

D20 SRD (3.5)

BOOKS 1-5

by woodelf

based on the System Reference Document by WotC

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About The Impossible Dream

The Impossible Dream is a group of experienced roleplayers, who have brought their varied talents and conflicting personalities together to create and run new games, with a focus on the original and—failing that—the bizarre. We're just a small group of people, brought together by our love of roleplaying games, and our interest in trying new things and experimenting. Our games run the gamut from crunchy, d20-based *Tech Noir*, through the highly-narrative supers game *Four Colors al Fresco*, to the almost-systemless *Dread*. Along the way, you'll find such settings as *Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555*, the gradeschool in the 'burbs surrounding the city at the center of the multiverse; and *Ogalepihcra*, an exploration of the alien.

We've taken the *many* hours necessary to make this work available to you just to give back to the RPG community. Consider this a shameless plug to get you to check out our other games. Please visit us online at <http://www.tiltingatwindmills.net>.



About This Work

If you've bothered to download this, chances are you already know what it is. Just a few notes on the layout: My goal was to go for a clean layout that packs the info into as little space as possible. Simultaneously, I wanted something that was user-friendly. To this end, you'll notice several little touches throughout. First, the tints have been chosen so that, hopefully, a B&W printer will produce a readable copy—the colored text should be essentially black when printed, and the shaded backgrounds should be light enough for readability. Similarly, margins have been designed to facilitate printing at home—nothing important closer to the edge of the page than 1/4", which even my ancient LaserWriter IINT can handle. (And, failing that, there's always the "shrink to page" option, which should look fine since I didn't use any full bleeds except for the front cover.) More importantly, these documents are designed for single- or double-sided printing. Thus the left margins of both pages are clear, for single-sided printing, and the right margin of left-hand pages, for double-

Organizationally, the aim is to make sense of some fairly complex and detailed rules. In order to manage this while breaking the content into 5 volumes, I've resorted to a very minimal amount of duplicate content, such as the Abilities table (found in chapters 1 & 12), and info on creating magic and psionic items (found in chapters 18 & 32). My hope is that any changes in organization from the source files prove as intuitive and helpful to you as they are to me.

THE BASICS

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

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.

Rounding Fractions

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

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

Multiplying

Sometimes a 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 ($\times 2$) and a double ($\times 2$) applied to the same number results in a triple ($\times 3$, 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 square as 4 squares (doubling the cost twice, for a total multiplier of $\times 4$), rather than as 3 squares (adding 100% twice).

Ability Scores

Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from -5 to $+5$. 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 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.

Abilities and Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. 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.)

The Abilities

Each ability partially describes your character and affects some of his or her actions.

Strength (Str)

Strength measures your character’s muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character’s Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one-half the character’s Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

Egoists get bonus power points based on their Strength score. The minimum Strength score needed to manifest a psychometabolic power is $10 +$ the power’s level.

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 (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character’s Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

Nomads get bonus power points based on their Dexterity score. The minimum Dexterity score needed to manifest a psychoportive power is 10 + the power's level.

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 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.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

Savants get bonus power points based on their Constitution score. The minimum Constitution score needed to manifest a psychokinetic power is 10 + the power's level.

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. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

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.

Shapers get bonus power points based on their Intelligence score. The minimum Intelligence score needed to manifest a metacreative power is 10 + the power'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 the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

Abilities and Psionics

Psionics are also tied to Abilities. However, rather than each class having a particular Ability that all psionic checks are based on, each discipline has its own Ability. A psion gets bonus power points based on the Ability tied to her primary discipline: Strength for Psychometabolism, Dexterity for Psychoportation, Constitution for Psychokinesis, Intelligence for Metacreativity, Wisdom for Clairsentience, and Charisma for Telepathy.

Ability Modifiers, Bonus Spells, and Bonus Power Points

Score	Modifier	Bonus Spells (by Spell Level)										Bonus Power Points (by Psion Level)										
		0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	
1	-5	—										Can't cast spells or use psionics tied to this ability										
2-3	-4	—										Can't cast spells or use psionics tied to this ability										
4-5	-3	—										Can't cast spells or use psionics tied to this ability										
6-7	-2	—										Can't cast spells or use psionics tied to this ability										
8-9	-1	—										Can't cast spells or use psionics 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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
28-29	+9	—	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
30-31	+10	—	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
32-33	+11	—	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
34-35	+12	—	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
36-37	+13	—	4	3	3	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1
38-39	+14	—	4	4	3	3	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1
40-41	+15	—	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1
42-43	+16	—	4	4	4	4	3	3	3	3	2	2	2	1	1	1	1	1	1	1	1	1
44-45	+17	—	5	4	4	4	4	3	3	3	3	3	2	2	2	1	1	1	1	1	1	1
etc...																						

- Will saving throws (for negating the effect of charm person and other spells).
- Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

Seers get bonus power points based on their Wisdom score. The minimum Wisdom score needed to manifest a clairsentient power is 10 + the power's level.

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 most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

Telepaths get bonus power points based on their Charisma score. The minimum Charisma score needed to manifest a telepathic power is 10 + the power's level.

Changes to Ability Scores

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.

SKILLS

Summary

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) You can't save skill points to spend later.

The maximum rank in a class skill is the character's level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

Using Skills: To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, 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.

Difficulty Class

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

Skill Difficulty Class Examples

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

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 skill modifier wins. If these scores are the same, roll again to break the tie.

Example Opposed Skill Checks

Task	Skill (Key Ability)	Opposing skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special ¹
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

¹ An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most

skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Many skills can be used only by someone who is trained in them.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user 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 skill change the skill 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.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill 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 skill 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. Common "take 20" skills include Escape Artist, Open Lock, and Search.

Ability Checks and Caster Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.



Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

Skill Name

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has "None" as its key ability because the use of this skill does not require a check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ("you" in the skill description) can do with a successful skill check and the check's DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4–5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

Appraise (Int)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Special: A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

The master of a raven familiar gains a +3 bonus on Appraise checks.

A character with the Diligent feat gets a +2 bonus on Appraise checks.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Autohypnosis (Wis; Trained Only; Psion, Psychic Warrior Only)

Check: The DC and effect depend on the task attempted.

Resist Fear: In response to a fear effect, the character can make an Autohypnosis check on his or her next round even if overcome by fear. A successful check grants another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: The character can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information (but can't memorize magical spells or similarly exotic scripts). Each

Autohypnosis Checks

Task	Autohypnosis	
		DC
Resist fear		15
Memorize		13
Ignore caltrop wound		13
Tolerate poison	Poison's DC	
Willpower		15

Deprecating Autohypnosis

In the spirit of consolidating very narrow skills, you could eliminate the Autohypnosis skill. If you do this, add the checks it enables to Concentration, but only allow the psionic classes (and maybe monks?) to use Concentration for these purposes (much like the special rogue-only uses for Searth).



successful check allows the character to memorize up to 800 words (or strange sigils or numbers that would fill one piece of regular parchment, though multiple checks allow the character to remember multiples of 800). A character always retain this information; however, he or she can only recall it with another successful Autohypnosis check.

Ignore Caltrop Wound: If the character is wounded by stepping on a caltrop, his or her speed is reduced to one-half of normal. A successful Autohypnosis check removes this movement penalty for a period of 10 minutes. The wound doesn't go away—it is just ignored through self-persuasion.

Tolerate Poison: In response to being poisoned, the character can make an Autohypnosis check on his or her next action. A successful check grants a +4 morale bonus on the saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (staggered), the character may make an Autohypnosis check. If successful, he or she can take a normal action while at 0 hit points without taking 1 point of damage. The character must make a check for each strenuous action taken. A failed willpower check carries no penalties other than failure—the character can choose not to take that strenuous action. If the character does so anyway, he or she drops to -1 hit points.

Try Again: See above.

Balance (Dex: Armor Check Penalty)

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Balance Examples

Narrow Surface	Balance DC ¹	Difficult Surface	Balance DC ¹
7–12 inches wide	10	Uneven flagstone	10 ²
2–6 inches wide	15	Hewn stone floor	10 ²
Less than 2 inches wide	20	Sloped or angled floor	10 ²

¹ Add modifiers from Narrow Surface Modifiers, below, as appropriate.

² Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

Narrow Surface Modifiers

Surface	DC Modifier ¹
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

¹ Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You

may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Action: None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Special: If you have the Agile feat, you get a +2 bonus on Balance checks.

Synergy If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a suggestion spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

Special: A ranger gains a bonus on Bluff checks when using this skill against a favored enemy.

The master of a snake familiar gains a +3 bonus on Bluff checks.

If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

Climb (Str. Armor Check Penalty)

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

Climb Examples

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb Modifiers

Climb DC Modifier ¹	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
-5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

¹These modifiers are cumulative; use any that apply.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a -5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically

fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A halfling has a +2 racial bonus on Climb checks because halflings are agile and surefooted.

The master of a lizard familiar gains a +3 bonus on Climb checks.

If you have the Athletic feat, you get a +2 bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a 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.

Synergy: If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

Concentration (Con)

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

Concentration Examples

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
Distracting spell's save DC	Distracted by nondamaging spell. ⁴
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as storm of vengeance. ⁴

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

² Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action). (See also Distracting Spellcasters, page 160.)

³ Such as from *acid arrow*.

⁴ If the spell allows no save, use the save DC it would have if it did allow a save.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Action: None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Special: You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Casting feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while grappling or pinned.

A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power while on the defensive.

Concentration and Psionic Powers

All of the Concentration rules apply to manifesting psionic powers. Use the level of the power just as you would the level of a spell.

Craft (Int)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

Check: You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the fabricate spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

A successful Craft check related to woodworking in conjunction with the casting of the ironwood spell enables you to make wooden items that have the strength of steel.

When casting the spell minor creation, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the item in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

Craft Examples

Item	Craft Skill	Craft DC
Acid	Alchemy ¹	15
Alchemist's fire, smokestick, or tindertwig	Alchemy ¹	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy ¹	25
Armor or shield	Armorsmithing	10 + AC bonus
Longbow or shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Composite longbow or composite shortbow with high strength rating	Bowmaking	15 + (2 \times rating)
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Mechanical trap	Trapmaking	Varies ²
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

¹You must be a spellcaster to craft any of these items.

²Traps have their own rules for construction.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result \times DC) is in copper pieces instead of silver pieces.

Creating Masterwork Items: You can make a masterwork item—a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (300 gp for a weapon or 150 gp for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. Note: The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: A dwarf has a +2 racial bonus on Craft checks that are related to stone or metal, because dwarves are especially capable with stonework and metalwork.

A gnome has a +2 racial bonus on Craft (alchemy) checks because gnomes have sensitive noses.

You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the

raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

Decipher Script (Int: Trained Only)

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

Action: Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Try Again: No.

Special: A character with the Diligent feat gets a +2 bonus on Decipher Script checks.

Synergy: If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks involving scrolls.

Diplomacy (Cha)

Check: You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made

Diplomacy Checks

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitudes

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

as a full-round action, but you take a -10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: A half-elf has a +2 racial bonus on Diplomacy checks.

If you have the Negotiator feat, you get a +2 bonus on Diplomacy checks.

Synergy: If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

Influencing NPC Attitudes: Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Disable Device (Int: Trained Only)

Check: The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disable Device Examples

Device	Time	Disable Device DC ¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

¹If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Disable Device checks.

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.

Restriction: Rogues (and other characters with the trap-finding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

The spells fire trap, glyph of warding, symbol, and teleportation circle also create traps that a rogue can disarm with a successful Disable Device check. Spike growth and spike stones, however, create magic traps against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Other Ways To Beat A Trap

It's possible to ruin many traps without making a Disable Device check.

Ranged Attack Traps: Once a trap's location is known, the obvious way to ruin it is to smash the mechanism—assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

Melee Attack Traps: These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

Pits: Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device skill. Characters could neutralize any spikes at the bottom of a pit by attacking them—they break just as daggers do.

Magic Traps: Dispel magic helps here. Someone who succeeds on a caster level check against the level of the trap's creator suppresses the trap for 1d4 rounds. This works only with a targeted dispel magic, not the area version (see the spell description).

Disguise (Cha)

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Spot checks.

You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

Disguise Checks

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²

¹ These modifiers are cumulative; use any that apply.

² Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

Spotting Disguises

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Action: Creating a disguise requires 1d3×10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: Magic that alters your form, such as alter self, disguise self, polymorph, or shapechange, grants you a +10 bonus on Disguise checks (see the individual spell descriptions). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the veil spell. Divination magic that allows people to see through illusions (such as true seeing) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

You must make a Disguise check when you cast a simulacrum spell to determine how good the likeness is.

If you have the Deceptive feat, you get a +2 bonus on Disguise checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you're being observed and you try to act in character.

Escape Artist (Dex: Armor Check Penalty)

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Escape Artist Checks

Restraint	Escape Artist DC
Ropes Binder's	Use Rope check at +10
Net, <i>animate rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, or <i>entangle</i> spell	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an animate rope, command plants, control plants, or entangle spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Special: If you have the Agile feat, you get a +2 bonus on Escape Artist checks.

