning checks for templars attempting to turn zombies, liches, and other undead.

Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from –5 to +5. The table, "Ability Modifiers and Bonus Spells" shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die

Ability Scores

roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The ability that governs bonus spells is Intelligence for wizards. If you use other types of spellcasting classes in your game, their bonus spells might be based on other abilities. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

When an ability score changes, all attributes associated with that score change accordingly.

Ability Modifiers and Bonus Spells

		Bonus Spells (by Spell Level)					
Score	**Modifier**	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**
1	-5	Can't cast spells tied to this ability					
2-3	-4	Can't cast spells tied to this ability					
4-5	-3	Can't cast spells tied to this ability					
6-7	-2	Can't cast spells tied to this ability					
8-9	-1	Can't cast spells tied to this ability					
10-11	0	-	--	--	--	--	--
12-13	1	-	1	--	--	--	--
14-15	2	-	1	1	--	--	--
16-17	3	-	1	1	1	--	--
18-19	4	-	1	1	1	1	--
20-21	5	-	2	1	1	1	1
etc...							

Race

Race and Languages: All characters know how to speak Common. A dwarf, elf, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character. Any character can read and write all the languages he or she speaks. See the Knacks section for more information on languages.

Small Characters: A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on ability checks involving stealth. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character. A Small character must use smaller weapons than a Medium character.

Humans

Medium: As Medium creatures, humans have no special bonuses or penalties due to their size. Human base land speed is 30 feet.

At character creation, humans may add two points to any ability score, provided they also subtract two points from another one, and may choose one free knack. This includes additional armor and weapon proficiencies.

Humans also begin with an additional +2 bonus to any one saving throw (player's choice) and a +1 bonus on each of the other two.

Dwarves

Dwarves are short, stocky humanoids with a fondness for stone and earth.

+2 Constitution, –2 Charisma.

Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size. Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

Stonecunning: This ability grants a dwarf a +2 racial bonus on ability checks to notice unusual stonework or appraise stone or metal work, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Wisdom check as if he were actively searching. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

Elves

Elves are a slender, fine-featured race with an otherworldly quality about them.

+2 Dexterity, –2 Constitution.

Medium: As Medium creatures, elves have no special bonuses or penalties due to their size. Elf base land speed is 30 feet.

Immunity to magic sleep effects, and a +2 racial saving throw bonus 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. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) at character creation.

+2 racial bonus on sensory (Wisdom) checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Wisdom check to notice it as if she were actively looking for it.

Half-Elves

Half-elves are the offspring of a human and some sort of fey-like creature. Usually this is an elf, but characters with the blood of sprites, nymphs, or even lesser celestial beings might also be called half-elves.

Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size. Half-elf base land speed is 30 feet.

Immunity to sleep spells and similar magical effects, and a +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. She retains the ability to distinguish color and detail under these conditions.

Quick Study: Half-elves gain a +2 bonus to any check which they have seen successfully performed by another character. The action being imitated must have been performed during the same play session. This bonus does not apply to checks for which the half-elf already has a knack. If the half-elf is a member of a class which has this ability, add +1 per instance of the ability. For instance, a single-classed half-elven rogue would have a quick study bonus of +3.

+1 racial bonus on sensory (Wisdom) checks.

+2 racial bonus on social (Charisma) checks.

+2 racial bonus on linguistic (Intelligence) checks.

Elven Blood: For all effects related to race, a half-elf is considered an elf. This applies even if the ancestor was not actually an elf.

Half-Orcs

Half-orcs are a cross between a human and something brutish and unsavory. This is a somewhat generic term which we've adopted for game purposes. Not all half-orcs have orc blood, however. Some are the descendants of hobgoblins, ogres, or even lesser fiends instead. Appearance varies widely.

+2 Strength, –2 Intelligence, –2 Charisma.

A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.

Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size. Half-orc base land speed is 30 feet.

Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

Orc (or whatever) Blood: For all effects related to race, a half-orc is considered an orc (or whatever). This only applies if the ancestor race in question falls under the humanoid category. Half-orcs are never considered to be any kind of outsider, for example, even if their ancestry is extra-planar.

Halflings

Halflings are a small, nimble-fingered race known for their gregarious nature and somewhat reckless curiosity.

+2 Dexterity, –2 Strength.

Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on any ability check connected to self-concealment, but she uses smaller weapons than humans use. Halfling base land speed is 20 feet.

+2 racial bonus on ability checks involving climbing, jumping, and moving silently.

+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

Character Classes

Berserker

The berserker is a warrior who has learned to tap into a level of Chaotic ferocity that most consider inhuman. Often, these are wild barbarian warriors, but berserkers can also be civilized defenders trained by knightly or religious orders to unleash their primal energy in battle.

Alignment: Chaotic

Hit Die: d10

Weapon and Armor Proficiency: A berserker is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex): A berserker's land speed is faster than the norm for his race by +10 feet. 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 berserker's speed because of any load carried or armor worn.

Rage (Ex): A berserker can fly into a rage a certain number of times per day. In a rage, a berserker temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the berserker's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a berserker cannot use any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A berserker may prematurely end his rage. At the end of the rage, the berserker loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level berserker, at which point this limitation no longer applies; see below).

A berserker can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a berserker can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a berserker retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Damage Reduction (Ex): At 7th level, a berserker gains Damage Reduction. Subtract 1 from the damage the berserker takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three berserker levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

The Berserker

Level	Base Attack Bonus	Special
1st	+1	Fast movement, rage 1/day
2nd	+2	Uncanny dodge
3rd	+3	
4th	+4	Rage 2/day
5th	+5	
6th	+6/+1	
7th	+7/+2	Damage reduction 1/—
8th	+8/+3	Rage 3/day
9th	+9/+4	
10th	+10/+5	Damage reduction 2/—
11th	+11/+6	Greater rage
12th	+12/+7	Rage 4/day
13th	+13/+8	Damage reduction 3/—
14th	+14/+9	Indomitable will
15th	+15/+10	
16th	+16/+11	Damage reduction 4/—, rage 5/day
17th	+17/+12	Tireless rage
18th	+18/+13	
19th	+19/+14	Damage reduction 5/—
20th	+20/+15	Mighty rage, rage 6/day

Greater Rage (Ex): At 11th level, a berserker's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

Indomitable Will (Ex): While in a rage, a berserker of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will

saves he also receives during his rage.

Tireless Rage (Ex): At 17th level and higher, a berserker no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a berserker's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at –2.

The Fighter		
Level	**Base Attack Bonus**	**Special**
1st	+1	+1 Specialization
2nd	+2	
3rd	+3	
4th	+4	
5th	+5	
6th	+6/+1	+2 Specialization
7th	+7/+2	
8th	+8/+3	
9th	+9/+4	
10th	+10/+5	
11th	+11/+6/+1	
12th	+12/+7/+2	+3 Specialization
13th	+13/+8/+3	
14th	+14/+9/+4	
15th	+15/+10/+5	
16th	+16/+11/+6/+1	
17th	+17/+12/+7/+2	
18th	+18/+13/+8/+3	+4 Specialization
19th	+19/+14/+9/+4	
20th	+20/+15/+10/+5	

Fighter

The fighter is a trained, disciplined master of armed combat. She can be an armor-plated human tank, a quick and lightly-armed archer, or a mysterious wandering duelist. While the berserker relies on frenzied zeal and the templar relies on supernatural support, the fighter has only her superior skill to fall back on.

Alignment: Any

Hit Die: d10

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Weapon Specialization: At 1st level, a fighter chooses to specialize in one weapon. If this weapon is not one with which she is already proficient (basically, an exotic weapon), the fighter must develop the appropriate proficiency before gaining the specialization bonus. Once qualified, the fighter receives a +1 bonus to all attack rolls and damage with the chosen weapon. This bonus goes up to +2 at 6th level, +3 at 12th level, and +4 at 18th level.

Multiple Attacks: While other classes peak at two attacks per round, the fighter continues to gain more. See the Fighter table for details.

Mystic

The mystic is an ascetic who seeks to better understand the world through contemplation. This is a path often associated with cloistered priests, but mystics can also be warriors, explorers, or even assassins. Although mystics seek to transcend the strictures of alignment, they, like anyone else, cannot help leaning in one direction or another.

Alignment: Any

Hit Die: d8

Weapon and Armor Proficiency: A mystic is proficient with all simple weapons, but no shields or armor. Wearing armor of any kind negates the mystic's special abilities. A mystic who becomes proficient in shield use, however, can use one without penalty.

Lay on Hands (Su): A mystic with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his mystic level x his Charisma bonus. A mystic may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is

a standard action.

Cosmic Awareness: Mystics are uncannily accurate guessers. In any ability check involving knowledge (usually Intelligence), a mystic may make a special cosmic awareness check with a bonus equal to his mystic level + his Intelligence modifier + his Wisdom modifier. This can be used, for example, to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. If a single-classed mystic has a knack which applies to the check, he adds an additional +2 to this roll. Multi-classed mystics with a relevant knack can use total levels in place of mystic levels but do not gain the additional +2 bonus. A successful cosmic awareness check will not reveal the powers of a magic item but may give a hint as to its general function. A mystic may not take 10 or take 20 on this check; this sort of knowledge is essentially random. Successful cosmic awareness checks cannot be used to establish knacks.

Some sample DC's for this ability follow:

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local population.
20	Uncommon but available, known by only a few people; legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Transcendence (Su): A mystic with a Wisdom score of 12 or higher can use his heightened awareness and studied detachment to sidestep the whims of fate.

The Mystic			
Level	Base Attack Bonus	Special	Trancendence Bonus
1st	+0	Cosmic Awareness, Lay on Hands, Transcendence 1/day	0
2nd	+1	Starry Eyes, Uncanny Dodge	0
3rd	+2	Still mind, Heartseeker	0
4th	+3		0
5th	+3	Purity of body, Detect Thoughts	1
6th	+4		1
7th	+5	Transcendence 2/day	1
8th	+6/+1	Suggestion	1
9th	+6/+1	Contact Other Plane	1
10th	+7/+2		2
11th	+8/+3	Diamond body	2
12th	+9/+4	Transcendence 3/day	2
13th	+9/+4		2
14th	+10/+5		2
15th	+11/+6	Astral Projection	3
16th	+12/+7		3
17th	+12/+7	Timeless body, Transcendence 4/day	3
18th	+13/+8		3
19th	+14/+9	Empty body	3
20th	+15/+10	Perfect self	4

This power is represented by the ability to re-roll any die result that directly affects the mystic and that the player can see. Furthermore, the revised roll can be "nudged" in either direction by a number equal to the mystic's Wisdom bonus plus his Transcendence bonus (see the Mystic table). At first, this ability can only be used once per day, but the frequency increases as the mystic gains levels. This ability cannot be used to nudge a roll outside its normal minimum or maximum result.

Starry Eyes (Sp): Beginning at 2nd level, a mystic with a Charisma score of 12 or higher can use his gaze to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the mystic, and able to pay attention to him. The mystic must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a mystic attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a mystic makes a Charisma

check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the mystic cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and stares into the mystic's eyes, taking no other actions, for as long as the mystic continues to exert his will (up to a maximum of 1 round per mystic level). While fascinated, a target takes a –4 penalty on any checks involving perception. Any potential threat requires the mystic to make another Charisma check and allows the creature a new saving throw against a DC equal to the new Charisma check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Starry Eyes is an enchantment (compulsion), mind-affecting ability.

Uncanny Dodge (Ex): At 2nd level, a mystic retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Still Mind (Ex): A mystic of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Heartseeker: Beginning at 3rd level, a mystic can use his enhanced awareness to strike his enemies more accurately in combat. In order to use this ability, the mystic must stay clear and observe his opponent for at least one round. If the mystic attacks or is attacked during this time, the observation is disrupted. For every round spent observing in this manner, the mystic can add +1 to attack rolls and damage on his next attack against the opponent being observed, up to a maximum of Wisdom Bonus + Transcendence Bonus. The attack must immediately follow the observation, or the bonus is lost.

Detect Thoughts (Sp): At 5th level, a mystic can use this spell on anyone who has succumbed to his Starry Eyes ability.

