

METAMAGIC COST (PHP P88)

Feat	Spell Level	Feat	Spell Level
Empower	+2	Maximize	+3
Enlarge	+1	Quicken	+4
Extend	+1	Silent	+1
Heighten	level cast at	Still	+1

SPELL SAVING THROW DC (PHB P177)

- DC is 10 + spell level + ability modifier

SPELL RESISTANCE (DMG P298)

- Spellcaster makes check (1d20 + caster level) vs. SR rating

SPECIAL ABILITIES (DMG P289–290, 8–1)

	Extraordinary	Supernatural	Spell-like
Affected by dispel?	No	No	Yes
Spell Resistance offers protection?	No	No	Yes
Suppressed by Antimagic Field?	No	Yes	Yes
Use provokes AoO?	No	No	Yes

ANTIMAGIC (DMG P72)

- Spells centered outside the field but overlap still affect the area outside
- Summoned creatures vanish until field goes away, constructs, elemental, undead, etc. still function, but lose supernatural and spell-like abilities

COUNTERSPELL (PHB P170)

- Ready an action that selects a target of your counterspell
- Identify spell, Spellcraft check DC 15 + spell's level, as a free action
- Cast appropriate counterspell (same spell, or opposite spell).
- Dispel Magic* is treated differently, see below.

DISPEL MAGIC (PHB P223)

Targeted dispel: Dispel check (1d20 + 1 per caster level, max +10) against DC of 11 + caster level of spell to be dispelled. Against magic items, make a check against the item's caster level, if you succeed all the item's properties are suppressed for 1d4 rounds

Area dispel: 30' radius, make checks against spell with highest caster level until one is dispelled. Magic items are not affected

Counterspell: Make a dispel check

DETECT SPELLS (PHB P218–220)

Spell	Area/Range	Round 1	Round 2	Round 3
Plants/Animals	90°/60'	presence	number	condition/location
Alignment	90°/60'	presence	number	strength/location
Magic	90°/60'	presence	number	strength/location
Poison	thing, 5' cube	presence, Wis/Alchemy check DC 20 to identify		
Scrying	120' radius	presence, opposed Scry check to see scrier		
Secret Doors	90°/60'	presence	number/location	mechanism, 1/rnd
Snare/Pits	90°/60'	presence	number/location	type/trigger, 1/rnd
Thoughts	90°/60'	presence	number/strength	surface thoughts
Undead	90°/60'	presence	number/strongest	strength/location

Detect Magic strength:

Strength	Functioning Spell Level	Item Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

Detect Alignment (good/evil/law/chaos) strength:

Creature/Object	Power	Power	Aura
Creature	HD/5	Lingering	Dim
Undead	HD/2	1 or less	Faint
Elemental	HD/2	2-4	Moderate
Magic (item/spell)	Caster level/2	5-10	Strong
Outsider	HD	11+	Overwhelming
Cleric	level		

Detect Undead strength:

Strength	HD	Strength	HD
Dim	Lingering Aura	Strong	5-10
Faint	1 or less	Overwhelming	11+
Moderate	2-4		

Lingering time is 1d6 multiplied by (original strength): 1 minute (faint), 10 minutes (moderate), 1 hour (strong), 1 day (overwhelming)

USE MAGIC DEVICE CHECKS (PHB P75)

Task	DC	DC
Activate blindly	25	Emulate a class feature
Decipher written spell	25 + spell lvl	Emulate an ability score
Use a scroll	20 + caster lvl	Emulate a race
Use a wand	20	Emulate an alignment

SCROLLS (DMG P238, SEE THIS PAGE FOR MISHAP EFFECTS)

- Must be same type (arcane/divine) as user can cast, must be in user's class spell list, user must meet minimum required attribute for casting spells at that level
- If user is of level to cast spell, can cast without check
- If not of level, make caster level check, DC is scroll creator's level + 1
- If failed, make Wisdom check (DC 5, 1 fails). Fail takes 1d6 damage/spell level

WANDS (DMG P245)

- Spell trigger activation, must have spell on spell list
- Use is a standard action that does not provoke AoOs
- Takes as long as spell if normal casting time is greater than 1 action

MAGIC SCHOOLS (PHB P57)