Synergy: If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

Forgery (Int)

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that char-

Forgery Checks

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

acter's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: If you have the Deceitful feat, you get a +2 bonus on Forgery checks.

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. A barbarian can't learn the Forgery skill unless he has learned to read and write.

Gather Information (Cha)

Check: An evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: A half-elf has a +2 racial bonus on Gather Information checks.

If you have the Investigator feat, you get a +2 bonus on Gather Information checks.

Synergy: If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

Handle Animal (Cha: Trained Only)

Check: The DC depends on what you are trying to do.

Handle Animal Checks

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20 ¹
Train an animal for a general purpose	15 or 20 ¹
Rear a wild animal	15 + HD of animal

¹See the specific trick or purpose below.

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

“Push” an Animal: To push an animal means to get it to perform a task or trick that it doesn’t know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn’t know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows you closely, even to places where it normally wouldn’t go.

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal’s purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don’t require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it’s being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion.

In addition, a druid's or ranger's animal companion knows one or more bonus tricks, which don't count against the normal limit on tricks known and don't require any training time or Handle Animal checks to teach.

If you have the Animal Affinity feat, you get a +2 bonus on Handle Animal checks.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but she can't teach, rear, or train other nondomestic animals.

Heal (Wis)

Check: The DC and effect depend on the task you attempt.

Heal Checks

Task	Heal DC
First aid	15
Long-term care	15
Treat wound from caltrop, spike growth, or spike stones	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a spike growth or spike stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: A character with the Self-Sufficient feat gets a +2 bonus on Heal checks.

A healer's kit gives you a +2 circumstance bonus on Heal checks.

Hide (Dex: Armor Check Penalty)

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving.

If you have the Stealthy feat, you get a +2 bonus on Hide checks.

A 13th-level ranger can attempt a Hide check in any sort of natural terrain, even if it doesn't grant cover or concealment. A 17th-level ranger can do this even while being observed.

Intimidate (Cha)

Check: You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can nonintelligent creatures.

If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

Jump (Str: Armor Check Penalty)

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Jump Checks

Long Jump Distance	Jump DC ¹	High Jump Distance ²	Jump DC ¹
5 feet	5	1 foot	4
10 feet	10	2 feet	8
15 feet	15	3 feet	12
20 feet	20	4 feet	16
25 feet	25	5 feet	20
30 feet	30	6 feet	24
		7 feet	28
		8 feet	32

¹ Requires a 20-foot running start. Without a running start, double the DC.

² Not including vertical reach; see below.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Vertical Reach

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop

up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

A halfling has a +2 racial bonus on Jump checks because halflings are agile and athletic.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Knowledge (Int: Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Psionics (lore dealing with the phenomena of psionics in all its many manifestations)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If a character has 5 or more ranks of Autohypnosis, he or she gets a +2 synergy bonus on Knowledge (psionics) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Listen (Wis)

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Listen Examples

Listen DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Listen Modifiers

Listen DC	Modifier	Condition
	+5	Through a door
	+15	Through a stone wall
	-1	Per 10 feet of distance
	-5	Listener distracted

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A fascinated creature takes a -4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

A ranger gains a bonus on Listen checks when using this skill against a favored enemy.

An elf, gnome, or halfling has a +2 racial bonus on Listen checks.

A half-elf has a +1 racial bonus on Listen checks..

A sleeping character may make Listen checks at a -10 penalty. A successful check awakens the sleeper.

Move Silently (Dex: Armor Check Penalty)

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Move Silently Modifiers

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Special: The master of a cat familiar gains a +3 bonus on Move Silently checks.

A halfling has a +2 racial bonus on Move Silently checks.

If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.

Open Lock (Dex: Trained Only)

Attempting an Open Lock check without a set of thieves' tools imposes a -2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Check: The DC for opening a lock varies from 20 to 40, depending on the quality of the lock, as given on the table below.

Open Lock Checks

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Action: Opening a lock is a full-round action.

Special: If you have the Nimble Fingers feat, you get a +2 bonus on Open Lock checks.

Untrained: You cannot pick locks untrained, but you might successfully force them open.

Perform (Cha)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Check: You can impress audiences with your talent and skill.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Perform Examples

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his fascinate ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his suggestion ability, 12 ranks to inspire greatness, 15 ranks to use his song of freedom ability, 18 ranks to inspire heroics, and 21 ranks to use his mass suggestion ability. See Bardic Music in the bard class description.

In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

Profession (Wis: Trained Only)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

Psicraft (Int: Trained Only)

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

Check: The character can identify psionic powers and psionic effects.

Additionally, certain powers allow a character to gain information about psionics provided that he or she makes a Psicraft check as detailed in the psionic power description.

Retry: See above.

Special: A psion gets a +2 bonus when dealing with a power or effect from his or her primary discipline.

Synergy: If a character has 5 or more ranks of Use Psionic Device, he or she gets a +2 synergy bonus on Psicraft checks to decipher powers encoded in power stones.

Psicraft Checks

DC	Task
15 + power level	Identify a power as it manifests. (The character must sense the power's display, or see some visible effect, to identify a power.) No retry.
15 + power level	Learn a power from a power stone. No retry for that power until the character gains at least 1 rank in Psicraft (even if he or she finds another source to try to learn the same power from).
20 + power level	Identify a power that's already in place and in effect. (The character must be able to see or detect the effects of the power.) No retry.
20 + power level	Identify materials created or shaped by psionics. No retry.
30 or higher	Understand a strange or unique psionic effect. No retry.

Remote View (Int: Psion Only)

Use this skill to spy on someone with the remote viewing power.

Check: A character can't use this skill without some psionic means to remote view, such as the remote viewing power or an appropriate psionic item. Use of this skill is described in association with that power. The remote viewing power allows a character to spy on others, and this skill just lets the character do it better. This skill also improves a character's chance to notice when he or she is being viewed remotely by another, or to block being viewed by another, as described under the remote viewing and remote view trap powers.

Special: Characters with the Scry skill get a bonus equal to their Scry base rank to Remote View checks, and vice versa.

Scry vs. Remote View

With the removal of the Scry skill, you could do the same and remove Remote View. Simply use the same rules for psionics as spellcasters, substituting manifest level, etc., as appropriate.

Ride (Dex)

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Control Mount in

Battle (DC 20): As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Ride Checks

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Leap	15
Soft fall	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20 ¹

¹ Armor check penalty applies.

Search (Int)

Cover (DC 15): You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

Fast Mount or Dismount (DC 20): You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Fight with Warhorse (DC 10): If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Guide with Knees (DC 5): You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Leap (DC 15): You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Soft Fall (DC 15): You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Spur Mount (DC 15): You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

If you are riding bareback, you take a -5 penalty on Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

If you have the Animal Affinity feat, you get a +2 bonus on Ride checks.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Search Examples

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only) ¹	21 or higher
Find a magic trap (rogue only) ¹	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies ²

¹ Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.

² A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: An elf has a +2 racial bonus on Search checks, and a half-elf has a +1 racial bonus. An elf (but not a half-elf) who simply passes within 5 feet of a secret or concealed door can make a Search check to find that door.

If you have the Investigator feat, you get a +2 bonus on Search checks.

The spells explosive runes, fire trap, glyph of warding, symbol, and teleportation circle create magic traps that a rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a snare spell has a DC of 23. Spike growth and spike stones create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

Synergy: If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

Restriction: While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (Exception: The spell find traps temporarily enables a cleric to use the Search skill as if he were a rogue.)

A dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonemasonry ability.

Sense Motive (Wis)

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Hunch (DC 20): This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment (DC 25 or 15): You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn't aware of it. The usual DC is 25, but if the target is dominated (see dominate person), the DC is only 15 because of the limited range of the target's activities.

Discern Secret Message (DC varies): You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a -2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Special: A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy.

If you have the Negotiator feat, you get a +2 bonus on Sense Motive checks.

Synergy: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

Sleight Of Hand (Dex: Trained Only; Armor Check Penalty)

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

Sleight of Hand Examples

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a -20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Special: If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Speak Language (None: Trained Only)

The Speak Language skill doesn't work like other skills. Languages work as follows.

- You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.
- You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.

Common Languages and Their Alphabets

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Drow	Elven

- You don't make Speak Language checks. You either know a language or you don't.
- A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Action: Not applicable.

Try Again: Not applicable. There are no Speak Language checks to fail.

Spellcraft (Int: Trained Only)

Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

Action: Varies, as noted above.

Try Again: See above.

Special: If you are a specialist wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. You take a -5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible).

If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.

If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

Spot ('Wis)

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

Spellcraft Checks

Spellcraft DC	Task
13	When using read magic, identify a glyph of warding. No action required.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell level	Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.
19	When using read magic, identify a symbol. No action required.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow dimensional anchor to be cast on a magic circle spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Spot Modifiers

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a -4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

A ranger gains a bonus on Spot checks when using this skill against a favored enemy.

An elf has a +2 racial bonus on Spot checks.

A half-elf has a +1 racial bonus on Spot checks.

The master of a hawk familiar gains a +3 bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 bonus on Spot checks in shadowy or other darkened areas.

Stabilize Self (Con: Trained Only: Psion, Psychic Warrior Only)

Use this skill to keep from succumbing to a mortal wound.

Check: A character can attempt to subconsciously prevent him or herself from dying. If the character has negative hit points and are losing hit points (at 1 per round, 1 per hour, or 1 per day), he or she can substitute a Stabilize Self check (DC 15) for his or her first normal stabilization roll to become stable. If successful, the character regains no hit points, but does stop losing them. If the first Stabilize Self check is unsuccessful, the character goes back to making normal stabilization checks each round.

Survival (Wis)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

Survival Checks

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

Swim (Str: Armor Check Penalty)

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Deprecating Stabilize Self

Stabilize Self is another hyper-specialized skill that could be folded into a broader skill. In this case, as a special use of Concentration, available only to the psionic classes (and maybe monks).



Swim Checks

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 ¹

¹You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

If you have the Athletic feat, you get a +2 bonus on Swim checks.

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Tumble (Dex: Trained Only: Armor Check Penalty)

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Tumble Checks

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). ¹
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. ^{1,2}

¹ Each additional enemy after the first adds +2 to the Tumble DC.

² Check separately for each opponent.

Tumbling Modifiers

DC Modifier	Surface Is ...
+2	Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)
+5	Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)
+2	Lightly slippery (wet floor)
+5	Severely slippery (ice sheet)
+2	Sloped or angled

¹ Tumbling is impossible in a deep bog.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances.

You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Use Magic Device (Cha: Trained Only)

Use this skill to activate magic

Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

Use Magic Device Checks

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above).

This use of the skill also applies to other spell completion magic items.

Use a Wand: Normally, to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staves.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

If you have the Magical Aptitude feat, you get a +2 bonus on Use Magic Device checks.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus to Spellcraft checks made to decipher spells on scrolls.

Use Psionic Device (Cha: Trained Only: Bard, Psychic Warrior, Rogue Only)

Use this skill to activate psionic devices, including power stones and dorjes, that otherwise the character could not activate.

Check: A character can use this skill to decipher a power encoded in a power stone or to activate a psionic item. This skill lets a character use a psionic item as if he or she had the appropriate psionic power or feat. It doesn't allow the character to use psionic items that require paying power points to operate.

When a character is attempting to activate a psionic item using this skill, he or she does so as a standard action. The checks that the character makes to determine whether he or she is successful at emulating the desired factors to successfully perform the activation are instant, however. They take no time by themselves and are included in the activate psionic item standard action.

A character makes emulation checks each time he or she activates a device such. If the character is using the check to emulate a quality in an ongoing manner, he or she needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, he or she has to know what it is he or she is trying to emulate when making an emulation check.

Use Psionic Device Checks

Task	Use Psionic Device DC
Contact power stone	25 + power level
Emulate psionic power	20
Emulate psionic feat	20
Emulate psionic class feature	25
Emulate ability score	25
Emulate alignment	30
Activate blindly	25

Note: In cases described below in which effective level is important, it is okay to have an effective level of 0.

Contact Power Stone: This works just like learning a power from a power stone with the Psicraft skill, except that the DC is higher.

Emulate Psionic Power: This use of the skill allows a character to use a psionic item as if he or she had a particular power on his or her class power list. To activate a power stone (an object that stores a specific power) or use a dorje, the character must have a particular power on his or her class power list. By using the skill this way, the character can use such an item as if he or she did have the power on your list. The character's effective manifester level is the check result minus 20. If the character's effective level is lower than the manifester level, he or she might fail to manifest the power.

This skill does not let a character manifest the power. It only lets the character use it from a power stone or dorje as if the power were on the character's class list. Note: If the character is manifesting it from a power stone, he or she has to contact it first.

Emulate Psionic Feat: Sometimes a specific psionic feat is needed to activate a psionic item. This skill does not let a character use that feat. It just lets him or her activate psionic items as if he or she had it.

Use Rope (Dex)

Emulate Psionic Class Feature: Sometimes a psionic class feature is needed to activate a psionic item. The character's effective level in the emulated class is the check result minus 20.

This skill does not let the character use another class's class feature. It just lets him or her activate psionic items as if he or she had it.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check.