Purity of Body (Ex): At 5th level, a mystic gains immunity to all diseases except for supernatural and magical diseases.

Suggestion (Sp): At 8th level, a mystic can attempt to use this spell on any character (one at a time) who has succumbed to his Starry Eyes ability.

Contact Other Plane (Sp): At 9th level, the mystic learns to directly contact entities on other planes to answer his questions. This ability functions like the spell of the same name.

Diamond Body (Su): At 11th level, a mystic gains

immunity to poisons of all kinds.

Astral Projection (Sp): At 15th level, a mystic gains the ability to project his mind into the astral plane, as per the spell, *astral projection*.

Timeless Body (Ex): Upon attaining 17th level, a mystic no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the mystic still dies of old age when his time is up.

Empty Body (Su): At 19th level, a mystic gains the ability to assume an ethereal state for 1 round per mystic level per day, as though using the spell *ethereal jaunt*. He may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her mystic level.

Perfect Self: At 20th level, a mystic becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the mystic's creature type was) for the purpose of spells and magical effects. Additionally, the mystic gains damage reduction 10/magic, which allows him to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction.

Rogue

The rogue lives by her wit and hands. Whether she uses these talents to sneak past a guard, assassinate an influential guild master, spy on enemy troops, entertain patrons in a bar, or stalk savage humanoids through untracked wilderness depends on the individual.

Alignment: Any

Hit Die: d6

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), and whenever the target is engaged in melee with another character. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three rogue levels

The Rogue		
Level	Base Attack Bonus	Special
1st	+0	Sneak attack +1d6, Knacks
2nd	+1	Knacks
3rd	+2	Trap Sense, Knacks
4th	+3	Sneak attack +2d6, Knacks, Uncanny Dodge
5th	+3	Knacks, Evasion
6th	+4	Trap Sense +2
7th	+5	Sneak attack +3d6
8th	+6/+1	
9th	+6/+1	Trap Sense +3
10th	+7/+2	Sneak attack +4d6
11th	+8/+3	
12th	+9/+4	Trap Sense +4
13th	+9/+4	Sneak attack +5d6
14th	+10/+5	
15th	+11/+6	Trap Sense +5
16th	+12/+7	Sneak attack +6d6
17th	+12/+7	
18th	+13/+8	Trap Sense +6
19th	+14/+9	Sneak attack +7d6
20th	+15/+10	

thereafter.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of 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 discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Knack for Knavery: A rogue begins play with any two of the following checks already established as knacks and can add two more from this list each time she gains a rogue level: Search, Climb, Listen, Hide, Move Silently, Open Lock, Sleight of Hand, Disable Device, Disguise, Tracking. These are in addition to any knacks gained through regular adventuring.

Evasion (Ex): At 5th level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Quick Study: Rogues gain a +2 bonus (which can stack as described in the half-elf race entry) to any check which they have seen successfully performed by another character. The action being imitated must have been performed during the same play session. This bonus does not apply to checks for which the rogue already has a knack.

Templar

Templars are the defenders of the temple, warrior-priests who champion the cause of Law wherever they go. Through secret rites which many believe to be shadows of ancient, divine magic, templars develop supernatural powers in addition to their military discipline.

The templar of the Peryton RPG is only related to the historical Knights Templar in the vaguest conceptual sense.

Alignment: Lawful

Hit Die: d8

Weapon and Armor Proficiency: Templars are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Detect Chaos (Sp): At will, a templar can use detect Chaos, which functions like the spell, Detect Evil except that it detects the Chaotic alignment instead of Evil.

Smite Chaos (Su): Once per day, a templar may

Character Classes

The Templar

Level	Base Attack Bonus	Special
1st	+1	Turn undead, Detect chaos, Smite chaos 1/day
2nd	+1	Shield of Law, Reintegration
3rd	+2	Aura of courage, Wholeness
4th	+3	
5th	+3	Smite chaos 2/day
6th	+4	Remove disease 1/week
7th	+5	Dispel magic 1/week
8th	+6/+1	Remove curse 1/week
9th	+6/+1	Remove disease 2/week
10th	+7/+2	Smite chaos 3/day, Dispel magic 2/week
11th	+8/+3	Remove curse 2/week
12th	+9/+4	Remove disease 3/week
13th	+9/+4	Dispel magic 3/week
14th	+10/+5	Remove curse 3/week
15th	+11/+6	Remove disease 4/week, smite chaos 4/day
16th	+12/+7	Dispel magic 4/week
17th	+12/+7	Remove curse 4/week
18th	+13/+8	Remove disease 5/week
19th	+14/+9	Dispel magic 5/week
20th	+15/+10	Smite chaos 5/day,

attempt to smite Chaos with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per templar level. If the templar accidentally smites a creature that is not Chaotic, 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 templar may smite chaos one additional time per day, as indicated on the Templar table, to a maximum of five times per day at 20th level.

Reintegration (Su): Beginning at 2nd level, a templar with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his templar level x his Charisma bonus. A templar may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using reintegration is a standard action.

Alternatively, a templar can use any or all of this healing power to deal damage to undead creatures.

Using reintegration in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The templar decides how many of his daily allotment of points to use as damage after successfully touching an undead creature.

Shield of Law (Su): At 2nd level, a templar gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Aura of Courage (Su): Beginning at 3rd level, a templar is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the templar is conscious, but not if he is unconscious or dead.

Wholeness (Ex): At 3rd level, a templar gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): A templar has the supernatural ability to turn undead (see Turn or Rebuke Undead). He may use this ability a number of times per day equal to 3 + his Charisma modifier.

Remove Disease (Sp): At 6th level, a templar can produce a remove disease effect once per week. This effect cures all diseases that the subject is suffering from. It also kills parasites, including green slime and others. He can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Dispel Magic (Sp): At 7th level, a templar can produce a dispel magic effect, as the spell, once per week. He can use this ability one additional time per week for every three levels after 8th (twice per week at 10th, three times at 13th, and so forth).

Remove Curse (Sp): At 8th level, a templar can produce a remove curse effect, as the spell, once per week. He can use this ability one additional time per week for every three levels after 8th (twice per week at 11th, three times at 14th, and so forth).

Wizard

Through tireless studies, unearthly bargains, and natural talent, the wizard has learned to manipulate strange and terrible forces.

Alignment: Any

Hit Die: d4

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with

somatic components to fail.

Spells: A wizard casts arcane spells which are drawn from the wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

A wizard can only ready a certain number of spells at a time. Her base daily spell allotment is given on the Wizard table. In addition, she receives bonus spells per day if she has a high Intelligence score.

A wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Familiar: A wizard can obtain a familiar. Details of the special abilities and general statistics of familiars can be found in the unabridged Peryton RPG. The following guidelines are included in case you want to improvise your own familiars or use information from other source books.

Calling a familiar takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The wizard chooses the kind of familiar she gets. As the wizard advances in level, her familiar also increases in power.

If the familiar dies or is dismissed by the wizard, the wizard must attempt a DC 15 Fortitude saving throw. Failure means she loses one level of experience. A slain or dismissed familiar cannot be replaced for a year and day.

Scribe Scroll: The wizard can create a magical scroll of any spell that she knows. Scribing a scroll consumes a considerable amount of time and money, but can provide the wizard with a greater variety of available spells. For more information on creating and using scrolls, see the Magic chapter.

Any scroll that stores a spell with a costly material component also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component when scribing the scroll.

Spellbooks: 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, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one

The Wizard

Level	Base Attack Bonus	| ———————— Spells per Day ———————— |								
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	3	1	—	—	—	—	—	—	—	—
2nd	+1	4	2	—	—	—	—	—	—	—	—
3rd	+1	4	2	1	—	—	—	—	—	—	—
4th	+2	4	3	2	—	—	—	—	—	—	—
5th	+2	4	3	2	1	—	—	—	—	—	—
6th	+3	4	3	3	2	—	—	—	—	—	—
7th	+3	4	4	3	2	1	—	—	—	—	—
8th	+4	4	4	3	3	2	—	—	—	—	—
9th	+4	4	4	4	3	2	1	—	—	—	—
10th	+5	4	4	4	3	3	2	—	—	—	—
11th	+5	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	4	4	4	4	4	4	4	4	4	4

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.

SPELLS AND ARMOR

Wizards do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (as explained in the Knacks section), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard is wearing armor with which she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizard must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list an armor check penalty for different armors and shields. In order to cast spells while wearing any kind of armor, the wizard must make a Dexterity check modified by this penalty. The base DC is 10 plus the level of the spell. If the wizard fails this check, the spell energy dissipates and is wasted.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if she is grappling (although ability checks may apply if concentration is impaired).

MultiClass Characters

Sometimes what the player has in mind doesn't quite fit any of the available classes. Multiclassing is often the solution to this problem.

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

Class and Level Features: As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is a character's total number of levels. This is used for acquisition of saving throw bonuses and knacks.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

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 a second attack.

Class Features: A multiclass 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.

Spells: The character gains spells from all of his or her spellcasting classes and keeps a separate spell list for each class. If a spell's effect is based on the class level of the caster, the player must keep track of which class's spell list the character is casting the spell from.

Alignment

Alignment is the unifying principle behind any character's behavior. There are three choices, described in detail below. Most player characters should fall into the Lawful or Chaotic alignments. Remember when acting out these alignments that they are very broad categories. Each one includes the full range from apathy to fanaticism. Very few Lawful characters are sanctimonious tyrants and, despite their non-conformist tendencies, most Chaotic characters are law-abiding citizens.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly Lawful or Chaotic, nor is even the most vicious predator truly Evil. All sentient creatures, however, lean at least a little bit towards Law, Chaos, or Evil.

Law: Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Law implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

Chaos: Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if it seems right at the time. Chaos implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Evil: Good is always a murky concept, with a variety of equally well-intentioned approaches but, in a fantasy world, True Evil is a tangible reality. Chaotic and Lawful characters, however antisocial or tyrannical they may become, are principled in a way. There's some kind of philosophy, whether they've put it into words or not, behind their actions. Truly Evil people don't care about principles. The Evil character is all about bending others to his will, whether it's the petty evil of a highwayman who enjoys his work or the megalomaniacal evil of a cruel warlord. He might act Chaotic sometimes and Lawful others but the only guiding principle he follows is his own rapacious desire.

GM's Note: Alignment and Villains

Because the struggle against evil is such an important theme in fantasy, it may at first seem that all of the players' opponents should adhere to the Evil alignment. In many cases, this may be the best choice, but don't let it limit your storytelling options.

Some of the most interesting conflicts involve characters whose principles or backgrounds set them against each other, even though neither side could be written off as truly evil. Whatever the propaganda, very few wars begin because one side is in league with the Forces of Darkness. The despotic ruler or the wild bandits who make things hard for the players might believe that they're serving a higher cause, and they might even be right.

Questions like this can get the players thinking about what they should do, instead of just which door to knock down. NPC's who don't wear a bright red "villain" label seem more real, and that helps keep the players immersed in your world and your story. At the same time, making hard choices helps your players to better define their own characters.

Of course, moral ambiguity gets old. Every once in a while, it's probably a good idea to give your players a real black hat, a totally evil, mustache-waxing villain that they can use all those cool weapons and spells on without thinking twice. It is a game, after all.

Equipment

Basic Equipment

Assume a character owns at least one outfit of normal clothes. Although this may vary in different campaigns, suggested starting wealth is **[2d4 x 10] + 150 gold pieces**.

Money

The most common coin for adventurers is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Coins

	— — — Exchange Value — — —			
	CP	SP	GP	PP
Copper piece (cp) =	1	1/10	1/100	1/1,000
Silver piece (sp) =	10	1	1/10	1/100
Gold piece (gp) =	100	10	1	1/10
Platinum piece (pp) =	1,000	100	10	1

Non-Monetary Wealth

Merchants commonly exchange trade goods without using coins. As a means of comparison, some trade goods are detailed below.

Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable item that can be easily exchanged almost as if it were cash itself.

Weapon Categories

Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a wizard is proficient with all simple weapons. Berserkers, fighters, and templars are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also 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: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a directly adjacent creature. 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. While carrying but not using a reach weapon (other than a whip) in combat, you take a –2 penalty on attack rolls because of the weapon's awkwardness.