School	Prohibited
Abjuration	1) one of Conjuraton, Enchantment, Evocation, Illusion, or Transmutation 2) both Divination and Necromancy
Conjuraton	1) Evocation 2) two of Abjuration, Enchantment, or Illusion 3) Transmutation 4) any three schools
Divination	1) any one school
Enchantment	1) one of Abjuration, Conjuraton, Evocation, Illusion, or Transmutation 2) both Divination and Necromancy
Evocation	1) Conjuraton 2) two of Abjuration, Enchantment, or Illusion 3) Transmutation 4) any three schools
Illusion	1) one of Abjuration, Conjuraton, Enchantment, Evocation, or Transmutation 2) both Divination and Necromancy
Necromancy	1) any one school
Transmutation	1) Conjuraton 2) Evocation 3) two of Abjuration, Enchantment, or Illusion 4) any three schools

BARDIC KNOWLEDGE (PHB P28)

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local mayor's reputation for drinking; common legends about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful magic item.
25	Obscure, known by a few, hard to come by.	A knight's family history; legends about a minor place of mystery or a magic item.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only to those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.

WEARABLE MAGIC ITEMS (DMG P214)

Location	Quantity	Item Types
Head	1	headband, hat, helmet, or phylactery
Eyes	1	lenses or goggles
Neck	1	amulet, brooch, medallion, necklace, periapt, or scarab
Torso	1	vest, vestment, or shirt
Body	1	robe or suit of armor (over a vest, vestment, or shirt)
Waist	1	belt, sash or girdle (over a robe or suit of armor)
Shoulders	1	cloak, cape, or mantle (over a robe or suit of armor)
Arms / Wrists	1	pair of bracers or bracelets
Hands	1	glove, pair of gloves, or pair of gauntlets
Hands	2	one ring on each hand (or two rings on one hand)
Feet	1	pair of boots or shoes

BREWING POTIONS (DMG P286)

Potion base prices (by brewer's class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	25 gp	25 gp	25 gp	—
1st	50 gp	50 gp	100 gp	100 gp
2nd	300 gp	400 gp	400 gp	400 gp
3rd	750 gp	900 gp	1,050 gp	750 gp

* Caster level is half class level.

Prices assume that the potion was made at the minimum caster level.

Base cost to brew a potion (by brewer's class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp	12 gp 5 sp	12 gp 5 sp	—
	+1 XP	+1 XP	+1 XP	
1st	25 gp	25 gp	50 gp	50 gp
	+ 2 XP	+ 2 XP	+ 4 XP	+ 4 XP
2nd	150 gp	200 gp	200 gp	200 gp
	+ 12 XP	+ 16 XP	+ 16 XP	+ 16 XP
3rd	375 gp	450 gp	525 gp	375 gp
	+ 30 XP	+ 36 XP	+ 42 XP	+ 30 XP

* Caster level is half class level.

Costs assume that the creator makes the potion at the minimum caster level.

SCRIBING SCROLLS (DMG P287)

Scroll base prices (by scribe's class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp	12 gp 5 sp	12 gp 5 sp	—
1st	25 gp	25 gp	50 gp	50 gp
2nd	150 gp	200 gp	200 gp	200 gp
3rd	375 gp	450 gp	525 gp	375 gp
4th	700 gp	800 gp	1,000 gp	700 gp
5th	1,125 gp	1,250 gp	1,625 gp	—
6th	1,650 gp	1,800 gp	2,400 gp	—
7th	2,275 gp	2,450 gp	—	—
8th	3,000 gp	3,200 gp	—	—
9th	3,825 gp	4,050 gp	—	—

* Caster level is half class level.

Prices assume that the scroll was made at the minimum caster level.

Base magic supplies and xp cost to scribe a scroll (by scribe's class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	—
1st	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	25 gp +1 XP	25 gp +2 XP
2nd	75 gp +6 XP	100 gp +8 XP	100 gp +8 XP	100 gp +8 XP
3rd	187 gp 5 sp +15 XP	225 gp +18 XP	262 gp 5 sp +21 XP	187 gp 5 sp +15 XP
4th	350 gp +28 XP	400 gp +32 XP	500 gp +40 XP	350 gp +28 XP
5th	562 gp 5 sp +45 XP	625 gp +50 XP	812 gp 5 sp +65 XP	—
6th	826 gp +66 XP	900 gp +72 XP	1,200 gp +96 XP	—
7th	1,135 gp 5 sp +91 XP	1,225 gp +98 XP	—	—
8th	1,500 gp +120 XP	1,600 gp +128 XP	—	—
9th	1,912 gp 5 sp +153 XP	2,025 gp +162 XP	—	—

* Caster level is half class level.