Emulate Ability Score: To manifest a power of a particular discipline from a power stone, the character needs a high score in the key ability. A character's effective ability score is the check result minus 15.

Emulate Alignment: It is possible that some items have positive or negative effects based on the user's alignment. A character can use these items as if he or she was of an alignment of his or her choice. A character can emulate only one alignment at a time.

Activate Blindly: Some psionic items are activated by special thoughts or actions. A character can activate such items as if he or she were using the command thought or action even if the character is not and even if he or she doesn't know it. The character does have to use something equivalent. The character gets a +2 bonus if he or she has activated the item at least once before.

If the character fails by 10 or more, he or she suffers brainburn (see below). Note: This brainburn is in addition to the chance for brainburn that a character normally runs when manifesting a power from a power stone and the power's manifester level is higher than the character's level.

Brainburn: When things go awry, the user of a psionic item sometimes improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the item is flung 15 feet or feet away or destroyed. The surge deals 1d4 points of electricity damage per power stored per round and arcs across multiple targets. The user is the primary target, and one ally within 15 feet is the secondary target (chosen at random).

Try Again: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and fails, then the character can't try to activate it again for a day.

Special: A character cannot take 10 with this skill.

Synergy: If a character has 5 or more ranks in Psicraft, he or she gets a +2 synergy bonus on Use Psionic Device checks related to power stones.

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Use Rope Checks

Use Rope DC	Task
10	Tie a firm knot
10 ¹	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

¹ Add 2 to the DC for every 10 feet the hook is thrown; see below.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an animate rope spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

Synergy: If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.

COMBAT

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. 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 Basics

This section summarizes the statistics that determine success in combat, and then details how to use

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. Barbarians 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 Listen checks, Spot 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.

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. A natural 20 is also a threat—a possible critical hit.

Size Modifiers

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

Attack Bonus

Your attack bonus with a melee weapon is:

$$\text{Base attack bonus} + \text{Strength modifier} + \text{size modifier}$$

With a ranged weapon, your attack bonus is:

$$\text{Base attack bonus} + \text{Dexterity modifier} + \text{size modifier} + \text{range penalty}$$

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:

$$10 + \text{armor bonus} + \text{shield bonus} + \text{Dexterity modifier} + \text{size modifier}$$

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: Many other factors modify your AC.

Enhancement Bonuses: Enhancement effects make your 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 shields and 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, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

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).

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, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) 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 (6 squares), or 20 feet (4 squares) 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).

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.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares 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 (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most 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 square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

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).

Combat Reflexes and Additional Attacks of Opportunity:

If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

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 class, level, and an ability score. Your saving throw modifier is: Base save bonus + ability modifier

Saving Throw Types: 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 Surviving after

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

Actions in Combat

The Combat Round

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.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly make an attack or cast a spell. See Table: Actions in Combat for other standard actions.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

Attack Actions

Attack & Full Attack

Attack Rolls: An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

Multiple Attacks: You can make a single attack as a standard action. A character who can make more than one attack per round must use the full attack action in order to get more than one attack.

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



Actions in Combat

Standard Action	Attack of Opportunity ¹	Move Action	Attack of Opportunity ¹
Attack (melee)	No	Move	Yes
Attack (ranged)	Yes	Control a frightened mount	Yes
Attack (unarmed)	Yes	Direct or redirect an active spell	No
Activate a magic item other than a potion or oil	No	Draw a weapon ⁴	No
Aid another	Maybe ²	Load a hand crossbow or light crossbow	Yes
Bull rush	No	Open or close a door	No
Cast a spell (1 standard action casting time)	Yes	Mount a horse or dismount	No
Concentrate to maintain an active spell	No	Move a heavy object	Yes
Dismiss a spell	No	Pick up an item	Yes
D'aw a hidden weapon (see Sleight of Hand skill)	No	Sheathe a weapon	Yes
Drink a potion or apply an oil	Yes	Stand up from prone	Yes
Escape a grapple	No	Ready or loose a shield ⁴	No
Feint	No	Retrieve a stored item	Yes
Light a torch with a tindertwig	Yes		
Lower spell resistance	No	Full-Round Action	Attack of Opportunity ¹
Make a dying friend stable (see Heal skill)	Yes	Full attack	No
Overrun	No	Charge ⁵	No
Read a scroll	Yes	Deliver coup de grace	Yes
Ready (triggers a standard action)	No	Escape from a net	Yes
Sunder a weapon (attack)	Yes	Extinguish flames	No
Sunder an object (attack)	Maybe ³	Light a torch	Yes
Total defense	No	Load a heavy or repeating crossbow	Yes
Turn or rebuke undead	No	Lock or unlock weapon in locked gauntlet	Yes
Use extraordinary ability	No	Prepare to throw splash weapon	Yes
Use skill that takes 1 action	Usually	Run	Yes
Use spell-like ability	Yes	Use skill that takes 1 round	Usually
Use supernatural ability	No	Use touch spell on up to six friends	Yes
		Withdraw ⁵	No
Free Action	Attack of Opportunity ¹	Action Type Varies	Attack of Opportunity ¹
Cast a quickened spell	No	Disarm ⁷	Yes
Cease concentration on a spell	No	Grapple ⁷	Yes
Drop an item	No	Trip an opponent ⁷	No
Drop to the floor	No	Use feat ⁸	Varies
Prepare spell components to cast a spell ⁶	No		
Speak	No	No Action	Attack of Opportunity ¹
		Delay	No
		5-foot step	No

¹ Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

³ If the object is being held, carried, or worn by a creature, yes. If not, no.

⁴ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

⁵ May be taken as a standard action if you are limited to taking only a single action in a round.

⁶ Unless the component is an extremely large or awkward item.

⁷ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

⁸ The description of a feat defines its effect.

Damage Rolls: If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Fighting Defensively

You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Cleave: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Melee Attacks

With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed.

Note that being armed counts for both offense and defense (the character can make attacks of opportunity)

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a -4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

Precise Shot: If you have the Precise Shot feat you don't take this penalty.

Bull Rush

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll, and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush or overrun an opponent (see Bull Rush, above, and Overrun, below).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

Step 3: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Grabbing Items

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

Feint

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

Grapple

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

Step 2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Hold. Make an opposed grapple check as a free action.

If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Activate a Magic Item: You can activate a magic item, as long as the item doesn't require a spell completion trigger. You don't need to make a grapple check to activate the item.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can't attack with two weapons while grappling, even if both are light weapons.

Cast a Spell: You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the

spell. You don't have to make a successful grapple check to cast the spell.

Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

Exception: Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual -4 penalty for changing lethal damage to nonlethal damage.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check.

Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Move: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Spell Component: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action).

You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the -4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip

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

Making a Trip Attack: Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Avoiding Attacks of Opportunity: If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

Being Tripped (Prone): A tripped character is prone. Standing up is a move action.

Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.

If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Movement Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Drop Prone

Dropping to a prone position in your space is a free action.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Move 5 Feet Through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

Overrun

You can attempt an overrun as a standard action taken during your move, or as part of a charge. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect.

If you were attempting the overrun as part of a charge, you may keep moving. (You can always move through a square occupied by someone who lets you by.) In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. You gain a +2 bonus on your Strength check if you made the overrun as part of a charge. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Improved Overrun: If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

Run

You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor).

Note: You lose any Dexterity bonus to AC unless you have the Run feat

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Take 5-Foot Step

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

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Magic Actions

Activate Magic Item

Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staves. Activating a magic item is a standard action (unless the item description indicates otherwise).

Spell Completion Items: Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

Spell Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Cast a Metamagic Spell

Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn't the same as a spell with a 1-round casting time—the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Clerics must take more time to spontaneously cast a metamagic version of a cure or inflict spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Cast a Quicken Spell

You can cast a quickened spell (see the Quicken Spell feat) or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

Cast a Spell

Most spells have a casting time of 1 standard action. You can cast such a spell either before or after you take a move action. A spell cast in this manner immediately takes effect.

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you.

Attacks of Opportunity

Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive: Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.

Note: You retain your Dexterity bonus to AC while casting.

Touch Spells in Combat

Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Concentration

You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast at will, it counts against your daily limit of spells even though you did not cast it successfully.

Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

Spell Components

To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a silence spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

Cease Concentration on a Spell

You can stop concentrating on an active spell as a free action.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Dismiss a Spell

Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Spell-Like Abilities

Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

Using a Spell-Like Ability on the Defensive: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 +

spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities

Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Object Actions

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action.

This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Miscellaneous Actions

Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions tell you what sorts of actions are required to perform skills.

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Spellcasters: You can ready an attack against a spellcaster with the trigger “if she starts casting a spell.” If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).

Readying to Counterspell: You may ready a counterspell against a spellcaster (often with the trigger “if she starts casting a spell”). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster’s spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use dispel magic to counterspell another spellcaster, but it doesn’t always work.

Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target’s square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target’s square goes through a wall (including a low wall). When making a melee attack against a target that isn’t adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he’s closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can’t execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide you with cover against melee attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don’t have line of effect to your target he is considered to have total cover from you. You can’t make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target’s square passes through a square or border that provides concealment, the target has concealment.

Combat Modifiers

Favorable And Unfavorable Conditions

Attack Roll Modifiers

Attacker is ...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

¹ An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

² The defender loses any Dexterity bonus to AC. This bonus doesn’t apply if the target is blinded.

³ Most ranged weapons can’t be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Armor Class Modifiers

Defender is ...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	—	See Concealment
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

¹ The defender loses any Dexterity bonus to AC.

² An entangled character takes a -4 penalty to Dexterity.

³ Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.

⁴ Treat the defender’s Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.

A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted: With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom.

Combat Adjustments Underwater

Condition	Attack/Damage		Movement	Off Balance? ⁴
	Slashing or Bludgeoning	Tail		
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	normal	normal	No
Successful Swim check	-2/half ¹	-2/half	quarter or half ²	No
Firm footing ³	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

¹ A creature without a freedom of movement effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Damaging Objects

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow.

An object's Armor Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points).

Size and Armor Class of Objects

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

¹ The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

² Varies by material; see Table: Substance Hardness and Hit Points.

Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

Hit Points: An object's hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Sundering a Weapon

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.

If you fail the sunder attempt, you don't deal any damage.

Sundering a Carried or Worn Object

You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Break or Burst Modifiers

Condition	DC Adjustment ¹
Hold portal	+5
Arcane lock	+10

¹ If both apply, use the larger number.

*I*NJURY & 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

What Hit Points Represent: 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.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At from -1 to -9 hit points, you're dying.

At -10 or lower, you're dead.

Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stable Characters and Recovery*, below).

Dying (-1 To -9 Hit Points)

When your character's current hit points drop to between -1 and -9 inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

Dead (-10 Hit Points Or Lower)

When your character's current hit points drop to -10 or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters And Recovery

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

If the character's hit points drop to -10 or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

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.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

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.

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.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

Summary Of Conditions

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.



Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

Dead: The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit

points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying: A dying character is unconscious and near death. She has –1 to –9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches –10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

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.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the

air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between –1 and –9, or from nonlethal damage in excess of current hit points.



Other Hazards

Acid Effects

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

Darkness

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

- Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a ranger's favored enemy or a sneak attack).
- Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.
- All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.
- A blinded creature loses its Dexterity adjustment to AC and takes a -2 penalty to AC.
- A blinded creature takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.
- Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Move Silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

- A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)
- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack

(in which case, the blinded character knows the general direction of the foe, but not his location).

- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Disease

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Diseases

Disease	Infection DC	Incubation	Damage
Blinding sickness	Ingested 16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled 16	1 day	1d6 Wis
Cascade Flu	Injury 13	1 day	psionic cascade
Cerebral Parasites	Contact 15	1d4 days	1d8 Power Points
Demon fever	Injury 18	1 day	1d6 Con ²
Devil chills ³	Injury 14	1d4 days	1d4 Str
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled 12	1 day	1d4 Int
Mummy rot ⁴	Contact 20	1 day	1d6 Con
Red ache	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Slimy doom	Contact 14	1 day	1d4 Con ²

¹ Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

² When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

³ The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

⁴ Successful saves do not allow the character to recover. Only magical healing can save the character.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

Cascade Flu: Spread by brain moles, other vermin (injury); DC 13; Incubation: one day; Damage: psionic cascade.

A psionic cascade is a loss of control over psionic faculties. Following the incubation period, every time the afflicted character manifests a power, he or she must make a Concentration check (DC 16). On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character's volition, two additional powers he or she knows manifest randomly, debiting their power cost from the character's reserve. During the third round, three additional powers manifest, and so on, until all the psionic character's power points are drained. Powers activated by the cascade target randomly. Roll d%: On a 01–50 result, the power affects the character, and 51–00 indicates that the power targets other creatures in the vicinity (powers with personal and touch range always affect only the psionic character). Psionic creatures (who manifest their powers freely) cascade until all the powers they know have manifested at least twice.

Cerebral Parasites: Spread by contact with infected psionic creatures (contact); DC 15; Incubation: 1d4 days; Damage: drains 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he or she carries the parasites—until the character discovers he or she has fewer power points at his or her disposal than expected. Psionic creatures with cerebral parasites are limited to using each of their known powers only once per day (instead of freely manifesting them).