Double Weapons: Dire flails, dwarven urgroshes, orc double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just 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: Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the medium size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

Characters may apply their dexterity bonus to attack rolls instead of strength when attacking with light weapons, if desired.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and medium. 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: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised thrown weapon has a range increment of 10 feet.

Weapon Qualities

Here is the format for weapon entries (given as column headings on Table: Weapons, below).

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapons that have special options for the wielder ("you") are described below. Splash weapons are described under Special Substances and Items.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger. Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger. Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

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You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would 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.

Dagger: You get a +2 bonus on ability checks made to conceal a dagger on your body.

Weapons

Simple Weapons	Cost	Dmg	Range Increment	Weight[1]	Type[2]
Unarmed Attacks					
Gauntlet	2 gp	1d3	—	1 lb.	Bludgeoning
Unarmed strike	—	1d3[3]	—	—	Bludgeoning
Light Melee Weapons					
Dagger	2 gp	1d4	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d4	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d4	—	1 lb.	Piercing
Mace, light	5 gp	1d6	—	4 lb.	Bludgeoning
Sickle	6 gp	1d6	—	2 lb.	Slashing
One-Handed Melee Weapons					
Club	—	1d6	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d8	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d8	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d6	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons					
Longspear[4]	5 gp	1d8	—	9 lb.	Piercing
Quarterstaff[5]	—	1d6/1d6	—	4 lb.	Bludgeoning
Spear	2 gp	1d8	20 ft.	6 lb.	Piercing
Ranged Weapons					
Crossbow, heavy	50 gp	1d10	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	1 lb.	—
Crossbow, light	35 gp	1d8	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	1 lb.	—
Dart	5 sp	1d4	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d6	30 ft.	2 lb.	Piercing
Sling	—	1d4	50 ft.	0 lb.	Bludgeoning

Equipment

Weapons

Bullets, sling (10)	1 sp	—	—	5 lb.	—

Martial Weapons	Cost	Dmg	Range Increment	Weight[1]	Type[2]
Light Melee Weapons					
Axe, throwing	8 gp	1d6	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d4	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d6	—	3 lb.	Slashing
Kukri	8 gp	1d4	—	2 lb.	Slashing
Pick, light	4 gp	1d4	—	3 lb.	Piercing
Sap	1 gp	1d6[3]	—	2 lb.	Bludgeoning
Shield, light	special	1d3	—	special	Bludgeoning
Spiked armor	special	1d6	—	special	Piercing
Spiked shield, light	special	1d4	—	special	Piercing
Sword, short	10 gp	1d6	—	2 lb.	Piercing
One-Handed Melee Weapons					
Battleaxe	10 gp	1d8	—	6 lb.	Slashing
Flail	8 gp	1d8	—	5 lb.	Bludgeoning
Longsword	15 gp	1d8	—	4 lb.	Slashing
Pick, heavy	8 gp	1d6	—	6 lb.	Piercing
Rapier[6]	20 gp	1d6	—	2 lb.	Piercing
Scimitar	15 gp	1d6	—	4 lb.	Slashing
Shield, heavy	special	1d4	—	special	Bludgeoning
Spiked shield, heavy	special	1d6	—	special	Piercing
Trident	15 gp	1d8	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d8	—	5 lb.	Bludgeoning
Two-Handed Melee Weapons					
Falchion	75 gp	2d4	—	8 lb.	Slashing
Glaive[4]	8 gp	1d10	—	10 lb.	Slashing
Greataxe	20 gp	1d12	—	12 lb.	Slashing
Greatclub	5 gp	1d10	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d10	—	10 lb.	Bludgeoning
Greatsword	50 gp	2d6	—	8 lb.	Slashing
Guisarme[4]	9 gp	2d4	—	12 lb.	Slashing
Halberd	10 gp	1d10	—	12 lb.	Piercing or slashing
Lance[4]	10 gp	1d8	—	10 lb.	Piercing
Ranseur[4]	10 gp	2d4	—	12 lb.	Piercing
Scythe	18 gp	2d4	—	10 lb.	Piercing or slashing

Equipment

Weapons

Ranged Weapons

	Cost	Dmg	Range Increment	Weight	Type
Longbow	75 gp	1d8	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	3 lb.	—
Longbow, composite	100 gp	1d8	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	3 lb.	—
Shortbow	30 gp	1d6	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	3 lb.	—
Shortbow, composite	75 gp	1d6	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	3 lb.	—

Exotic Weapons	**Cost**	**Dmg**	**Range Increment**	**Weight**[1]	**Type**[2]

Light Melee Weapons

	Cost	Dmg	Range Increment	Weight	Type
Kama	2 gp	1d6	—	2 lb.	Slashing
Sai	1 gp	1d4	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d6	—	1 lb.	Piercing

One-Handed Melee Weapons

	Cost	Dmg	Range Increment	Weight	Type
Sword, bastard	35 gp	1d10	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d10	—	8 lb.	Slashing
Whip[4]	1 gp	1d3[3]		2 lb.	Slashing

Two-Handed Melee Weapons

	Cost	Dmg	Range Increment	Weight	Type
Chain, spiked[4]	25 gp	2d4	—	10 lb.	Piercing
Flail, dire[5]	90 gp	1d8/1d8	—	10 lb.	Bludgeoning
Sword, two-bladed[5]	100 gp	1d8/1d8	—	10 lb.	Slashing
Urgrosh, dwarven[5]	50 gp	1d8/1d6	—	12 lb.	Slashing or piercing

Ranged Weapons

	Cost	Dmg	Range Increment	Weight	Type
Bolas	5 gp	1d4[3]	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d4	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d10	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	1 lb.	—	
Crossbow, repeating light	250 gp	1d8	80 ft.	6 lb.	Piercing

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Weapons

Bolts (5)	1 gp	–	1 lb.	–	
Net	20 gp	–	6 lb.	–	
Shuriken (5)	1 gp	1d2	10 ft.	1/2 lb.	Piercing

[1] There's nothing special about the weight column. We just wanted to make sure there were enough footnotes.

[2] When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

[3] The weapon deals nonlethal damage rather than lethal damage.

[4] Reach weapon.

[5] Double weapon

[6] Characters may apply Dex bonus instead of Str to rapier attack rolls, as with light weapons.

Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality 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 (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

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 doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and 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. Instead, masterwork armor and shields have lessened armor check penalties.

Armor

Here is the format for armor entries (given as column headings on the Armor and Shields table, below).

Cost: The cost of the armor for Small or Medium humanoid creatures.

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. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus. Unlike the armor bonus, the shield bonus does apply to touch attacks.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to any ability checks requiring flexibility or subtle movement (usually Dexterity checks) by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to swimming and climbing checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who

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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 Strength-based and Dexterity-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. He or she takes a –2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Speed: Medium or heavy armor slows the wearer down. The number on the Armor and Shields table is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor and Shields

Armor	Cost	Armor/Shield Bonus	Max. Dex Bonus to AC	Armor Check Penalty	–– Speed –– (30 ft.)	(20 ft.)	Weight
Light armor							
Padded	5 gp	+1	+8	0	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	–2	30 ft.	20 ft.	25 lb.
Medium armor							
Hide	15 gp	+3	+4	–3	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	–5	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	–4	20 ft.	15 ft.	30 lb.
Heavy armor							
Splint mail	200 gp	+6	+0	–7	20 ft.	15 ft.	45 lb.
Banded mail	250 gp	+6	+1	–6	20 ft.	15 ft.	35 lb.
Half-plate	600 gp	+7	+0	–7	20 ft.	15 ft.	50 lb.
Full plate	1,500 gp	+8	+1	–6	20 ft.	15 ft.	50 lb.
Shields							
Buckler	15 gp	Min. +1*	—	–1	—	—	5 lb.
Shield, light wooden	3 gp	Min. +1*	—	–1	—	—	5 lb.
Shield, light steel	9 gp	Min. +1*	—	–1	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	–2	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	–2	—	—	15 lb.
Shield, tower	30 gp	+4	+2	–10	—	—	45 lb.

*The AC bonus for a buckler or light shield is equal to your Dexterity bonus to armor class, after any modifications due to armor worn. Essentially, this allows you to double your effective Dexterity AC bonus. If you have no Dexterity bonus, the shield adds +1 to your armor class instead. Any situation which negates your Dexterity bonus to AC will also negate the bonus you receive from a shield.

Combat

This chapter explains the basic mechanics of combat in the Peryton Role-Playing Game. If you like to keep things simple, or you like "winging" the more elaborate maneuvers rather than using pre-generated modifiers and standards, these are the only combat rules you'll need. If you want more detail, there's an "Advanced Combat" chapter in the unabridged edition of the game that you'll want to read.

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

This section summarizes the statistics that determine success in combat, then explains how they are derived and what effect they have on the battle.

ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit.

ATTACK BONUS

Your attack bonus with a melee weapon is:
Base attack bonus + Strength (or Dexterity) modifier + size modifier.

With a ranged weapon, your attack bonus is:
Base attack bonus + Dexterity modifier + size modifier + range penalty

Size Modifiers			
Size	**Size Modifier**	**Size**	**Size Modifier**
Colossal	–8	Small	+1
Gargantuan	–4	Tiny	+2
Huge	–2	Diminutive	+4
Large	–1	Fine	+8
Medium	+0		

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-

handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage. Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

ARMOR CLASS

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + size modifier

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers to AC:
- Enancement Bonuses: Enhancement effects make our armor better.
- Deflection Bonus: Magical deflection effects ward off attacks and improve your AC.
- Natural Armor: Natural armor improves your AC.
- Dodge Bonuses: Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.
- Touch Attacks: Some attacks disregard armor, including natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus or natural armor bonus. All other modifiers, such as your size

modifier, Dexterity modifier, shield bonus, and deflection bonus (if any) apply normally.

HIT POINTS

When your hit point total reaches 0, you're disabled. When it reaches –1, you're dying. When it gets to –10, you're dead.

SPEED

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves and halflings have a speed of 20 feet, or 15 feet when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet, or 20 feet in medium or heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

SAVING THROWS

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your level (see the Advancement section), and an ability score. Your saving throw modifier is: **Base save bonus + ability modifier**. The three different kinds of saving throws are Fortitude, Reflex, and Will:

- **Fortitude:** These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.
- **Reflex:** These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.
- **Will:** These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items

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Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

Initiative

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Berserkers and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed. A flat-footed character can't make attacks of opportunity.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

SURPRISE

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness: Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Wisdom-based ability checks, or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threat Range: You threaten any area into which you can make a melee attack, even when it is not your action. An enemy that takes certain actions while in a threatened area provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten anything and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet away. However, Small and Medium creatures wielding reach weapons threaten more space than a typical creature. In addition, creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened area.

- Moving: Moving out of a threatened area usually provokes an attack of opportunity from the threatening opponent. Unless you are using miniatures and map boards, this will mainly come into play when approaching someone with reach or trying to get to something that another creature is guarding.
- Performing a Distracting Act: Some actions, when performed in a threatened area, provoke attacks of opportunity as you divert your attention from the battle. This would include such things as firing a bow when you're in the middle of a sword fight, or digging through your pack when the giant spider is ready to pounce.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack

bonus—even if you've already attacked in the round.

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).

When to Grant Attacks of Opportunity: Common sense and the guidelines described above are usually enough for the GM to decide when an attack of opportunity is appropriate. If you need more help, there's an "Advanced Combat" chapter in the unabridged edition of the game which describes many specific actions and tells you exactly which ones should provoke attacks of opportunity.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. At zero hit points, your character is out of the fight, but can be saved later by healing as long as your hit point total has not reached -10. At -10 hit points, the character is dead.

HEALING

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption 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.

Magical Healing: Various abilities and spells can restore hit points.

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. 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.

TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further. When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

NONLETHAL DAMAGE

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.
Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal

damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Turning Undead

Templars can invoke the forces of Law, which can halt, drive off (rout), or destroy undead. The general term for the activity is "turning." When attempting to exercise their control over these creatures, characters make turning checks.

TURNING CHECKS

Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity. Turning is considered an attack.