Costs assume that the creator makes the scroll at the minimum caster level.

MAGIC ITEM IMPROVEMENT COSTS (DERIVED)

Armor and Shields

Cost, in 1000s of gp:

From	To									
	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Masterwork	1	4	9	16	25	36	49	64	81	100
+1	-	3	8	15	24	35	48	63	80	99
+2	-	-	5	12	21	32	45	60	77	96
+3	-	-	-	7	16	27	40	55	72	91
+4	-	-	-	-	9	20	33	48	65	84
+5	-	-	-	-	-	11	24	39	56	75
+6	-	-	-	-	-	-	13	28	45	64
+7	-	-	-	-	-	-	-	15	32	51
+8	-	-	-	-	-	-	-	-	17	36
+9	-	-	-	-	-	-	-	-	-	19

Bonus	Ability
+1	Bashing, Blinding, Light Fortification, Glamered, Shadow, Silent Moves, Slick
+2	Animated, Arrow Deflection, SR 13
+3	Acid Resistance, Cold Resistance, Fire Resistance, Medium Fortification, Ghost Touch, Invulnerability, Lightning Resistance, Sonic Resistance, SR 15
+4	SR 17
+5	Etherealness, Heavy Fortification, Reflection, SR 19

Weapons

Cost: as above chart for armor, but double.

Bonus	Ability
+1	Defending, Distance, Flaming, Ghost Touch, Keen, Mighty Cleaving, Returning, Shock, Spell Storing, Throwing, Wounding
+2	Bane, Chaotic, Disruption, Flaming Burst, Holy, Icy Burst, Lawful, Shocking Burst, Thundering, Unholy
+3	-
+4	Brilliant Energy, Dancing, Speed,
+5	Vorpal

MAGIC ITEM CREATION TIME AND COSTS (DMG P282–288)

Cost in gp: 1/2 the market price

Cost in XP: 1/25 the market price

Time: 1 day per 1000gp of the market price

WIZARD / SORCERER FAMILIARS (PHP P52–53)

Basic Familiars

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven1	Master gains a +3 bonus on Appraise checks
Snake2	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

1 A raven familiar can speak one language of its master's choice as a supernatural ability.
2 Tiny viper.

Familiar Special Abilities (PHB p51, 3-19)

Mater Level	Natural AC Adj.	Int	Special
1–2	+1	6	Alertness, improved evasion, share spells, empathic link
3–4	+2	7	Deliver touch spells
5–6	+3	8	Speak with master
7–8	+4	9	Speak with animals of its kind
9–10	+5	10	—
11–12	+6	11	Spell resistance
13–14	+7	12	Scry on familiar
15–16	+8	13	—
17–18	+9	14	—
19–20	+10	15	—

DRUID / RANGER ANIMAL COMPANIONS (PHP P36)

Level	Bonus HD	Nat. AC Adj.	Str/Dex Adj.	Bonus Tricks	Special
1–2	+0	+0	+0	1	Link, share spells
3–5	+2	+2	+1	2	Evasion
6–8	+4	+4	+2	3	Devotion
9–11	+6	+6	+3	4	Multiattack
12–14	+8	+8	+4	5	—
15–17	+10	+10	+5	6	Improved evasion
18–20	+12	+12	+6	7	—

PALADIN MOUNTS (PHP P45)

Level	Bonus HD	Nat. AC Adj.	Str Adj.	Int	Special
5–7	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8–10	+4	+6	+2	7	Improved speed
11–14	+6	+8	+3	8	Command creatures of its kind
15–20	+8	+10	+4	9	Spell resistance

WILD MAGIC (DMG P150)

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a heal spell.
40–43	The spell does not function. Instead, a deeper darkness and a silence effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a reverse gravity effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a glitterdust effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.