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a



character with a minor disease might be able to withstand it without accumulating any damage.

Falling

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

For each additional increment an object falls, it deals an additional 1d6 points of damage.

Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

Damage from Falling Objects

Object Weight	Minimum Falling Distance
200-101 lb.	20 ft.
100-51 lb.	30 ft.
50-31 lb.	40 ft.
30-11 lb.	50 ft.
10-6 lb.	60 ft.
5-1 lb.	70 ft.

Heat Dangers

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and noninstantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp

*Permanent drain, not temporary damage.



Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Starvation And Thirst

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Suffocation

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check

in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

CARRYING, MOVEMENT, & EXPLORATION

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.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight

Carrying Capacity

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	117–233 lb.	234–350 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

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

depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that for by 4 for every ten points the creature's strength is above the score for that row.

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

Reduced Speeds

Base Speed	Reduced Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	35 ft.
60 ft.	40 ft.
70 ft.	50 ft.
80 ft.	55 ft.
90 ft.	60 ft.
100 ft.	70 ft.

Movement

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

Miniatures

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)

You can't run or charge through any square that would hamper your movement.

How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Tactical Speed by Race

Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, half-orc	30 ft.(6 squares)	20 ft.(4 squares)
Dwarf	20 ft.(4 squares)	20 ft.(4 squares)
Halfling, gnome	20 ft.(4 squares)	15 ft.(3 squares)

Bonuses to Speed: A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friend: You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)



Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement.

Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered

on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space:

Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

Big And Little Creatures In Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle ¹	x2
Poor visibility	x2
Impassable	—

¹ May require a skill check

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Creature Size and Scale

Creature Size	Space ¹	Natural Reach ¹
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

¹ These values are typical for creatures of the indicated size. Some exceptions exist.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain

Aerial Maneuverability

	Maneuverability				
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Evasion And Pursuit

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have

them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away.



If not, the chaser runs down its prey, outlasting it with stamina.

Moving Around In Squares

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1 1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

¹ Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also

Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

² Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Mounts and Vehicles for speeds for water vehicles.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and

use the highest DC that applies.

Chance to Get Lost

Situation	Survival DC
Poor visibility	12
Moor or hill, map	6
Moor or hill, no map	10
Mountain, map	8
Mountain, no map	12
Forest	15

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic may make their course clear.



Vision And Light

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye ²	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	Bright	Shadowy	Duration
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.

Forest Terrain

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

Forest Terrain Features

	Category of Forest		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet

deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $3d6 \times 10$ feet. In a medium forest, this distance is $2d8 \times 10$ feet, and in a dense forest it is $2d6 \times 10$ feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as $2d6 \times 100$ feet by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for $2d4 \times 10$ minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take $1d6$ points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take $1d4$ points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes $1d6$ points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

Marsh Terrain

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes.

Marsh Terrain Features

	Marsh Category	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her $1d2 \times 5$ feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6 x 10 feet. In a swamp, this distance is 2d8 x 10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

Hills Terrain

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Terrain Features

	Hills Category	
	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 x 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 x 10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10 x 10 feet. In rugged hills, this distance is 2d6 x 10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Listen or Move Silently checks.

Mountain Terrain

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

Mountain Terrain Features

	Mountain Category		
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their hills terrain counterparts, but they're typically 2d6 x 10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4 x 10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8 x 10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4 x 10 feet tall in rugged mountains and 2d8 x 10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4 x 10 feet across.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10 x 10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10 x 500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the

encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6 x 500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6 x 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6 x 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude

save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Desert Terrain

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

Desert Terrain Features

	Desert Category		
	Tundra	Rocky	Sandy
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6 x 20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6 x 10 feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms

A sandstorm reduces visibility to 1d105 feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Plains Terrain

Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

Plains Terrain Features

	Plains Category		
	Farm	Grassland	Battlefield
Light undergrowth	40%	20%	10%
Heavy undergrowth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%

The terrain elements in the table below are mutually exclusive.

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d640 feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

Aquatic Terrain

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing

water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 x 10 feet if the water is clear, and 1d8 x 10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Floods

In many wilderness areas, river floods are a common occurrence.

In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4 x 50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

Weather

Sometimes weather can play an important role in an adventure.

Table: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by -10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado): Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d610 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01-30), rain/snow (31-90), or sleet/hail (91-00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4-1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d45 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a -4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See

Random Weather

d%	Weather	Cold Climate	Temperate Climate ¹	Desert
01-70	Normal weather	Cold, calm	Normal for season ²	Hot, calm
71-80	Abnormal weather	Heat wave (01-30) or cold snap (31-100)	Heat wave (01-50) or cold snap (51-100)	Hot, windy
81-90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91-99	Storm	Snowstorm	Thunderstorm, snowstorm ³	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard ⁴ , hurricane, tornado	Downpour

¹ Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

² Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Duststorm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see

Table: Wind Effects). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Missing Footnotes

I have no idea what footnotes #3 & #4 on the Random Weather table are supposed to be – they're not in the source material.

Wind Effects

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller Small or larger	Knocked down None	10
Severe	31–50 mph	–4/—	Tiny Small Medium Large or larger	Blown away Knocked down Checked None	15
Windstorm	51–74 mph	Impossible/–4	Small or smaller Medium Large or Huge Gargantuan or Colossal	Blown away Knocked down Checked None	18
Hurricane	75–174 mph	Impossible/–8	Medium or smaller Large Huge Gargantuan or Colossal	Blown away Knocked down Checked None	20
Tornado	175–300 mph	Impossible/impossible	Large or smaller Huge Gargantuan or Colossal	Blown away Knocked down Checked	30

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

² Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6 x 5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by a gust of wind spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Planes

What Is A Plane?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws.

The planes break down into a number of general types: the Material Plane, the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

Material Plane: The Material Plane tends to be the most Earthlike of all planes and operates under the same set of natural laws that our own real world does. This is the default plane for most adventures.

Transitive Planes: These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Inner Planes: These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

Outer Planes: The deities live on the Outer Planes, as do creatures such as celestials, demons, and devils. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Demiplanes: This catch-all category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

Planar Traits

Each plane of existence has its own properties—the natural laws of its universe.

Planar traits are broken down into a number of general areas.

All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: These traits determine the dominance of particular elemental or energy forces.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and magic traits set the boundaries for what it can and can't do.

Physical Traits

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

Gravity

The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity: Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, it is assumed every plane has the normal gravity trait.

Heavy Gravity: The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Balance, Climb, Jump, Ride, Swim, and Tumble checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity: The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on a plane with the light gravity trait take a -2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

No Gravity: Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull.

Objective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward.

In addition, objective directional gravity may change from place to place. The direction of "down" may vary.

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

Time

The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally.

Normal Time: This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane. Unless otherwise noted in a description, every plane has the normal time trait.

Timeless: On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions such as hunger,

thirst, aging, the effects of poison, and healing varies from plane to plane.

The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

Flowing Time: On some planes, time can flow faster or slower. One may travel to another plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real.

When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the same flow in the other plane.

Erratic Time: Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between the two planes. The following is provided as an example.

Erratic Time Example

d%	Time on Material Plane	Time on Erratic Time Plane
01-10	1 day	1 round
11-40	1 day	1 hour
41-60	1 day	1 day
61-90	1 hour	1 day
91-100	1 round	1 day

To the denizens of such a plane, time flows naturally and the shift is unnoticed.

If a plane is timeless with respect to magic, any spell cast with a noninstantaneous duration is permanent until dispelled.

Shape and Size

Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

Infinite: Planes with this trait go on forever, though they may have finite components within them. Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

Finite Shape: A plane with this trait has defined edges or borders. These borders may adjoin other planes or hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape: On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them.

Some demiplanes are self-contained.

Morphic Trait

This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while others can be manipulated only by extremely powerful creatures. And some planes respond to physical or magical efforts.

Alterable Morphic: On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Highly Morphic: On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

Magically Morphic: Specific spells can alter the basic material of a plane with this trait.

Divinely Morphic: Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort. But the deities may cause these areas to change instantly and dramatically, creating great kingdoms for themselves.

Static: These planes are unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however.

Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

Sentient: These planes are ones that respond to a single thought—that of the plane itself. Travelers would find the plane's landscape changing as a result of what the plane thought of the travelers, either becoming more or less hospitable depending on its reaction.

Elemental and Energy Traits

Four basic elements and two types of energy together make up everything. The elements are earth, air, fire, and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; these traits are noted in a plane's description only when they are present.

Air-Dominant: Mostly open space, planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Fire-Dominant: Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Mate-

rial Plane creatures, and those without resistance or immunity to fire are soon immolated.

Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Water-Dominant: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach a pocket of air will likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire take 1d10 points of damage each round.

Positive-Dominant: An abundance of life characterizes planes with this trait. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a DC 15 Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The death ward spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Alignment Traits

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may find life more difficult.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have either a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident.

Good-Aligned/Evil-Aligned: These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned: Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Each part of the moral/ethical alignment trait has a descriptor, either “mildly” or “strongly,” to show how powerful the influence of alignment is on the plane.

Mildly Aligned: Creatures who have an alignment opposite that of a mildly aligned plane take a –2 circumstance penalty on all Charisma-based checks.

Strongly Aligned: On planes that are strongly aligned, a –2 circumstance penalty applies on all Charisma-based checks made by all creatures not of the plane’s alignment. In addition, the –2 penalty affects all Intelligence-based and Wisdom-based checks, too.

The penalties for the moral and ethical components of the alignment trait do stack.

Neutral-Aligned: A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

The Material Plane is considered mildly neutral-aligned, though it may contain high concentrations of evil or good, law or chaos in places.

A strongly neutral-aligned plane would stand in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a –2 circumstance penalty to Intelligence-, Wisdom-, or Charisma-based checks by any creature that isn’t neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a –2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a –4 penalty.

Magic Traits

A plane’s magic trait describes how magic works on the plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Normal Magic: This magic trait means that all spells and supernatural abilities function as written.

Unless otherwise noted in a description, every plane has the normal magic trait.

Wild Magic: On a plane with the wild magic trait spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell.

To cast an impeded spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane.

Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own.

If a spell is enhanced, certain metamagic feats can be applied to it without changing the spell slot required or the casting time. Spellcasters on the plane are considered to

Wild Magic Results

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.

have that feat or feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats normally if they want to use them on other planes as well.

Limited Magic: Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications.

Magic can be limited to effects from certain schools or subschools, to effects with certain descriptors, or to effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work.

Dead Magic: These planes have no magic at all. A plane with the dead magic trait functions in all respects like an antimagic field spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use teleport or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

How Planes Interact

Separate Planes: Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane.

Coterminous Planes: Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other.

Coexistent Planes: If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane it coexists with.

Layered Planes

Infinities may be broken into smaller infinities, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on a specific layer: the first layer of the plane, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The plane shift spell also deposits the spellcaster on the first layer of the plane.

Plane Descriptions

The Material Plane

The Material Plane is the center of most cosmologies and defines what is considered normal.

The Material Plane has the following traits:

- Normal gravity.
- Normal Time
- Alterable morphic.

- No Elemental or Energy Traits (specific locations may have these traits, however)
- Mildly neutral-aligned.
- Normal magic.

The Ethereal Plane

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

It has the following traits.

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane.

The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

Plane Of Shadow

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits.

- Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.

• Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.

Furthermore, specific spells become more powerful on the Plane of Shadow. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).

- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

The Astral Plane

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home.

The Astral Plane has the following traits.

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

Elemental Plane Of Air

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below.

The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travel-

ers without flight can survive easily here, they are at a disadvantage.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

Elemental Plane Of Earth

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

Elemental Plane Of Fire

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, ever-shifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

Elemental Plane Of Water

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Enhanced magic. Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

Negative Energy Plane

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits.

- Subjective directional gravity.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-

like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.

- Impeded magic. Spells and spell-like abilities that use positive energy, including cure spells, are impeded. Characters on this plane take a -10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack.

Random Encounters: Because the Negative Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

Positive Energy Plane

The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane has the following traits.

- Subjective directional gravity.
- Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use positive energy, including cure spells, are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)
- Impeded magic. Spells and spell-like abilities that use negative energy (including inflict spells) are impeded.

Random Encounters: Because the Positive Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

TURN OR REBUKE UNDEAD

Good clerics and paladins and some neutral clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Evil clerics and some neutral clerics can channel negative energy, which can halt, awe (rebuke), control (command), or bolster undead.

Regardless of the effect, the general term for the activity is “turning.” When attempting to exercise their divine 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.

You must present your holy symbol to turn undead. Turning is considered an attack.

Times per Day: You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. You can increase this number by taking the Extra Turning feat.

Range: You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

Turning Check: 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). Table: Turning Undead 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 cleric 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 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.

Turning Undead

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

Evil Clerics and Undead

Evil clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked: A rebuked undead creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.

Commanded: A commanded undead creature is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.