Times per Day: You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier.

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.

Turning Check: The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). The Turning Undead table gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

Turning Damage: If your roll on Table: Turning Undead is high enough to let you turn at least some of the undead within 60 feet, roll **2d6 + your templar level + your Charisma modifier** for turning damage. That's how many total Hit Dice of undead you can turn.

If your Charisma score is average or low, it's possible to roll fewer Hit Dice of undead turned than indicated on Table: Turning Undead.

You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

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

Turning Undead

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Templar level – 4
1–3	Templar level – 3
4–6	Templar level – 2
7–9	Templar level – 1
10–12	Templar level
13–15	Templar level + 1
16–18	Templar level + 2
19–21	Templar's level + 3
22 or higher	Templar's level + 4

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.
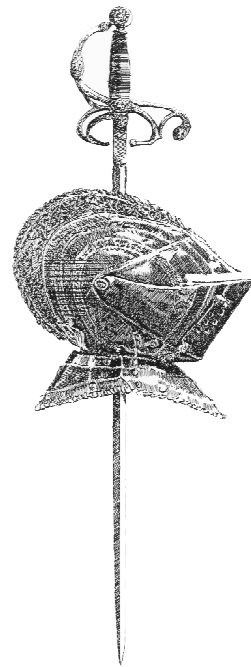
Ability Checks

Ability checks are a method of determining the success of actions which are not covered by attack rolls or saving throws, such as jumping over pits and deciphering codes. They follow the same core mechanic as the rest of the game. To make an ability check, roll 1d20 and add your character's ability check modifier. The ability check modifier is calculated as **[Ability Score Modifier] + [Character Level Divided by Three]** plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

The GM will set the target number, or difficulty class, for each ability check based on the difficulty of the action. The target could also be another character's check result.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number that you must score as a result on your ability check in order to succeed.

Difficulty Class Examples	
Difficulty (DC)	**Example (Ability Used)**
Very easy (0)	Notice something large in plain sight (Wisdom)
Easy (5)	Climb a knotted rope (Strength)
Average (10)	Hear an approaching guard (Wisdom)
Tough (15)	Rig a wagon wheel to fall off (Intelligence)
Challenging (20)	Swim in stormy water (Strength)
Formidable (25)	Open an average lock (Dexterity)
Heroic (30)	Leap across a 30-foot chasm (Strength)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Wisdom)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher level (or greater hit dice) character wins. If these scores are the same, roll again to break the tie.

Example Opposed Checks		
Task	**Key Ability**	**Opposing Ability**
Con someone	Charisma	Wisdom
Pretend to be someone else	Charisma	Wisdom
Create a false map	Intelligence	Intelligence
Hide from someone	Dexterity	Wisdom
Sneak up on someone	Dexterity	Wisdom
Steal a coin pouch	Dexterity	Wisdom
Tie a prisoner securely	Dexterity	Dexterity

Trying Again

In general, you can try a check again if you fail, and you can keep trying indefinitely. Some checks, however, have consequences of failure that must be taken into account. A few are virtually useless once a check has failed on an attempt to accomplish a particular task. For instance, once your disguise check has failed, there is little point in continuing to insist that you really are the Duke's nephew. For most checks, when a character has succeeded once at a given task, additional successes are meaningless.

Favorable and Unfavorable Conditions

Some situations may make a check easier or harder to make, resulting in a bonus or penalty to the check or a change to the DC. For example:

1. A +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or possessing unusually accurate information.
2. A –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder,

such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the task change the modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

The GM should also assign a penalty to checks involving skills that he or she feels the character would would not have enough information to perform properly. A barbarian nomad fighter, for example, is probably going to have more difficulty figuring out the purpose of an alchemical device than heroes with a more civilized upbringing, unless something in the fighter's background story suggests otherwise.

Checks without Rolls

An ability check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can work under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure —you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the action being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it

right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task.

Knacks

As characters continue to adventure, they will discover that they have a flair for certain things. Any time your character makes a successful ability check in a crisis situation (and without taking 10 or 20), the GM will make a note of it. Whenever you gain an even-numbered level, you can choose one of these action types to add to your list of knacks. When you have a knack for something, you add your level to the roll instead of your level divided by three.

It should be noted that your character's knacks are not the only skills you know, just the ones you are

especially good at. Skills in the Peryton RPG are kept nebulous, both for brevity and to simulate the proclivity of heroes to reveal unexpected aptitudes at the most dramatic moment.

Weapon & Armor Proficiency

All characters begin play with some knowledge of armor and weapon use, the exact details of which are listed in the descriptions of the character classes. A character using armor with which he is not proficient adds two to the armor check penalty and subtracts one from the protective value of the armor. Using a weapon without the appropriate proficiency incurs a -4 penalty on attack rolls.

Characters who wish to expand their options without multiclassing can attempt to learn individual weapons or armor such as "spear" or "chainmail" but not broad categories like "martial weapons" or "heavy armor." These proficiencies are acquired as knacks. The character must use the new weapon or armor, penalties and all, in combat, after which he can, at the next opportunity, add the appropriate proficiency to his list of knacks. Wizards must make a Dexterity check, modified by the armor check penalty, to cast a spell while armored, even if they have the appropriate proficiency.

Languages

All characters begin play knowing one or more languages, depending on race and Intelligence. One of these will be the Common tongue. This language may have different names in different campaigns, but it basically serves as a default trade language with which most travelers will have some familiarity. Once play begins, you may find yourself in a situation where it is advantageous to learn a new language. By immersing yourself in the new language, you can begin to develop an understanding, but any significant communication will still require a moderate (at least DC 12, depending on the language) ability check. After going through this process and gaining an even-numbered level, you will have the opportunity to become fluent in the language by taking it as a knack.

After this, you know the language as well as you know your starting languages, and no further checks will be necessary.

Magic

Magic Overview

A spell is a one-time magical effect. While it may seem to the uninitiated that wizards cast their spells quickly in the midst of combat, the spellcasters themselves know otherwise. The quick, flashy magic seen by most adventurers is only the last step in a painstaking process of mental preparation, sigil-drawing, and spirit taming.

There are eight schools of magic. These schools represent the different ways that spells take effect.

Casting Spells

Choosing a Spell

First you must choose which spell to cast. Select from among spells prepared earlier in the day and not yet cast (see Preparing Spells).

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you choose which version to use when you cast it. You don't have to prepare a specific version of the spell.

Once you've cast a prepared spell, you can't cast it again until you prepare it again. If you've prepared multiple copies of a single spell, you can cast each copy once.

Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a Constitution check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect.

If a spell of third level or higher is disrupted in this manner (which includes all of the events described below) a hostile spirit (see the Spirit entry in the Monsters section) will be released. The exact details of this spirit's nature and power are up to the GM, but the level and school of the spell should serve as a guide.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell.

If the target of your counterspell tries to cast a spell, make an Intelligence check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared, you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

Dispel Magic **as a Counterspell:** You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (see the spell description).

Caster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as 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 (both the dispel check and the DC of the check).

Spell Failure

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to

conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

School (Subschool)

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to.

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (*wish*, for example) are universal, belonging to no school.

Descriptor

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, language-dependent, lawful, light, mind-affecting, sonic, and water.
Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependent spell says the spell fails.

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

Level

The next line of a spell description gives the spell's level, a number between 0 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. A spell's level affects the DC for any save allowed against the effect.

Components

A spell's components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material and focus components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A *silence* spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

Casting Time

Most spells have a casting time of 1 standard action. Others can take a full round or more.

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, just as noted above for 1-round casting times). 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 concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 free action 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, and so forth) when the spell comes into effect.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. Some touch spells 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.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell reaches as far as 100 feet + 10 feet per caster level.

Long: The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Aiming a Spell

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

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 (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells 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: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time

the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon.

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 (see below) to all portions of the effect.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

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.

Burst, Emanation, or Spread: Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere.
A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. Most cones are either bursts or emanations (see above), and thus won't go around corners.

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 expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst , a cone-shaped burst, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences

Magic

might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end.
You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Subjects, Effects, and Areas: If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration.

Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells 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.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a wizard).

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with

a special resistance to magic can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Magical Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deal.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "object" and "harmless" mean the same thing for spell resistance as they do for saving throws. 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 the caster level check described above.

Arcane Magic
Preparing Wizard Spells

A wizard's level limits the number of spells she can have prepared at any give time. Her high Intelligence score might allow her to prepare a few extra spells. She can prepare the same spell more than once, but each preparation counts as one spell toward her limit. To prepare a spell the wizard must have an Intelligence score of at least 10 + the spell's level.

Rest: To prepare a spell, a wizard must first meditate for one hour. She must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the meditation period.

Preparation Environment: To prepare any spell, a wizard must have enough peace, quiet, and comfort to allow for proper concentration. There must also be enough space for the wizard to draw the necessary symbols and diagrams. The wizard's surroundings need not be luxurious, but they must be free from overt distractions. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might experience while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by. There is one major exception: A wizard can prepare cantrips even without a spellbook.

Spell Preparation Time: After meditating, a wizard must copy symbols and chant incantations from her spell book. If she wants to prepare all her spells, the process takes one additional hour. Preparing some smaller portion of her concurrent capacity takes fifteen minutes per spell.

Spell Selection and Preparation: Until she prepares spells from her spellbook, the only spells a wizard has available to cast are the ones that she already had prepared and has not yet used. During the study period, she chooses which spells to prepare. If a wizard already has spells prepared that she has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells, a wizard can leave some spell slots open. Later, she can repeat the preparation process as often as she likes, time and circumstances permitting. During these extra sessions of preparation, the wizard can fill these unused spell slots. She can also abandon a previously prepared spell to replace it with another one or fill a slot that is empty because she has cast a spell in the meantime. Like any other session, this preparation requires one hour of meditation and at least 15 minutes (for one spell).

Spell Slots: The various character class tables show how many spells of each level a character can have prepared at any given time. These openings are called spell slots. A spellcaster always has the option

to fill a higher-level spell slot with a lower-level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.

Prepared Spell Retention: Once a wizard prepares a spell, it remains in her mind as a nearly cast spell until she uses the prescribed components to complete and trigger it or until she abandons it. Certain other events, such as the effects of magic items or special attacks from monsters, can negate a prepared spell just as if the spellcaster had abandoned it.

Arcane Magical Writings

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. This notation also includes the names and symbols of spirits involved, the terms of pacts, and magical diagrams necessary for the preparation of the spell. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful wizard until she takes time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make an Intelligence check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers a magical writing without a check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does not need to decipher that wizard's notation again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell she already knows and has recorded in her own spellbook, but preparation success is not assured. First, the wizard must decipher the writing

in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make an Intelligence check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. She must repeat the check to prepare the spell again, no matter how many times she has prepared it before. If the check fails, she cannot try to prepare the spell from the same source again until the next day. (However, as explained above, she does not need to repeat a check to decipher the writing.) A failure of this type will also release a hostile spirit, as described in the Concentration section, above.

Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. If a wizard has chosen to specialize in a school of magic, she can learn spells only from schools whose spells she can cast.

Spells Gained at a New Level: Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, she gains two spells of her choice to add to her spellbook. The two free spells must be of spell levels she can cast. If she has chosen to specialize in a school of magic, one of the two free spells must be from her specialty school.

Spells Copied from Another's Spellbook or a Scroll: A wizard can also add a spell to her book whenever she encounters one on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the wizard must first decipher the magical writing (see Arcane Magical Writings, above). Next, she must spend a day studying the spell. At the end of the day, she must make an Intelligence check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus on the Intelligence check if the new spell is from her specialty school. She cannot, however, learn any spells from her prohibited schools. If the check succeeds, the wizard understands the spell and can copy it into her spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the parchment.

If the check fails, the wizard cannot understand or copy the spell. She cannot attempt to learn or copy that spell again until she gains another level. A spell that was being copied from a scroll does not vanish

from the scroll.

In most cases, wizards charge a fee for the privilege of copying spells from their spellbooks. This fee is usually equal to the spell's level x 50 gp.

Independent Research: A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

Writing a New Spell into a Spellbook

Once a wizard understands a new spell, she can record it into her 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 spell level. Even a 0-level spell (cantrip) takes one page. A spellbook has one hundred pages.

Materials and Costs: Materials for writing the spell cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells she gains for free at each new level.

Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If she already has a particular spell prepared, she can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook, above). The process expends the prepared spell, just as casting it would. If she does not have the spell prepared, she can prepare it from a borrowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, but the task is much easier. The time requirement and cost per page are halved.

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 (that is, one-half of 100 gp per page of spells). A spellbook entirely filled with spells (that is, with one hundred pages of spells inscribed in it) is worth 5,000 gp.

Special Abilities

Spell-Like Abilities: Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability has a casting time of 1 standard action unless noted otherwise in the ability or spell description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Supernatural Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by *dispel magic*, and do not function in areas where magic is suppressed or negated.

Extraordinary Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an *antimagic field.* Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities: This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

Forging Magic Items

After adventuring a while, your party may discover the occasional enchanted sword or potion of invisibility. Eventually, they may start thinking that it would be a good idea to try and make their own. In some cases, this can be a relatively straightforward process for the wizard with enough time and money. In others, it is a dangerous gamble that can wear away at the body and soul of the would-be enchanter and leave him with nothing but a cursed amulet and a vengeful spirit.

SCROLLS

A scroll is a spell that is mostly finished. In order to create such a thing, the creator needs to complete

the preparation work and bind the spell's power into the ink and paper of the scroll. Any wizard can create a scroll containing any spell he can prepare and cast.

The first step in this process is gathering the proper materials. The fine paper (or other material) and inks required cost roughly 10 gp x level of the spell x level of the caster.

The act of scribing takes eight hours, plus one additional hour per level of the spell. This process discharges the spell as if it had been cast normally and similarly empties 1d4 additional spell slots per level of the spell. If the number of spell slots required turns out to be more than the wizard has available, the scroll will fall apart and the time and money invested in it will be lost. Once everything else is done, the scroll must sit in a dark room away from sunlight one day, after which it will be ready to use.

POTIONS

Although more difficult than scrolls, potions are still relatively safe for a wizard to make. The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to activate the catalyst. Brewing a potion requires at least a day of uninterrupted lab work. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion: **25 gp x the level of the spell x the level of the caster**. Besides the material component of the spell being duplicated, there are three main types of ingredients which all potions require: essence, salt, and oil. These are elemental components found in all things. The trick is extracting the correct type of each from its original source and then combining them in the proper way.

The effect of a potion can be the same as any spell of third level or below which is known by the maker of the potion. The target and the caster are both considered to be the drinker of the potion.

Essence: Essence is the passive blood of a potion, often extracted from smoke and then condensed to a silvery metallic fluid. Essence determines the nature of the enchantment, and as such the nature of the essence is usually related to the school (and subschool) of magic of the spell being duplicated. Essence is most easily extracted from metals, wood, and blood.

Salt: Not necessarily table salt, this refers to a wide variety of powdery crystalline substances, often formed from the union of acids and bases or extracted from ash. Born themselves from a union of opposites, salts serve as the stable element of a potion, binding the essence and the oil together.

Oil: This is driving force of the potion, the heart that makes the blood flow. Oils are typically distilled from living matter and burn readily. The source of the oil is usually related to the object which is altered by the spell.

From the GM's perspective, making use of this information can be tricky. If potion-brewing in your game is simply a matter of making a few ability checks and putting down a few gold pieces, then this detail is probably a waste of time. Where specific ingredient combinations become interesting is when you seed your treasure trove with them, and let the players figure out what can be done with them, after which you can even build future adventures around the search for the remaining components. Don't be afraid to reward a creative "wrong" answer, either, as long as the character still spends the required time and money. Just make sure that you're equally creative with the result.

More information on alchemy and unusual potion results can be found in *Qalidar: Dark Science of the Perytons*.

WANDS, WEAPONS, AND WONDEROUS WIDGETS

Permanent and multiple-use items are much more difficult and dangerous to make because the only way to make such an item is to imprison a spirit within it. Refer to the *planar binding* spells for rules governing this part of the process. When being compelled to enter a magic item, spirits receive a standard bonus of +10 to the Charisma check. This bonus can be reduced by sacrificing valuable items and/or sentient beings to the spirit, or by wearing it down over time. The latter course can be extremely dangerous, because the long days of confinement required increase the likelihood that the spirit will break free before it gives in, and it will be particularly angry at having been tortured in this way.

Although it rarely happens, a spirit can succeed at its Charisma check and still allow itself to be imprisoned in an item. The wizard performing the enchantment has no way of knowing whether or not this is the case. In this event, the spirit retains its awareness and can attempt to use its *malevolence* power on the holder of the item at any time. The

only difference between this power and the normal version is that a spirit controlling its host from a magic item maintains control only while the host is touching the item. While in control of a host body, however, the spirit is once again free to use any spell-like abilities it possessed before being bound to the magic item.

For items with a spell-like effect, the spirit must have at least twice as many hit dice as the level of the spell equivalent, and it must possess the ability intended for the magic item. For weapons with a magical bonus, the spirit needs two hit dice for every "plus" on the weapon. In the case of items with multiple powers, apply the appropriate formula to the highest level ability, and then add one hit die for each plus or spell level of each additional ability. A spirit powerful enough to enchant a wand that can produce both a *fireball* and a *flaming sphere* effect, for example, would start by multiplying three (the level of the *fireball* spell) by two, and then add two more hit dice to the result (because *flaming sphere* is a second level spell) for a total of eight.

Spell-duplicating items will begin with a number of charges equal to the wizard's level plus Intelligence, Wisdom, and Charisma modifiers, minus the level of the spell (or total levels of all spells if it possesses multiple powers) and cannot be recharged without binding a new spirit into it. If this formula yields a number of zero or less, the wizard will be unable to make the item. When a magic item is used up or destroyed, the enchanting spirit is returned to its home.

Advancement

Your character's growth and development are measured in experience points and levels. A newly generated character starts at the first level of experience and has zero experience points. The GM grants experience points during play for certain actions, and, when you have earned enough, you gain an additional level.

You earn these experience points by doing something remarkable. This could include a heroic battle, a clever solution to a dilemma, or even a particularly entertaining bit of role-playing. The GM will assign one point for each such event and inform you of your total at the end of each adventure. These awards should be recorded by the GM, but not necessarily announced during play.

The number of experience points needed to progress to the next level is equal to the number of that level. It takes two experience points to advance to second level, six to advance to sixth level, fourteen to advance to fourteenth level, and so on. Every time you gain a level, you subtract the number of experience points you used to reach that level from your total. For example, if your character is fifth level and you end the adventure with eight experience points, then you advance to sixth level and are left with two points to carry forward.

Moving to the next level should happen between adventures, when the character has time to practice, study, meditate, or finish whatever other offstage tasks might be necessary. At this time, the player rolls hit points with the die appropriate to his class, makes note of any new special abilities gained and, in the case of wizards, chooses new spells. Also, if the level gained is an even number, the GM will inform the player of the knacks he has to choose from.

Another thing that happens when you gain a level is that your base saving throw bonus improves by one point in one of your three saving throws (Fortitude, Reflex, or Will). You can assign this point based on any criteria you choose.
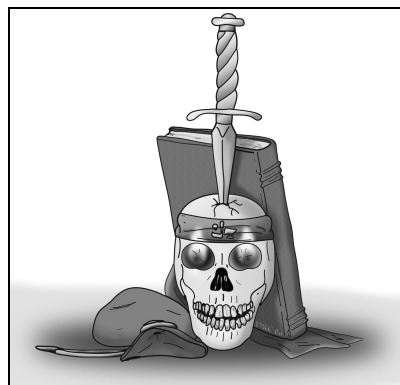
GM's Note: Advancement and NPC's

As a GM, you will frequently find yourself creating non-player characters (NPC's) who have already advanced beyond first level. The first divergent step in this process is to simply read the appropriate level entry on the class table, roll the hit dice, and note the special abilities that go with the character's level.

If you want the character to have any particular talents, assign the appropriate knacks. If not, don't worry about it. Knacks are for adding flavor, not bogging down your creative process.

For the base saving throw bonus, you can start by simply dividing the character's total levels by three. If you don't want them to all be the same, shift the points around to better match your idea of who this character is.

You may also want to give the NPC some magical gear. The easiest way to do this is to pick his favorite weapon and give it a bonus on attack and damage rolls. Take a look at the Magic section for more interesting, but possibly more time-consuming, options.

Encumbrance

Carrying Capacity

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor defines his or her maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight: If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way,

the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Carrying Loads					
				— — — Speed — — —	
Load	Max Dex	Check Penalty	(30 ft.)	(20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

Reading the Monster Entries

Name: This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type: This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight.

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice: This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative: This line gives the creature's modifier on initiative checks.

Speed: This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Armor Class: The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Attack Bonus: This line shows all the physical attacks the creature might make in a round. It gives the attack bonus and form of attack (melee or ranged).

Damage: For each attack, this entry shows the type, damage, and any special effects.

Special Qualities: This category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. Special qualities will usually be described here or in the Character Class chapter and not in the body of the monster description.

Saves: This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities: This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Knacks: Lists any racial knacks the creature might have. Monsters use hit dice in place of level for this purpose, although those with less than four hit dice can still add a minimum of four to ability checks with which they have a knack.

Environment: This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Alignment: This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Creatures with animal or lower intelligence will be listed as "neutral" indicating that they have no moral awareness.

Monsters

GNOLL
Medium Humanoid (Gnoll)
Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 30 ft.
Armor Class: 15 (+1 natural, +2 leather armor, +2 heavy steel shield)
Attack Bonus: +3 melee, +1 ranged
Damage: Battleaxe 1d8+2, shortbow 1d6
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Knacks: Listen, Spot
Environment: Warm plains
Alignment: Usually Chaotic or Evil

Gnolls are hyena-headed, predatory humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. A gnoll is about 7-1/2 feet tall and weighs 300 pounds.

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position.

KARKOXI
Medium Humanoid (Reptilian)
Hit Dice: 2d8 + 2 (11 hp)
AC: 14 (+4 natural)
Attack Bonus: +2
Damage: 2 claws 1d4 or weapon
Initiative: +0
Speed: 30 ft
Special Qualities: Darkvision 60'
Saves: Fort+2, Ref+0, Will +2
Abilities: Str 11, Dex 10, Con 12, Int 10, Wis 10, Cha 10
Knacks: Climb, Hide
Climate/Terrain: any land or underground
Alignment: Usually Chaotic

The karkoxi are a reptilian humanoid species with an unusual physiology. Karkoxi are a single sex that reproduces by implanting their eggs in other karkoxi corpses. These larvae emerge as kobolds and instinctively make their way from their "nests" to the closest warren of the adult beings. They are unprotected during these migrations which ensures that only the toughest, fastest, and luckiest survive. A kobold will not become an adult until it reaches other karkoxi, at which point it responds to the maturation pheromones of the adult karkoxi. At maturity, the "breeding rage" takes over. Unchecked breeders will attack anything, eating anything that is not karkoxi.

Karkoxi are skilled with most weapons and only use their claw attack when caught unarmed. Karkoxi warriors often have several levels in the berserker class.

In the more civilized karkoxi settlements, a "priesthood" arises made up of adults that have survived three breeding rages and can no longer produce eggs. Karkoxi may also enter this order by ingesting herbs which suppress the breeding rage.

Though not deliberately hostile to other races, the karkoxi are considered a threat by most other races because of their unpredictable rages. Some human and elf cultures have traded enough with priests or individual "elders" to share common trade languages and some diplomatic ties.

KOBOLD
Small Humanoid (Reptilian)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather)
Attack Bonus: +1 melee, +3 ranged
Damage: Spear 1d6-1, sling 1d3
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +2, Ref +1, Will -1
Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Knacks: Craft (trapmaking), Hide, Listen, Move Silently, Profession (miner), Search, Spot
Environment: Temperate forests
Alignment: Usually Chaotic

Kobolds are short, reptilian humanoids with mischievous tendencies. Kobolds are the immature form of the Karkoxi. See the Karkoxi entry for more about this relationship. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is nonprehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak with a voice that sounds like that of a yapping dog.