Dispelling Turning: An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage of 2d6 + cleric level + Charisma modifier to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).

Bolstering Undead: An evil cleric may also bolster undead creatures against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on Table: Turning Undead becomes the undead creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' actual Hit Dice). The bolstering lasts 10 rounds. An evil undead cleric can bolster himself in this manner.

Neutral Clerics and Undead

A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them. See Turn or Rebuke Undead for more information.

Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

Paladins and Undead

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

Turning Other Creatures

Some clerics have the ability to turn creatures other than undead. The turning check result is determined as normal.

MAGIC

Overview

A spell is a one-time magical effect. Spells come in two types: arcane (cast by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins and rangers). Some spellcasters select their spells from a limited list of spells known, while others have access to a wide variety of options.

Most spellcasters prepare their spells in advance—whether from a spellbook or through devout prayers and meditation—while some cast spells spontaneously without preparation.

Despite these different ways that characters use to learn or prepare their spells, when it comes to casting them, the spells are very much alike.

Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

Casting Spells

Whether a spell is arcane or divine, and whether a character prepares spells in advance or chooses them on the spot, casting a spell works the same way.

Choosing A Spell

First you must choose which spell to cast. If you're a cleric, druid, experienced paladin, experienced ranger, or wizard, you select from among spells prepared earlier in the day and not yet cast (see *Preparing Wizard Spells* and *Preparing Divine Spells*).

If you're a bard or sorcerer, you can select any spell you know, provided you are capable of casting spells of that level or higher.

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 (or learn, in the case of a bard or sorcerer) 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.) If you're a bard or sorcerer, casting a spell counts against your daily limit for spells of that spell level, but you can cast the same spell again if you haven't reached your limit.

Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a Concentration 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.

Injury: If while trying to cast a spell you take damage, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell you're casting). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 10 + points of damage + the level of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 20 + the level of the spell you're casting) or lose the spell.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a Concentration check (DC 15 + the level of the spell you're casting) to succeed. You lose the spell if you fail.

Entangled: If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

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, domain granted power, 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.

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. Counterspelling works even if one spell is divine and the other arcane.

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. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft 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 (if you prepare spells), 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.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered.

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).

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.

Special Spell Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types: Usually, a bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead: Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even wish or miracle. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution



by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using raise dead or resurrection to restore the slain character to life. Casting trap the soul prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see Bonus Types, above).

Different Bonus Names: The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

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 (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

If one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

Conjuration

Each conjuration spell belongs to one of five subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances

under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life.

Summoning: A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it XP, or to use any spell-like abilities that would cost XP if they were spells.

Teleportation: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

Charm: A charm spell changes how the subject views you, typically making it see you as a good friend.

Compulsion: A compulsion spell forces the subject to act in some manner or changes the way her mind works. Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

A figment's AC is equal to 10 + its size modifier.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties view-



ing or studying the scene don't notice the phantasm. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

[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, good, 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. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

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, focus, and XP 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.

Divine Focus (DF): A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character's faith.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

XP Cost (XP): Some powerful spells entail an experience point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component—expended when you cast the spell, whether or not the casting succeeds.

Casting Time

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

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. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells 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. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (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. The point of



origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, or Spread: 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. It starts from any corner of your square and widens out as it goes. 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.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

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 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, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger). A spell's level can vary depending

on your class. Always use the spell level applicable to your class.

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.

Items Affected by Magical Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

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.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found.

Arcane Spells

Wizards, sorcerers, and bards cast arcane spells. Compared to divine spells, arcane spells are more likely to produce dramatic results.

Preparing Wizard Spells

A wizard’s level limits the number of spells she can prepare and cast. 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 daily limit. To prepare a spell the wizard must have an Intelligence score of at least 10 + the spell’s level.

Rest: To prepare her daily spells, a wizard must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to preparing her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions: If a wizard has cast spells recently, the drain on her resources reduces her capacity to prepare new spells. When she prepares spells for the coming day, all the spells she has cast within the last 8 hours count against her daily limit.

Preparation Environment: To prepare any spell, a wizard must have enough peace, quiet, and comfort to allow for proper concentration. 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 a read magic spell even without a spellbook.

Spell Preparation Time: After resting, a wizard must study her spellbook to prepare any spells that day. If she wants to prepare all her spells, the process takes 1 hour. Preparing some smaller portion of her daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

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 from the previous day and has not yet used. During the study period, she chooses which spells to prepare. If a wizard already has spells prepared (from the previous day) that she has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells for the day, a wizard can leave some of these spell slots open. Later during that day, 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 cannot, however, 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. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of her spells.

Spell Slots: The various character class tables show how many spells of each level a character can cast per day. These openings for daily spells 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 wipe a prepared spell from a character’s mind.

Death and Prepared Spell Retention: If a spellcaster dies, all prepared spells stored in his or her mind are wiped away. Potent magic (such as raise dead, resurrection, or true resurrection) can recover the lost energy when it recovers the character.

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. 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 a Spellcraft 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 skill 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 it 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 a Spellcraft 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.)

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 a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus on the Spellcraft 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 rank in Spellcraft. 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 $\times 50$ 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 wipes the prepared spell from her mind, 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.

Sorcerers And Bards

Sorcerers and bards cast arcane spells, but they do not have spellbooks and do not prepare their spells. A sorcerer's or bard's class level limits the number of spells he can cast (see these class descriptions). His high Charisma score might allow him to cast a few extra spells. A member of either class must have a Charisma score of at least 10 + a spell's level to cast the spell.

Daily Reading of Spells: Each day, sorcerers and bards must focus their minds on the task of casting their spells. A sorcerer or bard needs 8 hours of rest (just like a wizard), after which he spends 15 minutes concentrating. (A bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the sorcerer or bard readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

Recent Casting Limit: As with wizards, any spells cast within the last 8 hours count against the sorcerer's or bard's daily limit.

Adding Spells to a Sorcerer's or Bard's Repertoire: A sorcerer or bard gains spells each time he attains a new level in his class and never gains spells any other way. When your sorcerer or bard gains a new level, consult Table: Bard Spells Known or Table: Sorcerer Spells Known to learn how many spells from the appropriate spell list he now knows. With permission, sorcerers and bards can also select the spells they gain from new and unusual spells that they have gained some understanding of.



Divine Spells

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.

Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as wizards do, but with a few differences. The relevant ability for divine spells is Wisdom. To prepare a divine spell, a character must have a Wisdom score of 10 + the spell's level. Likewise, bonus spells are based on Wisdom.

Time of Day: A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.

Spell Selection and Preparation: A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a wizard (1 hour), as is the requirement for a relatively peaceful environment. A divine spellcaster does not have to prepare all his spells at once. However, the character's mind is considered fresh only during his or her first daily spell preparation, so a divine spellcaster cannot fill a slot that is empty because he or she has cast a spell or abandoned a previously prepared spell.

Divine spellcasters do not require spellbooks. However, such a character's spell selection is limited to the spells on the list for his or her class. Clerics, druids, paladins, and rangers have separate spell lists. A cleric also has access to two domains determined during his character creation. Each domain gives him access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell level—one from each of his two domains—a cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a domain spell is not on the cleric spell list, it can be prepared only in a domain spell slot.

Spell Slots: The character class tables show how many spells of each level a character can cast per day.

These openings for daily spells 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.

Recent Casting Limit: As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

Spontaneous Casting of Cure and Inflict Spells: A good cleric (or a cleric of a good deity) can spontaneously cast a cure spell in place of a prepared spell of the same level or higher, but not in place of a domain spell. An evil cleric (or a cleric of an evil deity) can spontaneously cast an inflict spell in place of a prepared spell (one that is not a domain spell) of the same level or higher. Each neutral cleric of a neutral deity either spontaneously casts cure spells like a good cleric or inflict spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the cure or inflict spell substitutes for is converted into the cure or inflict spell as if that spell had been prepared all along.

Spontaneous Casting of Summon Nature's Ally Spells: A druid can spontaneously cast a summon nature's ally spell in place of a prepared spell of the same level or higher. The divine energy of the spell that the summon nature's ally spell substitutes for is converted into the summon spell as if that spell had been prepared all along.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

New Divine Spells

Divine spellcasters most frequently gain new spells in one of the following two ways.

Spells Gained at a New Level: Characters who can cast divine spells undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, he or she learns new spells from that level automatically.

Independent Research: A divine spellcaster also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others.

Manifesting Powers

Choosing a Power

A psion or psychic warrior who intends to manifest a power can select any power he or she knows, provided the character is capable of manifesting powers of that level or higher.

To manifest a power the character must pay power points, which count against his or her daily total, but the character can manifest the same power over and over if he or she has points left to pay for it.

Power Points: The psion and psychic warrior class tables show how many power points a character has access to each day, depending on level.

A power's cost is determined by its level, as shown below. Every power's cost is also noted in its description.

Power Cost

Power Level	Power point cost
0	0/1
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

Power Descriptions

Manifestation Time

A character can manifest a power with a manifestation time of 1 action as a standard action.

A power that takes 1 full round to manifest is a full-round action. It comes into effect just before the beginning of the character's turn in the round after he or she began manifesting the power. The character then acts normally after the power is completed. A power that takes 1 minute to manifest comes into effect just before the character's turn 1 minute later (and for each of those 10 rounds the character is manifesting a power as a full-round action).

Range

A psionic power's range indicates how far from the manifester it can reach, as defined on the Range line of the power description. A power's range is the maximum distance from the manifester that the power's effect can occur, as well as the maximum distance at which the manifester can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include:

Personal: The power affects only the manifester.

Touch: The manifester must touch a creature or object to affect it.

Close: The power can reach up to 25 feet away from the manifester. The maximum range increases 5 feet for every two full manifester levels.

Medium: The power can reach up to 100 feet, plus 10 feet per manifester level.

Long: The power can reach up to 400 feet, plus 40 feet per psionic class level.

Unlimited: The power can reach anywhere on the same plane of existence.

Aiming a Power

The manifester must make some choice about whom the power is to affect or where the power's effect is to originate, depending on the type of power.

Target or Targets

Some powers have a target or targets. The character manifests these powers directly on creatures or objects, as defined by the power itself.

If the character manifests a targeted power on the wrong sort of target the power has no effect. If the target of a power is the manifester ("Target: You"), he or she does not receive a saving throw and neither power resistance nor spell resistance applies. The Saving Throw and Power Resistance headers are omitted from such powers.

Effect

Some powers create or summon things rather than affecting things that are already present. Unless otherwise noted in the power description, the manifester 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 power's range.

Ray: Some effects are rays. The character aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature he or she is trying to hit, as the character does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature the character is aiming at.

If a ray spell has a duration, it is the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas that the character can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect to all portions of the effect.

Area

Some powers affect an area. The manifester selects where the power originates, but otherwise doesn't control which creatures or objects the power affects. Sometimes a power describes a specially defined area, but usually an area falls into one of the categories described below.

Burst: As with an effect, the character selects the power's point of origin. The power bursts out from this point, affecting whatever it catches in its area. A burst power has a radius that indicates how far from the point of origin the power's effect extends.

Cone: When the character manifests a power with a cone area, the cone shoots away from the character in the direction the character designates. A cone starts as a point directly before the character, and it widens out as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

Creatures: Some powers affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many powers affect "living creatures," which means all creatures other than constructs and undead. If a power has a limited amount of targets it can affect, it will ignore those that it cannot affect.

Cylinder: As with a burst, the character selects the power's point of origin. This point is the center of a horizontal circle, and the power shoots down from the circle, filling a cylinder.

Emanation: Some powers have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the power.

Objects: Some powers affect objects within an area the character selects.

Spread: Some powers spread out like a burst but can turn corners. The character selects the point of origin, and the power spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the effect takes.

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

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A line of effect is canceled by a solid barrier. It's not blocked by fog, darkness, and other factors that limit normal sight.

A character must have a clear line of effect to any target that the character manifests a power on or to any space in which the character wishes to create an effect. The character must have a clear line of effect to the point of origin of any power the character manifests. For bursts, cones, cylinders, and emanating powers, the power only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a power's line of effect through the 5-foot section containing the hole. The remainder of the barrier, if unbroken, still blocks line of effect.

Discipline

All powers are grouped according to their discipline. Each of the six disciplines is associated with a key ability score. The key ability score is important when manifesting a power, because it modifies the DC of the opponent's saving throw to resist a power, as described in Saving Throw, below. The power's name line gives both the discipline the power belongs to and the appropriate key ability score.

Saving Throw

Most harmful powers allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in the power description defines which type of saving throw (if any) the power allows, with additional terms to describe how saving throws against the power work.

Negates: This term means that the power has no effect on an affected creature that makes a successful saving throw.

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

Partial: The power causes an effect on its subject. A successful saving throw means that some lesser effect occurs as detailed in the descriptive text.

None: No saving throw is allowed.

(Object): The power can be manifested on objects, which receive saving throws only if they are magical or psionic, or if they are attended (held, worn, grasped, and so on) by a creature resisting the power, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can only be manifested on objects. Some powers with this notation can be manifested on creatures or objects.) A psionic item's save bonuses are each equal to 2 + one-half its manifester level.

(Harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: Each time you manifest a power, you set the DC of an opponent's saving throw: 1d20 + the level of the power + your ability score modifier for the key ability.

Succeeding at a Saving Throw: A creature that successfully saves against a power without obvious physical effects feels a hostile force or a tingle, but it cannot deduce the exact nature of the attack. A character does not sense when creatures succeed at saving throws against effect and area powers.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forgo a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics or magic can suppress this if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried and worn are assumed to survive a psionic attack. If a character rolls a natural 1 for his or her saving throw, however, an exposed item is harmed (provided the attack

Items Affected by Psionic Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Magic/Psionic helmet (or circlet/headband/third eye)
4th	Item in hand (including weapon, wand, etc.)
5th	Magic/Psionic cloak
6th	Stowed or sheathed weapon
7th	Magic/Psionic bracers
8th	Magic/Psionic clothing
9th	Magic/Psionic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

can harm objects). Determine which four significant objects are most likely to be struck and roll randomly among them.

The randomly determined item must make a saving throw against the attack form and suffer whatever damage the attack deals.

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

Power Resistance

Power resistance is a special defensive ability. If a character's power is being resisted by a creature with power resistance, the character must make a manifester level check (1d20 + manifester level) at least equal to the creature's power resistance (PR) for the power to affect that creature.

The defender's power resistance is like an "Armor Class" against psionic attacks.

Normally, a defender's spell resistance functions just like power resistance in its ability to resist psionic powers. Likewise, power resistance grants psionic creatures an equal chance to resist spells, using the same mechanism.

A psionic power's Power Resistance line and descriptive text tell whether power resistance protects creatures from it. In many cases, power resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms "object" and "harmless" mean the same as for saving throws. A creature with power resistance must voluntarily drop the resistance in order to receive the effects of a power noted as harmless without the manifester level check described above.

The Power's Result

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), the character can apply whatever results a power entails, as defined in the descriptive text.

Duration

A power's Duration line tells how long the energy of the power 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 power's duration is variable the DM rolls it secretly.

Instantaneous: The power's energy comes and goes the instant the power is manifest, though the consequences of the power might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to dispel psionics.

Concentration: The power lasts as long as the character concentrates on it. Concentrating to maintain a power is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when manifesting a power can also break the character's concentration while the character is maintaining one, causing the power to end (see Concentration, below). The character can't manifest a power while concentrating on another one. Sometimes a power lasts for a short time after the character ceases concentrating. In these cases, the power keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the power, but the character can't maintain it for more than a stated duration in any event.

Subjects, Effects, and Areas: If the power affects creatures directly, the result travels with the subjects for the spell's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to when their durations end. If the power affects an area, then the power stays with that area for the power's duration. Creatures become subject to the power when they enter the area and become no longer subject to it when they leave.

Touch Spells and Holding the Charge: If the character doesn't discharge a touch power on the round the character manifests the power, the character can hold the discharge of the power (hold the charge) indefinitely.

The character can make touch attacks round after round. The character can touch one friend (or the character can touch his or her self) as a standard action or up to six friends as a full-round action. If the character touches anything with the character's hand while holding a charge, the power discharges. If the character manifests another power, the touch power dissipates.

Discharge: A few powers last for a set duration or until triggered or discharged.

(D): If the Duration line ends with "(D)," the character can dismiss the power at will. The character must be within range of the power's effect. Dismissing a power is a standard action that does not provoke attacks of opportunity. A power that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the character has to do to end the spell is to stop concentrating).

XP Cost

Some high-level powers entail an experience point (XP) cost to the manifester. No power can restore the lost XP. The manifester cannot spend so much XP that he or she loses a level, so a character cannot manifest the power unless he or she has enough XP to spare. However, the character may, on gaining enough XP to achieve a new level, immediately spend the XP on manifesting the power rather than keeping it to advance a level.

The Power Points line for a power includes a notation when an XP cost must be paid.

Display

When psionic powers are manifested, secondary displays usually accompany the primary effect. The psionic display may be auditory, material, mental, olfactory, or visual. No power's secondary display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effects for a power only occur if the power's description indicates it.

If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the general display remains much the same, though with minute spikes in intensity. A Psicraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play.

Auditory (Au): From the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), a bass-pitched hum issues, eerily akin to many deep-pitched voices. The sound grows in a heartbeat from hardly noticeable to as loud as a shout, which can be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard within 15 feet only with a successful Listen check (DC 10). Some powers describe unique auditory displays.

Material (Ma): The subject or the area is briefly slicked with a harmless ectoplasmic goo. The slime evaporates after 1 round regardless of the power's duration.

Mental (Me): A subtle chime rings in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option) for the space of 1 second (or lasts for the duration, at the manifester's option). Some powers describe unique mental displays.

Olfactory (Ol): An odd but familiar odor brings to mind a brief mental flash of a memory long buried. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than 1 second (or lasts for the duration, at the manifester's option).

Visual (Vi): The manifester's eyes burn like points of fire while the power remains in effect, and an instantaneous flash of light sweeps away from the manifester to a distance of 5 feet, unless the power has a unique visual secondary effect.

Concentration

To manifest a power, a manifester must concentrate. If something interrupts the character's concentration while he or she is manifesting a power, the character must make a Concentration check or lose the power points, with the power unmanifested. The more distracting the interruption and the higher the level of the power that the character is trying to manifest, the higher the DC is. If the character fails the check, he or she loses the power points just as if the character had manifested the power to no effect.

Psionics are spell-like abilities. In most cases, a spell-like ability (and manifesting a power) works just like a spell, and casting a spell works much like manifesting a power for the purposes of the restrictions that apply. Those restrictions are the same as those on casting a spell, except for one important difference: Armor does not hinder the manifestation of a power. In all other cases, manifesting a power follows the rules for casting a spell.

Situations (other than armor) that interrupt a spell also interrupt the manifestation of a psionic power. When a power manifestation is interrupted, the manifester loses the power points he or she would have spent to successfully manifest the power. If the manifester was using a free 0-level power, the power fails, but the manifester does not use up a free manifestation. See the Concentration skill for details on interruptions.

Manifesting Defensively: If a character wants to manifest a power without provoking any attacks of opportunity, he or she needs to dodge and weave. To manifest the power, the character must succeed at a Concentration check (DC 15 + the level of the power being manifested). The power fails and the character still loses the power points if he or she fails the check.

Manifester Level

A power's effect and duration often depend on its manifester level, which is equal to the character's psionic class level.

If desired, a character can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for the character to manifest the power in question, and all level-dependent features must be based on the same manifester level.

Power Failure

If a character tries to manifest a power in conditions where the characteristics of the power (range, area, etc.) cannot be made to conform, the manifestation fails and power points are wasted.

Powers also fail if the character's concentration is broken (see Concentration, above).

Special Power Effects

Certain special power features apply to all powers.

Attacks: Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents are attacks. All powers that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

Bonus Types: Many powers give creatures bonuses to various scores. Each bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and bonuses granted by a suit of armor and a shield used in conjunction by a creature, only the better bonus works. The same principle applies to penalties—a character suffering two or more penalties of the same type applies only the worst one.

Bonus types include armor, competence, deflection, enhancement, enlargement, haste, inherent, insight, luck, morale, natural armor, profane, resistance, sacred, and synergy.

Descriptors: Some powers have descriptors indicating something about how the power functions. Most of these descriptors have no game effect by themselves, but they govern how the power interacts with other powers, with spells, with special abilities, with unusual creatures, with alignment, and so on.

The descriptors are acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.



Psionics–Magic Transparency

The default rule for psionics and magic is that psionic powers interact with spells and spells interact with psionic powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as transparency.

Though not explicitly called out in spell descriptions or magic item descriptions, follow this rule: Spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics.

Spell resistance functions against powers and vice versa.

All spells that negate or dispel magic are equally effective against psionic powers of the same level using the same mechanics, and vice versa.

The spell detect magic detects psionic powers, their number, and their strength and location within 3 rounds (though a Psicraft check is necessary to determine the discipline of the psionic aura).

“Dead magic” areas are also “dead psionics” areas.

Enchantment Resistance: Races and classes with resistance to spells of the Enchantment school receive the same bonus to resist all psionic powers with the compulsion descriptor.

Spells and Powers follow the same rules for multiple effects and bonus stacking.

Psionic Powers

Psions and psychic warriors manifest psionic powers. Psionic powers involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation.

Psions and Psychic Warriors

A psionic character’s level limits the number of power points available for manifesting powers (see the class description). A psion’s most important ability score is determined by his or her primary discipline, which if high enough grants additional power points per level. Members of either class must have a key ability score equal to at least 10 + the power’s level to manifest that power.

Daily Power Point Acquisition: Each day, a psion or psychic warrior needs 8 hours of rest, after which he or she spends 15 minutes concentrating. During this period, the psionic character’s mind is charged anew with power points, reaching the maximum allowed for the character based on level, key ability score (for psion only), and feat acquisition. Without such a period of refreshment, the psionic character does not regain power points used up the day before. A psionic character can only refresh his or her power points once every twenty-four hours.

0-Level Powers: Also called talents, 0-level powers are an exception to the normal rules governing the payment of power points. Psionic characters can manifest 0-level powers a number of times per day equal to their class bonus (three for psions, two for psychic warriors) + manifester level. After that, they must pay 1 power point each

time they wish to manifest a 0-level power, until the next day.

Adding Powers to a Psionic Character’s Repertoire:

Psions and psychic warriors gain powers and power points each time they achieve new experience levels; they never gain powers any other way. When a psionic character gains a new level, consult the appropriate table in the class description to learn how many powers that character now knows. Refer also to the appropriate class table to learn the number of power points the character now has. The new powers must come from the appropriate class’s power list.

Using Stored Power Points

A variety of psionic items exist that store power points for later use, chiefly the storage device called the crystal capacitor. Regardless of what sort of item stores the power points, psionic characters all must follow strict rules when tapping stored power points.

The Bottleneck: When using power points from a storage item to manifest a power or a psionic attack/defense mode, a psionic character may not supplement the power’s cost with power points stored in other items or from his own personal power point reserve. The points required to manifest a power must be supplied entirely by the manifester or the storage item.

Recharging: Most power point storage devices allow psionic characters to “recharge” the item with their own power points. This depletes the character’s pool on a 1-for-1 basis as if he or she had manifested a power; however, those power points remain indefinitely stored.

The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserve.

Psychometabolism Powers and Attacks

The Psychometabolism discipline includes powers that give a manifester the ability to turn unarmed attacks (or bites) into standard melee attacks. However, the total number of attacks the manifester can make in the round does not change. The manifester does now have an off-hand weapon in the form of a second claw (or a claw attack in addition to a held weapon or even a bite, if manifesting another power) and can use the standard rules for making off-hand attacks described in the Player’s Handbook, treating all claw and bite attacks as light weapons. A manifester wielding a weapon could use such a claw or bite attack as an off-hand attack or as the primary attack in the round, as desired. Additionally, the Two-Weapon Fighting and Ambidexterity feats reduce attack roll penalties when using these enhanced attacks with the off hand.

Psionic Disciplines

Every power belongs to one of six psionic disciplines. A discipline is a group of related psionic powers that work in similar ways.

Clairsentience

Clairsentience powers enable the manifester to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden things, and

to generally know what is normally unknowable. Many Clairsentience powers have cone-shaped areas. These move with the manifester and extend in the direction he or she looks. The cone defines the area that the manifester can sweep each round. If the manifester studies the same area for multiple rounds, he or she can often gain addition

Metacreativity

Metacreativity powers create objects, creatures, or some form of matter. Creatures the manifester creates usually, but not always, obeys his or her commands.

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range.

The power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are generally as solid and durable as a normal object, despite their originally diaphanous substance. If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends or is negated, the created creature or object vanishes without a trace. Some metacreative powers have instantaneous durations. In these cases, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

Psychokinesis

Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce interesting visual effects above and beyond the standard secondary display, such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage.

Psychometabolism

Psychometabolic powers change the physical properties of the psionic character.

Psychoportation

Psychoportation powers move the manifester, an object, or another creature through space and time.

Telepathy

Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior.

Most telepathic powers are mind-affecting. Two types of powers grant the manifester influence over a subject creature:

Charm: The power changes the way the subject views the manifester, typically making the subject see him or her as a good friend.

Compulsion: The power forces the subject to act in some manner or changes the way his or her mind works. Some powers determine the subject's actions (or the effects on the subject), some allow the manifester to determine the subject's actions when the manifester manifests them, and others give the manifester ongoing control over the subject.



PSIONIC COMBAT

Overview

There are five psionic attack modes and five psionic defense modes. Each mode is like a specialized psionic power and generally follows the rules for using a psionic power, but there are some differences. Successful psionic attacks deal temporary ability damage, while successful psionic defenses protect the subject from taking that ability damage. Psionic characters can target nonpsionic opponents with attack modes, though nonpsionic creatures are naturally resistant to most such attacks.