Kobolds like to attack with overwhelming odds- at least two to one-or trickery; should the odds fall below this threshold, they usually flee. They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

OCHRE JELLY
Large Ooze
Hit Dice: 6d10+36 (69 hp)
Initiative: -5
Speed: 10 ft., climb 10 ft.
Armor Class: 4 (-1 size, -5 Dex)
Attack Bonus: +5 melee
Damage: Slam 2d4+3 plus 1d4 acid
Special Qualities: Blindsight 60 ft., split
Saves: Fort +8, Ref -3, Will -3
Abilities: Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1
Knacks: Climb
Environment: Temperate marshes
Alignment: Always neutral

Ochre jellies are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter-living or dead.

Jellies attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

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

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 it points.

PERYTON, WILD
Medium Magical Beast
Hit Dice: 3d8+4 (16 hp)
AC: 14 (+2 natural, +2 dex)
Attack Bonus: +3
Damage: 1d4+2 claws, 1d6+2 bite, 2d4+2 antlers
Initiative: +2
Speed: 20 ft, fly 80 ft
Special Qualities: DR 10/silver or magic, low-light vision
Saves: Fort+2, Ref+3, Will +4
Abilities: Str 15, Dex 14, Con 12, Int 7, Wis 16, Cha 5
Knacks: Listen, Spot, Tracking
Climate/Terrain: mountains, ruins
Alignment: Always Evil

Perytons are vicious predatory monsters associated with ruins and desolate places. While there are several varieties, the union of bird and deer, combined with strangely anomalous shadows, is their defining commonality. Some legends say that the perytons were the final conjuring and the destroyers of a lost civilization. Others say that they are the cursed remnants of that same civilization. Whatever the truth, perytons despise everything that lives and their greatest joy is the death of a nation.

Wild perytons are the most common and the least intelligent perytons, although their cruel cunning should not be underestimated. They vary in appearance. All have a deer's head and large wings with dark green feathers, but some have hooves, some bird claws, some just long snaky tails. Many have combinations of these. The shadow of a wild peryton looks human.

Damage Reduction (Su): Perytons ignore damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

Other types of perytons described in the full version of the Peryton Roleplaying Game include the

brillaint, scheming archon perytons, skulking psychotic ripper perytons, and the mysterious void perytons.

SPIRIT

The term "spirit" actually describes several types of being with different origins but similar traits. A spirit could be the spectral body of a dead elf who cannot rest in his grave, or the shadowy image of an alien consciousness projecting itself onto the material plane. It could be an angel, a demon, a lizard man or a confused human child.

"Spirit" is template that can be added to anything. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 3. A spirit uses all the base creature's statistics and special abilities except as noted here. The fact that a particular base creature was used to develop a spirit's statistics does not necessarily mean that the spirit used to be that creature.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Spirits have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature's but applies only to ethereal encounters. When the spirit manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A spirit retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a spirit uses the base creature's damage values. Against nonethereal creatures, the spirit usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The spirit also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 spirit's HD + spirit's Cha modifier unless otherwise

noted.

Corrupting Gaze (Su): A spirit can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the spirit's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A spirit that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A spirit that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the spirit heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A spirit can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spirit's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a spirit must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same spirit's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the spirit's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the spirit must be manifested and it must try move into the target's space. The target can resist the attack with a successful Will save (DC 15 + spirit's Cha modifier). A creature that successfully saves is immune to that same spirit's malevolence for 24 hours, and the spirit cannot enter the target's space. If the save fails, the spirit vanishes into the target's body.

Manifestation (Su): Every spirit has this ability. A spirit dwells on the Ethereal Plane and, as an ethereal

creature, it cannot affect or be affected by anything in the material world. When a spirit manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested spirit can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spirit can pass through solid objects at will, and its own attacks pass through armor. A manifested spirit always moves silently. A manifested spirit can strike with its touch attack or a weapon. A manifested spirit remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spirit can be attacked by opponents on either the Material Plane or the Ethereal Plane. The spirit's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting spirit is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on nonethereal targets.

Telekinesis (Su): A spirit can use *telekinesis* as a standard action (caster level 12th or equal to the spirit's HD, whichever is higher). When a spirit uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A spirit has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. A spirit that would otherwise be destroyed returns with a successful level check (1d20 + spirit's HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to exorcise it with spells such as Dismissal or, in the case of spirits of the dead, determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): In any case where turning applies, a spirit has +4 turn resistance.

Abilities: Spirits of the dead should have the same abilities as the base creature, except that the spirit has no Constitution score, and its Charisma score increases by +4. Other spirits might have completely different ability scores.

Knacks: Always include Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Alignment: Any.

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*).

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set

off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Animals

Mundane animals generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although it is possible to tame an animal and teach it to perform certain tricks.

Animal Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- *Alignment:* Always neutral. Animals are not governed by a human sense of morality.
- *Treasure:* None. Animals never possess treasure.
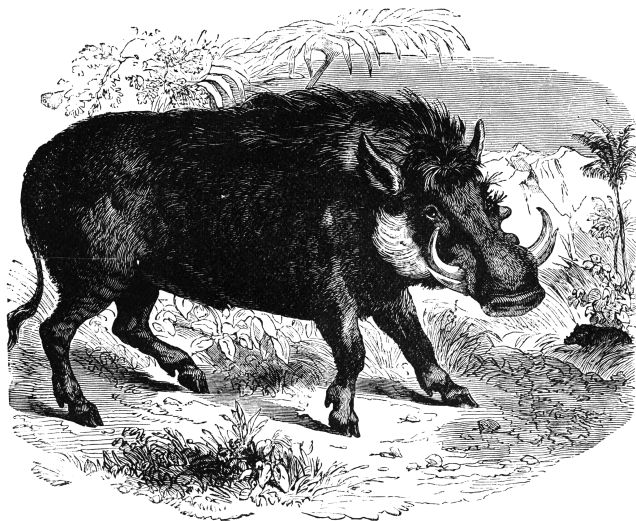
BOAR

(Medium Animal, HD: 3d8+12, Init: 0, Spd: 40, AC: 16, AB: +4, Dmg: gore 1d8+3, Fort: +9, Ref: +3, Will: +2, Str: 15, Dex: 10, Con: 17, Int: 2, Wis: 13, Cha: 4, Knacks: listen, spot, Env: temperate forests) Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Ferocity (Ex):A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

FROG, GIANT

(Medium Animal, HD: 3d8+9, Init: +2, Spd: 30/swim 30, AC: 15, AB: +5, Dmg: bite 1d8+4, Fort: +8, Ref: +5, Will: +2, Str: 17, Dex: 15, Con: 17, Int: 1, Wis: 12, Cha: 2, Knacks: climb, jump, hide, listen, move silently, spot, swim, Env: warm forests).

Spells

SPELL LIST

0-LEVEL WIZARD SPELLS (CANTRIPS)

Detect Poison: Detects poison in one creature.
Detect Magic: Detects spells and magic items within 60 ft.
Read Magic: Read scrolls and spellbooks.
Daze: Humanoid creature of 4 HD or less loses next action.
Dancing Lights: Creates torches or other lights.
Flare: Dazzles one creature (–1 on attack rolls).
Light: Object shines like a torch.
Ghost Sound: Figment sounds.
Disrupt Undead: Deals 1d6 damage to one undead.
Tellar's Helping Hand: 5-pound telekinesis.

1ST-LEVEL WIZARD SPELLS

Endure Elements: Adapt to hot or cold environments.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles.*
Obscuring Mist: Fog surrounds you.
Summon Monster I: Calls extraplanar creature to fight for you.
Comprehend Languages: Understand languages.
True Strike: +20 on your next attack roll.
Charm Person: Makes one person your friend.
Hypnotism: Fascinates 2d4 HD of creatures.
Sleep: Puts 4 HD of creatures into magical slumber.
Magic Missile: 1 or more 1d4+1 damage missile.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Color Spray: Overwhelm weak creatures with color flash.
Disguise Self: Changes your appearance.
Silent Image: Creates minor illusion of your design.
Ventriloquism: Throws voice for 1 min./level.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Feather Fall: Objects or creatures fall slowly.
Magic Weapon: Weapon gains +1 bonus.
Entangle: Plants entangle everyone in 40-ft.-radius.

2ND-LEVEL WIZARD SPELLS

Arcane Lock: Magically locks a portal or chest.
Obscure Object: Masks object against scrying.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.
Detect Thoughts: Allows "listening" to surface thoughts.
Locate Object: Senses direction toward object (specific or type).
See Invisibility: Reveals invisible creatures or objects.
Daze Monster: Living creature of 6 HD or less loses next action.
Darkness: 20-ft. radius of supernatural shadow.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage,

lasts 1 round/level.
Gust of Wind: Blows away or knocks down smaller creatures.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Minor Image: As *silent image*, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Command Undead: Undead creature obeys your commands.
Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
Alter Self: Assume form of a similar creature.
Knock: Opens locked or magically sealed door.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Shao Tsang's Spider Climb: Grants ability to walk on walls and ceilings.

3RD-LEVEL WIZARD SPELLS

Dispel Magic: Cancels magical spells and effects.
Nondetection: Hides subject from divination, scrying.
Magic Circle: Binds one called creature inside or keeps summoned/called creatures of a specific alignment out.
Sleet Storm: Hampers vision and movement.
Summon Monster III: Calls extraplanar creature to fight for you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Tongues: Speak any language.
Hold Person: Paralyzes one humanoid for 1 round/level.
Suggestion: Compels subject to follow stated course of action.
Daylight: 60-ft. radius of bright light.
Fireball: 1d6 damage per level, 20-ft. radius.
Lightning Bolt: Electricity deals 1d6/level damage.
Wind Wall: Deflects arrows, smaller creatures, and gases.
Displacement: Attacks miss subject 50%.
Major Image: As *silent image*, plus sound, smell and thermal effects.
Halt Undead: Immobilizes undead for 1 round/level.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.
Blink: You randomly vanish and reappear for 1 round/level.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Mogdar's Temporal Compression: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Magic Weapon, Greater: +1/four levels (max +5).
Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.
Water Breathing: Subjects can breathe underwater.

Spells

4TH-LEVEL WIZARD SPELLS

Dimensional Anchor: Blocks extradimensional travel.
<u>Remove Curse:</u> Frees object or person from curse.
Stoneskin: Ignore 10 points of damage per attack.
<u>Black Tentacles:</u> Tentacles grapple all within 20 ft. spread.
Summon Monster IV: Calls extraplanar creature to fight for you.
Locate Creature: Indicates direction to familiar creature.
Scrying: Spies on subject from a distance.
Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.
Animate Dead: Creates undead skeletons and zombies.
Fear: Subjects within cone flee for 1 round/level.
Polymorph: Gives one willing subject a new form.
Stone Shape: Sculpts stone into any shape.

5TH-LEVEL WIZARD SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
<u>Dismissal:</u> Forces a creature to return to native plane.
<u>Planar Binding, Lesser:</u> Traps extraplanar creature of 6 HD or less until it performs a task.
Summon Monster V: Calls extraplanar creature to fight for you.
Teleport: Instantly transports you as far as 100 miles/level.
<u>Contact Other Plane:</u> Lets you ask question of extraplanar entity.
Dominate Person: Controls humanoid telepathically.
Hold Monster: As *hold person*, but any creature.
Cone of Cold: 1d6/level cold damage.
Wall of Force: Wall is immune to damage.
Persistent Image: As *major image*, but no concentration required.
Seeming: Changes appearance of one person per two levels.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
<u>Magic Jar:</u> Enables possession of another creature.
Passwall: Creates passage through wood or stone wall.
<u>Telekinesis:</u> Moves object, attacks creature, or hurls object or creature.

6TH-LEVEL WIZARD SPELLS

Antimagic Field: Negates magic within 10 ft.
Dispel Magic, Greater: As *dispel magic,* but +20 on check.
<u>Planar Binding:</u> As *lesser planar binding,* but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Analyze Dweomer: Reveals magical aspects of subject.

True Seeing: Lets you see all things as they really are.
Suggestion, Mass: As *suggestion,* plus one subject/level.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency: Sets trigger condition for another spell.
Permanent Image: Includes sight, sound, and smell.
Seisha's Shadow Walk: Step into shadow to travel rapidly.
Create Undead: Creates ghouls, mummies, or wights.
Eyebite: Target becomes panicked, sickened, and comatose.
Disintegrate: Makes one creature or object vanish.
Flesh to Stone: Turns subject creature into statue.
Stone to Flesh: Restores petrified creature.

7TH-LEVEL WIZARD SPELLS

Spell Turning: Reflect 1d4+6 spell levels back at caster.
Summon Monster VII: Calls extraplanar creature to fight for you.
Scrying, Greater: As *scrying*, but faster and longer.
Hold Person, Mass: As *hold person*, but all within 30 ft.
Project Image: Illusory double can talk and cast spells.
Control Undead: Undead don't attack you while under your command.
Control Weather: Changes weather in local area.
<u>Ethereal Jaunt:</u> Become ethereal for 1 round/level.
Limited Wish: Alters reality—within spell limits.

8TH-LEVEL WIZARD SPELLS

Mind Blank: Subject is immune to mental/emotional magic and scrying.
<u>Planar Binding, Greater:</u> As *lesser planar binding,* but up to 18 HD.
Prying Eyes, Greater: Magical flying eyes have *true seeing*.
<u>Binding:</u> Utilizes an array of techniques to imprison a creature.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Scintillating Pattern: Twisting colors *confuse,* stun, or render unconscious.
Create Greater Undead: Create shadows, wraiths, spectres.
Polymorph Any Object: Changes any subject into anything else.

9TH-LEVEL WIZARD SPELLS

<u>Gate:</u> Connects two planes for travel or summoning.
Foresight: "Sixth sense" warns of impending danger.
Dominate Monster: As *dominate person,* but any creature.
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
Weird: As *phantasmal killer,* but affects all within 30 ft.
Astral Projection: Send spirit form into the Astral Plane.
Shapechange: Transforms you into any creature, and change forms once per round.

<u>Underlined</u> spells are described in detail on the following pages.

Spells

Alter Self

Transmutation
Level: 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 30 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Arcane Lock

Abjuration
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.)

Material Component: Gold dust worth 25 gp.

Binding

Enchantment (Compulsion) [Mind-Affecting]
Level: 8
Components: V, S, M
Casting Time: One minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate person,* or *dominate monster,* your caster level for this casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your

caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate a *cause fear* spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of *binding* is more difficult to cast

than *chaining*, making it slightly easier to resist. Reduce the spell's save DC by 1.

Bound Slumber: This combination of *chaining* and *slumber* lasts for as long as one month per caster level. Reduce the save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal* or a similar effect.

Components: The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of

binding (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

Black Tentacles
Conjuration (Creation)
Level: 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Spells

Cause Fear

Necromancy [Fear, Mind-Affecting]
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 5 or fewer HD
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes

The affected creature becomes frightened. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save, it is shaken (–2 penalty on attack rolls, saving throws, skill checks, and ability checks.) for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Cause fear counters and dispels *remove fear*.

Charm Monster

Enchantment (Charm) [Mind-Affecting]
Level: 4
Target: One living creature
Duration: One day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Person

Enchantment (Charm) [Mind-Affecting]
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed* person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Chill Touch

Necromancy
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Targets: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude partial or Will negates; see text
Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

Color Spray

Illusion (Pattern) [Mind-Affecting]
Level: 1
Components: V, S, M
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous; see text
Saving Throw: Will negates
Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Command Undead

Necromancy
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One undead creature
Duration: One day/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are

not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Material Component: A shred of raw meat and a splinter of bone.

Comprehend Languages
Divination
Level: 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. It does not decipher codes or reveal messages concealed in otherwise normal text.

Material Component: A pinch of soot and a few grains of salt.

Contact Other Plane
Divination
Level: 5
Components: V
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from spirits there. (See the accompanying table for possible consequences and results of the attempt.) The spirits reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the spirit during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the spirit contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual entities.)

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: d% is rolled for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Dancing Lights
Evocation [Light]
Level: 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Up to four lights, all within a

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/1 week	01–34	35–62	63–83	84–100
(appropriate)	(DC 7/1 week)	(01–68)	(69–75)	(76–98)	(99–100)
Positive/Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Outer Plane, lesser spirit	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, greater spirit	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, mysterious power	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, terrible power	DC 16/5 weeks	01–88	89–90	91–99	100

10- ft.-radius area
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Darkness

Evocation [Darkness]
Level: 2
Components: V, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *darkness*.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by *darkness.*

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Daze

Enchantment (Compulsion) [Mind-Affecting]
Level: 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component: A pinch of wool or similar substance.

Daze Monster

Enchantment (Compulsion) [Mind-Affecting]
Level: 2
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature of 6 HD or less

This spell functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Detect Magic

Divination
Level: 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Divination [Mind-Affecting]
Level: 2
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Spell Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking

minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Disguise Self

Illusion (Glamer)
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 30 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Dismissal

Abjuration
Level: 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One extraplanar creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC – creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Magic

Abjuration
Level: 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact).

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell

that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Disrupt Undead

Necromancy
Level: 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Endure Elements

Abjuration
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves). The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Ethereal Jaunt

Transmutation
Level: 7
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Entangle

Transmutation
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Plants in a 40-ft.-radius spread
Duration: 1 min./level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants.

Feather Fall

Transmutation
Level: 1
Components: V
Casting Time: 1 free action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-

Spells

falling objects. It does not affect a sword blow or a charging or flying creature.

Fireball

Evocation [Fire]
Level: 3
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Flaming Sphere

Evocation [Fire]
Level: 2
Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 5-ft.-diameter sphere
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Flare

Evocation [Light]
Level: 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled (-1 on attack roles and sensory checks) for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as

creatures already dazzled, are not affected by *flare*.

Gate

Conjuration (Creation or Calling)
Level: 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: See text
Duration: Instantaneous or concentration (up to 1 round/level); see text
Saving Throw: None
Spell Resistance: No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate.*

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect

of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate,* although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures.

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.)

Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Ghost Sound

Illusion (Figment)
Level: 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Material Component: A bit of wool or a small lump of wax.

Ghoul Touch

Necromancy
Level: 2

Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). Creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

Gust of Wind

Evocation [Air]
Level: 2
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may

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move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a –4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]
Level: 2
Components: S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Colorful lights in a 10-ft.-radius spread
Duration: Concentration + 2 rounds
Saving Throw: Will negates
Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

Hypnotism

Enchantment (Compulsion) [Mind-Affecting]
Level: 1
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Area: Several living creatures, no two of which may be more than 30 ft. apart
Duration: 2d4 rounds (D)
Saving Throw: Will negates
Spell Resistance: Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of –2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Invisibility

Illusion (Glamer)
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lb./level
Duration: 1 min./level (D)
Saving Throw: Will negates

(harmless) or Will negates (harmless, object)
Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced,* and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Material Component: An eyelash encased in a bit of gum arabic.

Spells

Knock

Transmutation
Level: 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No

The *knock* spell opens stuck, barred, locked, *held,* or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Light

Evocation [Light]
Level: 0
Components: V, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Material Component: A firefly or a piece of phosphorescent moss.

Locate Object

Divination
Level: 2
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Arcane Focus: A forked twig.

Magic Circle

Abjuration
Level: 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation from touched creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

When this spell is cast, you must choose one alignment. No summoned creatures of that alignment can enter the area. You must overcome a creature's spell resistance in order to keep it at bay, but the protection from mental control applies regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle* can be focused inward rather than outward. When focused inward, the spell binds a called creature (such as those called by the *lesser planar binding, planar binding,* and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle.* The creature cannot cross the circle's boundaries.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection, blink, gate, shadow walk, teleport,* and similar abilities) can simply leave the circle through that means. You can prevent the creature's extra-dimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle,* but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Intelligence check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to

cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

Material Component: A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

Magic Jar

Necromancy
Level: 5
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 hour/level or until you return to your body
Saving Throw: Will negates; see text
Spell Resistance: Yes

By casting *magic jar,* you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar.* You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar,* you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *magic circle* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar,* and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar.* You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar,* if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar,* you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

Magic Missile

Evocation [Force]
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Spells

Magic Weapon
Transmutation
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

You can't cast this spell on a natural weapon, such as an unarmed strike.

Minor Image
Illusion (Figment)
Level: 2
Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Mirror Image
Illusion (Figment)
Level: 2
Components: V, S
Casting Time: 1 standard action
Range: Personal; see text
Target: You
Duration: 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image.* When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each

other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Obscure Object
Abjuration
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One object touched of up to 100 lb./level
Duration: 8 hours (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Material Component: A piece of chameleon skin.

Obscuring Mist
Conjuration (Creation)
Level: 1
Components: V, S
Casting Time: 1 standard action

Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball* or similar spell burns away the fog in the explosive or fiery spell's area.

This spell does not function underwater.

Planar Binding
Conjuration (Calling) [see text for *lesser planar binding*]
Level: 6
Components: V, S
Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding,* except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater
Conjuration (Calling) [see text for *lesser planar binding*]
Level: 8
Components: V, S
Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding,* except that you may call

a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Conjuration (Calling) [see text]
Level: 5
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see text
Target: One elemental or outsider with 6 HD or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle*) to make the trap more secure.

If the creature does not break free

of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Pyrotechnics

Transmutation
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: One fire source, up to a 20-ft. cube
Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text
Saving Throw: Will negates or Fortitude negates; see text
Spell Resistance: Yes or No; see text

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after leaving the area. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire that exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Read Magic

Divination
Level: 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

By means of *read magic,* you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute.

Focus: A clear crystal or mineral prism.

Spells

Remove Curse
Abjuration
Level: 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or item touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature and cures magically induced blindness or deafness. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

See Invisibility
Divination
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Shao Tsang's Spider Climb
Transmutation
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Shield
Abjuration [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the *shield* spell for cover.

Shocking Grasp
Evocation [Electricity]
Level: 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Silent Image
Illusion (Figment)
Level: 1
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

Sleep
Enchantment (Compulsion) [Mind-Affecting]
Level: 1
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD,

those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Suggestion

Enchantment (Compulsion)
[Language-Dependent, Mind-Affecting]
Level: 3
Components: V, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Summon Swarm

Conjuration (Summoning)
Level: 2
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One swarm of bats, rats, or spiders
Duration: Concentration + 2 rounds
Saving Throw: None
Spell Resistance: No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Material Component: A square of red cloth.

Telekinesis

Transmutation
Level: 5
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: See text
Duration: Concentration (up to 1 round/ level) or instantaneous; see text
Saving Throw: Will negates (object) or None; see text
Spell Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if

you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point

per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Tellar's Helping Hand

Transmutation
Level: 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

True Strike

Divination
Level: 1
Components: V, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

Ventriloquism

Illusion (Figment)
Level: 1
Components: V, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Intelligible sound, usually speech
Duration: 1 min./level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

Web

Conjuration (Creation)
Level: 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Webs in a 20-ft.-radius spread
Duration: 10 min./level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a *web* become entangled among the gluey fibers. Attacking a creature in a web won't cause you to become entangled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't

move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Dexterity check. Once loose (either by making the initial Reflex save or a later Strength check or Dexterity check), a creature remains entangled, but may move through the *web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Dexterity check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Material Component: A bit of spider web.

The Dark Cave

An Adventure for Beginning Characters

There is something definitely evil and wrong going around Mt. Loar, but it takes a bit more than a single dungeon crawl to get to the real problem. And while the human villagers who hire the adventurers could use some help, they are not nearly as poor and helpless as one might think.

The Village of Rags Bend

The farmers of this hamlet will enlist the aid of the adventurers because of the strange noises and sightings of monsters around Mt. Loar. It has been said that in the evening a purple smoke has been seen billowing from the crevices of the massive complex of rises and draws that make up the mountain. Beasts that walk like humans but actually are not have been seen from a distance in the woods. On the darkest of nights, evil inhuman laughter can be heard on the wind, awakening everyone and making the children cry with fright.

They will explain to the characters that they are a poor town, they can only offer the player-characters 5 gold pieces each upon their return with some sort of proof that the problem has been taken care of. If the characters hold out for more, they will be paid 15 gold up front, and 20 more upon their successful return.

> **Balbi Etul**, (rancher/retired adventurer)
> 10th level human templar
> (St 14, Dx 10, Cn 12, In 11, Wi 13, Ch 16)
> (AC 10 (unarmored), Dmg 1-6 (shortsword) HP 32, Melee +8/+3, Ranged +7/2, Saves R6 F5 W5)

> **Natasha Vexril** (inn-keeper/retired adventurer)
> 9th level human wizard
> (St 9, Dx 10, Cn 12, In 16, Wi 13, Ch 12)
> (AC 10 (unarmored), Dmg 1-4 (dagger) HP 17, Melee +3, Ranged +4, Saves R4 F5 W7)

Ambush of the Karkoxi

While following the Winding Stream that leads down from Loar through the center of Rags Bend, the PC's will hear a rustling from the shrubbery to on side of them. Taking a quick peek, the characters will startle a group of eight karkoxi (HD 2+2, AC 14, Dmg 1d8 (spear) HP 12, Melee +2, Saves F2 R0 W2). The band, seeing that they have been compromised, will attack, but only enough to fend off the characters while they beat a hasty retreat. An observant character will notice that the reptile-men are not retreating towards the mountain.

The Cavern Entrance

The bodies of various not-human humanoids are strewn about the opening of a single large cave. Though they are in various stages of decomposition, it can be seen that most of them are Karkoxi mixed in with a few hyena-headed humanoids, gnolls.

Room 1

Eight kobolds (HD 1, AC 15, Dmg 1d6 (shortsword) HP 3, Melee +1, Ranged +3, Saves F2 R1 W1) will attack the characters.

Room 2

A cryptic shrine, that looks rather infernal in nature, guarded by two overgrown boars with extra large tusks. Around the room are shattered shells of very large eggs.

Room 3

A batch of six kobolds (HD 1, AC 15, Dmg 1d6 (shortsword) HP 3, Melee +1, Ranged +3, Saves F2 R1 W1) attack, with 2 gnolls (HD 2+2, AC 15, Dmg 1d8+2 (battleaxe), 1d6 (shortbow) HP 10, Melee +3, Ranged +1, Saves F4 R0 W0) marshaling them.

Room 4

A room filled with purple haze that stinks like rotten eggs. If any characters lean against the west wall of the room, they will fall through it, without leaving a trace. The character(s) are now in a vast darkened space. The ground is uneven and they cannot see anything but themselves. A roaring can be heard off in the distance. When the character moves from the direction he came from, he will only encounter a wall. He can only fall back into the room where the others are by moving towards the north wall, some twenty paces away.

The PC(s) are in a portal realm to other, more horrible spheres of existence. The room is a gateway for the terrible things that have been coming through.

Room 5

Two giant frogs (HD 3+9, AC 15, Dmg 1d8+4 (bite) HP 23, Melee +5, Saves F8 R5 W2) that are breathing out sulfur are in this area. They will not

physically attack the characters, but the intensity of the frogs' breathing makes it impossible for the characters to breath without retching. The PC's may not realize that the frogs are behind the foul air, but if they are somehow driven from the room, the air will become somewhat fresher. If either or both of the frogs are killed, there will be an explosion doing 2d10 points of damage to the characters.

Room 6

Twenty kobolds, marshaled by five gnolls (same stats as before) will be protecting something that resembles a throne and sacrificial alter. Cow heads adorn all of the walls. In certain catacombs in the walls, there will be very old karkoxi remains with large eggs still in them.

Halfway through the fight, the band of karkoxi warriors that the party faced earlier will come into the room from behind them. The karkoxi will help the characters in their fight, only striking at the gnolls.

At the end of the fight, the karkoxi will silently regard the adventurers. This awkward moment will be broken by the shuffling of one of the karkoxi corpses, as it stands up, cradling the egg in its chest cavity. It will sit atop the throne/alter, its eye sockets ablaze with a green fire, and croak out barks and hisses, while pointing at the karkoxi. The animated husk will finish speaking to the karkoxi and turn to look at the adventurers to say in a horrible voice, "And don't think I've forgotten about you."

The cadaver will then throw the egg onto the floor, where a nearly-formed kobold will quiver and die. This will cause a reaction of helpless outrage among the karkoxi. Before anything can be done, the cadaver will crumble into a pile of dust and bones, and the entrance behind everyone in the room will collapse in an earthquake-style tremor. The karkoxi will move in a determined fashion to gather up the remaining eggs in the rooms and place them gingerly into backpacks they are wearing.

Once things die down again, the karkoxi will stand in a defensive formation apart from the party, growling and hissing. Before much else can happen, the room will start to fill with the same sort of purple haze as in Room 4. The haze will be falling from the ceiling, and a distant roaring/shrieking will be heard. It will seem to be coming closer with each roar. Hopefully the PC's have decided to flee any way possible, which means running headlong into the rest of the cavern complex. The karkoxi will bolt first if the PC's are slow about it.

Room 7

A small ochre jelly (HD 4+12, AC 4, Dmg 1d8+3 slam + 1d4 acid, HP 32, Melee +5, Saves F8 R-3 W-3) will attack the PC's and karkoxi as they cross through a running stream, but will not pursue if they keep moving. Behind them they will hear a loud crash and the ground will rumble some more.

Room 8

Any character looking back will notice that a faint purple glow is emanating from the way that they have just came. Watch out for the big batch of bugs, some stinging. 1d6 damage worth of stings.

Room 9

A leap across a crevice (Str DC 12) and a big climb (Con DC 10) up towards a patch of sunlight. Anyone who falls back into the purple glow will dissolve into a pile of moist bones after some horrible screaming.

Exit

Breaking of some soft sod into the sunlight of the outside world, the PC's and the karkoxi will both be very winded. The karkoxi will form up and begin to slink back into the bushes and trees in the distance. One will stop for a minute and stoop down to make some markings on the ground.

If a character is curious enough to look at the markings, they will learn a set of symbols that tell karkoxi and slef, "I mean no harm."

Return to Rags Bend

Any characters still alive but injured will be healed quickly. The townsfolk, upon hearing the party's account, will talk among themselves. Eventually, they will decide that the adventurers caused more trouble than they fixed and refuse to pay a penny more to the "trouble-makers." They will encourage them to leave as soon as possible, though they can wait until sunlight.

If any of the characters get upset, the retired adventurers will step forward and put a stop to any trouble they mean to make. A fight will get the party rustled out of town before daybreak.

The Dark Cave
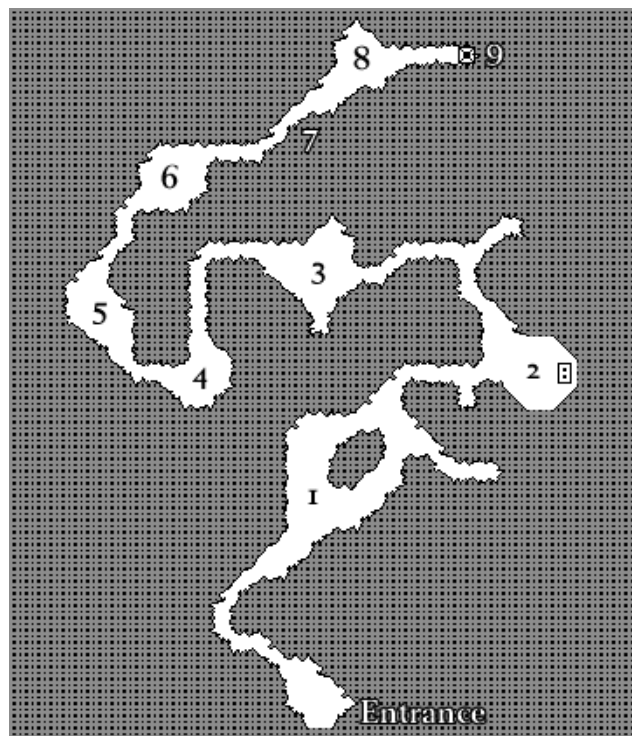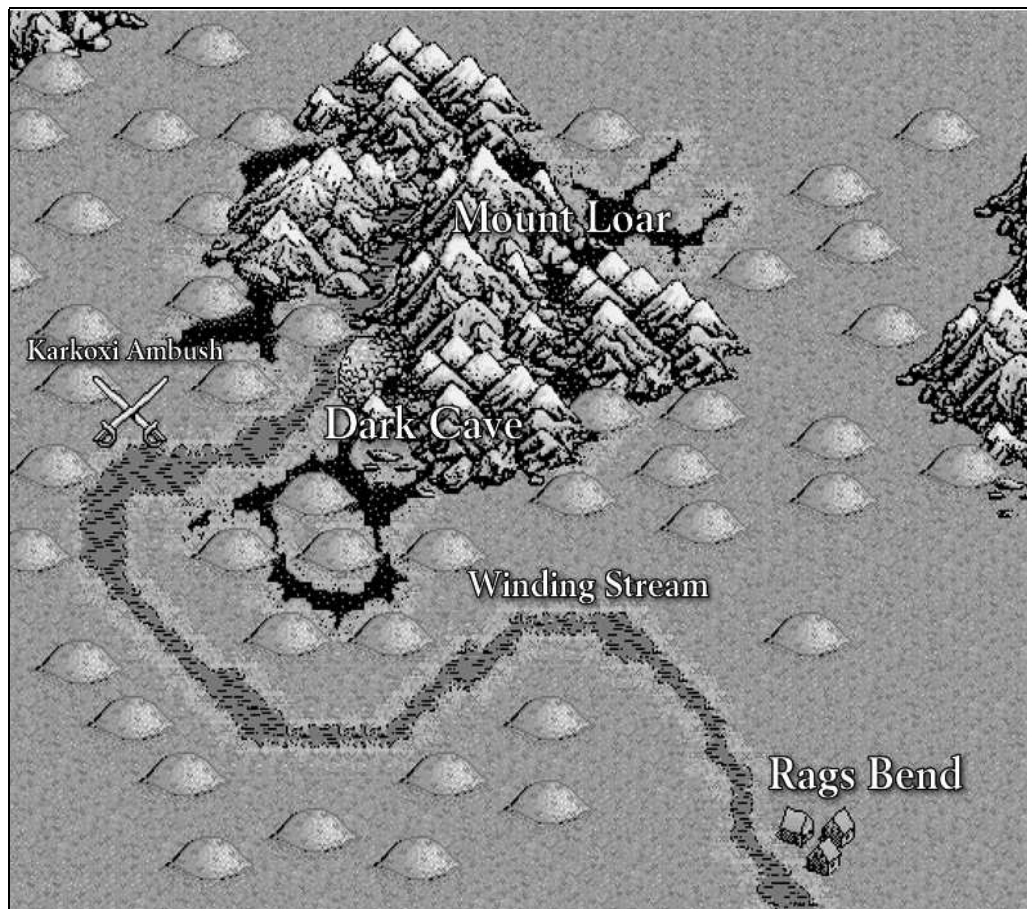
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CHARACTER NAME _____   PLAYER NAME _____

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CLASS _____ LEVEL _____   ALIGNMENT _____ DEITY/RELIGION _____

RACE _____ SEX _____ LEVEL/3 _____   HEIGHT _____ WEIGHT _____ EYES/HAIR _____

ATTRIBUTE	MODIFIER
STR _____	_____
DEX _____	_____
CON _____	_____
INT _____	_____
WIS _____	_____
CHA _____	_____

SAVING THROWS

FORTITUDE _____

REFLEX _____

WILL _____

BASE ATTACK BONUS

HIT POINTS

XP

SPEED:

ARMOR CLASS

AC MODIFIERS

SPECIAL ABILITIES

KNACKS & LANGUAGES

ARMOR OR SHIELD	BONUS	MAX DEX+	CHECK PENALTY	SPEED	WEIGHT

WEAPON	TOTAL BONUS	DAMAGE	RANGE	WEIGHT	SIZE

MONEY

EQUIPMENT

SPELL BOOK

SPELL	PREPARED	SPELL	PREPARED

MISC NOTES