Attack and defense modes do not fall under any one discipline, nor do they possess levels (though for the purposes of Concentration checks an equivalent level is given in Table: Psionic Attack Modes); however, each attack mode is keyed to a particular ability score (noted next to each attack mode in parentheses). The attacker adds his or her key ability modifier to his or her roll to set the defender's Will save DC against the attack. The ability also indicates the specific type of temporary ability damage the attack deals if successful.

Psionic Attack Modes	Psionic Defense Modes
Ego Whip (Dex)	Empty Mind
Id Insinuation (Str)	Intellect Fortress
Mind Blast (Cha)	Mental Barrier
Mind Thrust (Int)	Thought Shield
Psychic Crush (Wis)	Tower of Iron Will (Nonpsionic buffer)

Making a Psionic Attack

A psionic character initiates psionic combat by targeting any opponent in range with one of the five psionic attack modes he or she knows. Using a psionic attack mode is a standard action, and normally only one attack is allowed in a round.

Each psionic attack mode has a power point cost (as noted on Table: Psionic Attack Modes). The attacker sets the defender's Will save DC with a d20 roll modified by two additional components: the attacker's appropriate ability modifier and the DC modifier. The attacker's ability modifier is always his or her key ability modifier, regardless of the specific attack mode used. The DC modifier is determined by the defense mode raised by the defender, if any, which is found by cross-referencing the attack mode and defense mode on Table: Psionic Combat DC Modifiers. The defender does not know what specific attack he or she is defending against until after the defense is raised, nor does the attacker know what defense will be raised until after the attack is launched.

The attacker may choose to enhance the psionic attack through the use of specific feats, if possessed. An attacker cannot use feats in conjunction with psionic combat that are not specially for use with psionic attack modes.

Psionic Attack Modes

Attack Mode ⁴	Range	Ability Damage	Power Points
Mind Thrust	Close (25 ft. + 5 ft./2 levels)	1d2 Int	1
Ego Whip	Close (25 ft. + 5 ft./2 levels)	1d4 Dex	3
Id Insinuation	Close (25 ft. + 5 ft./2 levels)	1d2 Str ¹	3
Psychic Crush	Close (25 ft. + 5 ft./2 levels)	2d4 Wis	5
Mind Blast	60 ft. cone ²	1d4 Cha ³	9

¹ A defender who fails a Will save ignores mental hardness, if any.

² All creatures caught in the area must save or be affected.

³ Nonpsionic beings affected by mind blast are stunned for 3d4 rounds.

⁴ Attack mode level equivalents for the purpose of Concentration checks: Mind Thrust, 1st; Ego Whip & Id Insinuation, 2nd; Psychic Crush, 3rd; Mind Blast, 5th.

Making a Psionic Defense

A character defending against a psionic attack mode makes a Will save to determine the success or failure of the attack. Unless flat-footed or out of power points, psionic characters can respond to a psionic attack by putting up one of the five psionic defense modes. The defender is aware of the attack but not the specific attack mode. Following the attack, the defender knows which attack mode it was, regardless of the success or failure of the attack to deal temporary ability damage.

A psionic character must be conscious to raise a psionic defense mode. Regardless of initiative order, a defender may always attempt to put up a defense mode as a free action if he or she has sufficient power points to pay for it and is not flat-footed.

If caught flat-footed, or if the defender's power points are exhausted, the defender must make a Will save without the benefit of a psionic defense mode's bonus on the saving throw. The DC modifier of an unanswered psionic attack mode is +8.

A defender who successfully raises a psionic defense mode gains a bonus on the Will save against that psionic attack (and that attack only) and possibly mental hardness against temporary ability score damage, depending on the mode utilized (again, only for the specific attack). This Will save bonus is set out in Table: Psionic Combat DC Modifiers.

Special Considerations: If the defender raises a psionic defense mode but still fails the Will save, the mental hardness granted by the mode, if any, still reduces the total ability damage dealt by the attack (except in the special case of id insinuation). A defender who fails the Will save and does not have sufficient mental hardness to block out all the ability damage takes the balance as the appropriate amount and type of temporary ability damage.

Psionic Defense Modes

Defense Mode	Secondary Protection	Power Points
Empty Mind	None	1
Thought Shield	1 mental hardness ¹	1
Mental Barrier	2 mental hardness ¹	3
Intellect Fortress	3 mental hardness ¹	5
Tower of Iron Will	2 mental hardness ¹ , 10-ft. radius ²	5
Nonpsionic buffer	Ability damage=stun ³	n/a

¹ Mental hardness reduces total ability damage dealt by successful psionic attack.

² Bonus on defender's Will save does not stack with overlapping psionic defenses, but mental hardness does stack.

³ Nonpsionic creatures are stunned for a number of rounds equal to the points of ability damage that would be dealt.

The defender may choose to enhance the psionic defense through the use of specific feats, if possessed. A defender cannot use feats in conjunction with psionic combat that are not specially for use with psionic defense modes.

Psionic Attack and Defense Modes

Defending against Multiple Attacks

Unless flat-footed, a psionic character can defend against multiple psionic attacks from different aggressors in the same round, if he or she has sufficient power points to pay the cost of each defense.

Psionic Combat DC Modifiers

Defense	Ego Whip	Id Insinuation	Mind Blast	Mind Thrust	Psychic Crush
Empty Mind	+1	-2	+3	-3	-5
Intellect Fortress	-2	+1	+0	+6	+4
Mental Barrier	-1	+4	-3	+1	+3
Thought Shield	-4	-1	-2	+4	+2
Tower of Iron Will	+3	+0	-1	+5	-3
Nonpsionic buffer	-8	-9	+4	-8	-8
Flat-footed or out of power points	+8	+7	+8	+8	+8

Psionic Attacks against Nonpsionic Creatures

Like psionic creatures, nonpsionic creatures make a Will save to defend against psionic attacks. Nonpsionic creatures do not choose defense modes, however, they have protection from psionic attacks in the form of a nonpsionic buffer (see Table: Psionic Combat DC Modifiers). Furthermore, they naturally convert ability damage to rounds of being stunned on a 1-for-1 basis.

Even when stunned a nonpsionic being retains its nonpsionic buffer.

The defender knows he or she is being attacked, but not what attack is coming in, and can put up a defense he or she knows unless flat-footed. Depending on the combination of attack mode and defense mode, the defender's DC is modified as noted on the table.

Ability Damage from Psionic Attacks

All damage taken during psionic combat is in the form of temporary ability damage. The specific attack mode used determines the type of temporary ability damage dealt. Temporary ability damage returns naturally at a rate of 1 point per day for each damaged ability (2 points per day under the care of someone versed in the Heal skill).

If a psionic being's score in any one ability damaged by an attack mode reaches 0, he or she drops helpless. All further psionic attacks against that target deal temporary Constitution damage. The downed being cannot raise psionic defenses against these attacks. If his or her Constitution reaches 0, he or she immediately dies. If brought back to life through magical or psionic means, the victim comes back with a Constitution score of 1. Lost ability points continue to return normally as the temporary damage fades.

Psionic attack and defense modes are in many ways akin to standard powers, but they differ in some ways. Since they do not really belong to any one discipline, a psionic character can use any mode he or she has access to without worrying about a key ability score. Psionic attack and defense modes are supernatural, not spell-like. Using an attack mode draws an attack of opportunity, but using a defense mode does not.

Ego Whip

Attack Mode (Dex)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

The defender makes a Will save (DC 1d20 + manifester's Dexterity modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 1d4 points of temporary Dexterity damage.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat DC Modifiers). On a failed saving throw, nonpsionic creatures are stunned for 1d4 rounds.

Empty Mind

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

A manifester can raise empty mind as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is flat-footed or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat DC Modifiers to get the appropriate modifier to the Will save DC.

Id Insinuation

Attack Mode (Str)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

The defender makes a Will save (DC 1d20 + manifester's Strength modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 1d2 points of temporary Strength damage, regardless of mental hardness.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat DC Modifiers). On a failed saving throw, nonpsionic creatures are stunned for 1d2 rounds.

Intellect Fortress

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 5

A manifester can raise intellect fortress as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is flat-footed or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat DC Modifiers to get the appropriate modifier to the Will save DC. The manifester also gains mental hardness 3, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her Will save (except against id insinuation).

Mental Barrier

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

A manifester can raise mental barrier as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is flat-footed or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat DC Modifiers to get the appropriate modifier to the Will save DC. The manifester also gains mental hardness 2, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her Will save (except against id insinuation).

Mind Blast

Attack Mode (Cha)

Display: Vi (see text)

Manifestation Time: 1 action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 9

This attack blasts the minds of all creatures in a 60-foot cone. Defenders within the area make a Will save (DC 1d20 + manifester's Charisma modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 1d4 points of temporary Charisma damage.

A nonpsionic creature's buffer is less helpful against mind blast than other psionic attack modes. The Will save DC increases by +4, and on a failed saving throw, a nonpsionic creature is stunned for 3d4 rounds (rather than 1d4).

Mind Thrust

Attack Mode (Int)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 1

The defender makes a Will save (DC 1d20 + manifester's Intelligence modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 1d2 points of temporary Intelligence damage.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat DC Modifiers). On a failed saving throw, nonpsionic creatures are stunned for 1d2 rounds.

Psychic Crush

Attack Mode (Wis)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (See text)

Power Resistance: No

Power Points: 5

The defender makes a Will save (DC 1d20 + manifester's Wisdom modifier + DC modifier).

Psionic creatures are allowed to raise a psionic defense mode, which modifies the defender's Will save DC. Those who fail their saving throw take 2d4 points of temporary Wisdom damage.

Nonpsionic creatures always enjoy a nonpsionic buffer against a psionic attack mode (see Table: Psionic Combat DC Modifiers). On a failed saving throw, a nonpsionic creature is stunned for 2d4 rounds.

Thought Shield

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

A manifester can raise thought shield as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is flat-footed or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat DC Modifiers to get the appropriate modifier to the Will save DC. The manifester also gains mental hardness 1, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her Will save (except against id insinuation).

Tower of Iron Will

Defense Mode

Display: Au

Manifestation Time: 1 action

Range: 5 feet

Area: 10-ft.-radius emanation, centered on you (see text)

Duration: Instantaneous

Saving Throw: Yes (harmless)

Power Resistance: No

Power Points: 5

A manifester can raise tower of iron will as a reaction in response to a psionic attack mode, even if he or she has already taken the full allotment of actions for the round (unless the manifester is flat-footed or out of power points). Cross-reference this defense with the attack mode on Table: Psionic Combat DC Modifiers to get the appropriate modifier to the Will save DC. The manifester and those within the area also gain mental hardness 2, which is applied against any temporary ability damage dealt by the attack mode if the manifester fails his or her Will save (except against id insinuation).

Because tower of iron will has an area, it specifically grants mental hardness (but not a DC modifier) to other living, willing creatures against a psionic attack. These bonuses stack.

Nonpsionic creatures within the area also gain this mental hardness, which shields them from potential rounds of being stunned instead of temporary ability damage, on a point-for-point basis.

OTHER SPECIAL ABILITIES

A special ability is either extraordinary, spell-like, or supernatural in nature. See the table below for a summary of the types of special abilities.

Spell-Like Abilities (Sp)

Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*). Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

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 or have an XP cost. 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.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

Spell-Like Psionic Abilities

Spell-like abilities resemble spells. The manifestation of psionic powers by a psion or psychic warrior is considered a spell-like ability, as is the free manifestation of powers by creatures without a psionic class (creatures that have psionic abilities). In most cases, a creature's innate psionic ability works just like the power of the same name. A few such abilities are unique, and their details are explained in the text where the ability is described.

Regardless of the manifester, psionic powers and abilities have no verbal, somatic, or material components. The user activates the power mentally. Armor never affects a power's use. Psionic abilities have a manifestation time of 1 action unless noted otherwise in the ability description.

Creatures' psionic abilities are treated the same as psionic powers with regard to spell resistance and suppression by *dispel magic*. They do not function in areas where psionics are suppressed or negated.

As noted above, some creatures do take levels in psionic character classes. They manifest psionic powers just as psions or psychic warriors do. An individual creature could have some freely manifested psionic abilities and other powers that must be paid for with power points.

Supernatural Abilities (Su)

Supernatural abilities are magical but not spell-like. 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 (Ex)

Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on 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.

Summary

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	Yes
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Special Ability Descriptions

Ability Score Loss (Su)

Various attacks cause ability score loss, either ability damage or ability drain.

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability (or double that if the character gets complete bed rest).

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Ability drain is permanent, though restoration can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

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

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

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Alternate Form (Su)

A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the polymorph spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Dispelling Supernatural Abilities

The table says Supernatural Abilities can be dispelled, the text says they can't. I believe the table is wrong.

Antimagic

An *antimagic field* spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
- Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
- Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a bag of holding are unavailable, but neither spill out nor disappear forever).
- Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- *Wall of force*, *prismatic wall*, and *prismatic sphere* are not affected by antimagic. *Break enchantment*, *dispel magic*, and *greater dispel magic* spells do not dispel antimagic. *Mage's disjunction* has a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the disjunction, no items within it are disjoined.

Blindsight And Blindsense (Ex)

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Breath Weapon (Su)

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- The creature retains its hit points and saves.

- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Charm And Compulsion

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- A charmed creature doesn't gain any magical ability to understand his new friend's language.
- A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

Cold Immunity

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless

of whether a saving throw is allowed, or if the save is a success or failure.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Ex or Su)

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even non-magical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction. A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6

enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- Raise dead doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how she died, has -10 hit points.
- The spell death ward protects a character against these attacks.

Disease

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease: Diseases whose names are printed in *italics* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Cascade Flu: Spread by brain moles, other vermin (injury); DC 13; Incubation: one day; Damage: psionic cascade.

A psionic cascade is a loss of control over psionic faculties. Following the incubation period, every time the afflicted character manifests a power, he or she must make a Concentration check (DC 16). On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character's volition, two additional powers he or she knows manifest randomly, debiting their power cost from the character's reserve. During the third round, three additional powers manifest, and so on, until all the psionic character's power points are drained. Powers activated by the cascade target randomly. Roll d%: On a 01–50 result, the power affects the character, and 51–00 indicates that the power targets other creatures in the vicinity (powers with personal and touch range always affect

Diseases

Disease	Infection DC	Incubation	Damage
Blinding sickness	Ingested 16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled 16	1 day	1d6 Wis
Cascade Flu	Injury 13	1 day	psionic cascade
Cerebral Parasites	Contact 15	1d4 days	1d8 Power Points
<i>Demon fever</i>	Injury 18	1 day	1d6 Con ²
<i>Devil chills</i> ³	Injury 14	1d4 days	1d4 Str
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled 12	1 day	1d4 Int
<i>Mummy rot</i> ⁴	Contact 20	1 day	1d6 Con
Red ache	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Slimy doom	Contact 14	1 day	1d4 Con ²

¹ Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

² When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

³ The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

⁴ Successful saves do not allow the character to recover. Only magical healing can save the character.

only the psionic character). Psionic creatures (who manifest their powers freely) cascade until all the powers they know have manifested at least twice.

Cerebral Parasites: Spread by contact with infected psionic creatures (contact); DC 15; Incubation: 1d4 days; Damage: drains 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he or she carries the parasites—until the character discovers he or she has fewer power points at his or her disposal than expected. Psionic creatures with cerebral parasites are limited to using each of their known powers only once per day (instead of freely manifesting them).

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Energy Drain (Su) And Negative Levels

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

- 1 on all skill checks and ability checks.
- 1 on attack rolls and saving throws.
- 5 hit points.

-1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

Etherealness

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

Evasion And Improved Evasion (Ex)

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing (Ex)

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

Fear (Su or Sp)

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of

their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the *fear* spell.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Fire Immunity

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack

under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze Attacks (Su)

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

Improved Grab (Ex)

If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeality

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see *Invisibility*, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a

character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is ...	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -4
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Level Loss

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

Low-light Vision (Ex)

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or

threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

- *Perfect:* The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- *Good:* The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- *Average:* The creature can fly as adroitly as a small bird.
- *Poor:* The creature flies as well as a very large bird.
- *Clumsy:* The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent

with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks. Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Paralysis (Ex or Su)

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison (Ex)

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison.

One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must

make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Polymorph

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The polymorph spell defines the general polymorph effect.

Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.

A dwarf's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but does gain the bonus against any creature polymorphed into a giant.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics (Sp)

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or tele-

Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp

*Permanent drain, not temporary damage.

port great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

Rake (Ex)

A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Rays (Su or Sp)

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

Regeneration (Ex)

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

A creature must have a Constitution score to have the regeneration ability.

Resistance To Energy (Ex)

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Scent (Ex)

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Sonic Attacks (Su)

Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Spells

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Spell Immunity (Ex)

A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance (Ex)

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as web.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as magic stone. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against magic stone only if the creature with spell resistance is holding the stones when the cleric casts magic stone on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Summon (Sp)

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally

10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy (Su)

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-1/2 times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex)

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. The ability's range is specified in the creature's descriptive text.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

Turn Resistance (Ex)

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

Vulnerability to Energy

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

ABILITY SCORES

Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. 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 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.

Abilities and Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. 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.)

Abilities and Psionics

The ability that governs bonus power points depends on what your character's primary discipline is: Strength for Psychometabolism, Dexterity for Psychoportation, Constitution for Psychokinesis, Intelligence for Metacreativity, Wisdom for Clairsentience, and Charisma for Telepathy. In addition to having a high ability score, a psionic must be of high enough class level to be able to manifest powers of a given level. (See the class descriptions for details.)

The Abilities

Each ability partially describes your character and affects some of his or her actions.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.

- Strength checks (for breaking down doors and the like).

Egoists get bonus power points based on their Strength score. The minimum Strength score needed to manifest a psychometabolic power is 10 + the power's level.

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 (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

Nomads get bonus power points based on their Dexterity score. The minimum Dexterity score needed to manifest a psychoportive power is 10 + the power's level.

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 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.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

Savants get bonus power points based on their Constitution score. The minimum Constitution score needed to manifest a psychokinetic power is 10 + the power's level.

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. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

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.

Shapers get bonus power points based on their Intelligence score. The minimum Intelligence score needed to manifest a metacreative power is 10 + the power'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 the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm person and other spells).
- Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

Seers get bonus power points based on their Wisdom score. The minimum Wisdom score needed to manifest a clairsentient power is 10 + the power's level.

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 most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

Telepaths get bonus power points based on their Charisma score. The minimum Charisma score needed to manifest a telepathic power is 10 + the power's level.

Chapter 1

This material is abbreviated, but otherwise identical to that found in Chapter 1: The Basics.

Changes to Ability Scores

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.

Ability Modifiers, Bonus Spells, and Bonus Power Points

Score	Modifier	Bonus Spells (by Spell Level)										Bonus Power Points (by Psion Level)										
		0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	
1	-5											Can't cast spells or use psionics tied to this ability										
2-3	-4											Can't cast spells or use psionics tied to this ability										
4-5	-3											Can't cast spells or use psionics tied to this ability										
6-7	-2											Can't cast spells or use psionics tied to this ability										
8-9	-1											Can't cast spells or use psionics tied to this ability										
10-11	0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	1	—	—	—	—	—	—	—	—	1	—	—	—	—	—	—	—	—	—	—
14-15	+2	—	1	1	—	—	—	—	—	—	—	1	3	—	—	—	—	—	—	—	—	—
16-17	+3	—	1	1	1	—	—	—	—	—	—	1	3	5	—	—	—	—	—	—	—	—
18-19	+4	—	1	1	1	1	—	—	—	—	—	1	3	5	7	—	—	—	—	—	—	—
20-21	+5	—	2	1	1	1	1	—	—	—	—	3	3	5	7	9	—	—	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	—	—	—	3	5	5	7	9	11	—	—	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	—	—	3	5	7	7	9	11	13	—	—	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	—	3	5	7	9	9	11	13	15	—	—	—
28-29	+9	—	3	2	2	2	2	1	1	1	1	5	5	7	9	11	11	13	15	17	—	—
30-31	+10	—	3	3	2	2	2	2	1	1	1	5	7	7	9	11	13	13	15	17	19	19
32-33	+11	—	3	3	3	2	2	2	2	1	1	5	7	9	9	11	13	15	15	17	19	19
34-35	+12	—	3	3	3	3	2	2	2	2	1	5	7	9	11	11	13	15	17	17	19	19
36-37	+13	—	4	3	3	3	3	2	2	2	2	7	7	9	11	13	13	15	17	19	19	19
38-39	+14	—	4	4	3	3	3	3	2	2	2	7	9	9	11	13	15	15	17	19	21	21
40-41	+15	—	4	4	4	3	3	3	3	2	2	7	9	11	11	13	15	17	17	19	21	21
42-43	+16	—	4	4	4	4	3	3	3	2	2	7	9	11	13	13	15	17	19	19	21	21
44-45	+17	—	5	4	4	4	4	3	3	3	3	9	9	11	13	15	15	17	19	19	21	21
etc...																						



RACES

Favored Class

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

Race And Languages

All characters know how to speak Common. A dwarf, elf, gnome, 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.

Literacy: Any character except a barbarian can read and write all the languages he or she speaks.

Class-Related Languages: Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

Cleric: Abyssal, Celestial, Infernal.

Druid: Sylvan.

Wizard: Draconic.

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 Hide checks. 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.

Standard Races

Dwarves

- +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 Search checks to notice unusual stonework, 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 Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblins.
- +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.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

Elves

- +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 feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

Gnomes

- +2 Constitution, –2 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +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.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *Speak with Animals* spell description.
- Spell-Like Abilities: 1/day—*Speak with Animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*Dancing Lights*, *Ghost Sound*, *Prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- *Favored Class*: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

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.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.

- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- *Favored Class*: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

Half-orcs

- +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 Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnome, Goblin, and Abyssal.
- *Favored Class*: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty.

Halflings

- +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 Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- *Favored Class*: Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

Creating a Character

To create a character, generate ability scores, pick a race, pick a class, spend skill points, choose feats, choose an alignment and other descriptive elements, and choose equipment.

There are several ways to generate ability scores. The standard is to roll 4d6 6 times, each time dropping one die and totaling the other 3, and then arrange them to taste among the 6 abilities, taking into consideration racial modifiers and class requirements.

Humans

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
 - **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Favored Class:** Any. When determining whether a multi-class human takes an experience point penalty, his or her highest-level class does not count.

Vital Statistics

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on Table: Random Starting Ages.

Alternatively, refer to Table: Random Starting Ages and roll dice to determine how old your character is.

With age, a character's physical ability scores decrease and his or her mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6
Human	15 years	+1d4	+1d6	+2d6

Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Human	35 years	53 years	70 years	+2d20 years

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Height And Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, female	3' 7½	+2d4	100 lb.	× (2d6) lb.
Dwarf, male	3' 9½	+2d4	130 lb.	× (2d6) lb.
Elf, female	4' 5½	+2d6	80 lb.	× (1d6) lb.
Elf, male	4' 5½	+2d6	85 lb.	× (1d6) lb.
Gnome, female	2' 10½	+2d4	35 lb.	× 1 lb.
Gnome, male	3' 0½	+2d4	40 lb.	× 1 lb.
Half-elf, female	4' 5½	+2d8	80 lb.	× (2d4) lb.
Half-elf, male	4' 7½	+2d8	100 lb.	× (2d4) lb.
Half-orc, female	4' 5½	+2d12	110 lb.	× (2d6) lb.
Half-orc, male	4' 10½	+2d12	150 lb.	× (2d6) lb.
Halfling, female	2' 6½	+2d4	25 lb.	× 1 lb.
Halfling, male	2' 8½	+2d4	30 lb.	× 1 lb.
Human, female	4' 5½	+2d10	85 lb.	× (2d4) lb.
Human, male	4' 10½	+2d10	120 lb.	× (2d4) lb.

Monsters As Races

While every monster has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. Creatures who have an Intelligence score of 2 or lower, who have no way to communicate, or who are so different from other PCs that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill

points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Hit Dice: The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature's size like additional racial Hit Dice do.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Ability Scores for Monster PCs: While a monster's statistics give the ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating a PC from a creature, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier for that ability based on its race or kind. Generate the character's ability scores as normal, then add the racial ability modifiers to get their ability scores.

Note: Some monsters have base ability scores other than 10 and 11. If alternate scores were used this will be indicated in the monster entry. Also, some monsters that make good PCs have their racial ability modifiers and other traits already listed in their monster entry.

For ability scores lower than 10, the procedure is different. First, determine the character's ability scores, and compare that number to the monster's average ability score, using either the table below that applies to Intelligence or the table that applies to the other five ability scores.

The separate table for Intelligence ensures that no PC ends up with an Intelligence score lower than 3. This is important, because creatures with an Intelligence score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable.

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment).

Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed.

A monster with Hit Dice of 1 or less, a level adjustment, and class levels adds its class levels and level adjustment together when determining experience needed (class level + level adjustment).

A monster with more than one Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when determining experience needed (HD + level adjustment + class level).

Monsters as Epic Characters: The epic rules work for monsters with character levels, using the creature's effective character level (ECL) instead of just its class levels.



Monster PCs' Intelligence Scores

Generated Score	— Monster Intelligence Score —			
	3	4-5	6-7	8-9
18	10	12	14	16
17	9	11	13	15
16	8	10	12	14
15	7	9	11	13
14	6	8	10	12
13	5	7	9	11
12	4	6	8	10
11	3	5	7	9
10	3	5	7	9
9	3	5	6	8
8	3	4	6	8
7	3	4	5	7
6	3	4	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Monster PCs' Ability Scores

Generated Score	Monster Ability Score (Str, Dex, Con, Wis, Cha)				
	1	2-3	4-5	6-7	8-9
18	8	10	12	14	16
17	7	9	11	13	15
16	6	8	10	12	14
15	5	7	9	11	13
14	4	6	8	10	12
13	3	5	7	9	11
12	2	4	6	8	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	5	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

CLASSES

Multiclass Characters

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. It is used to determine when feats and ability score boosts are gained.

"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 with multiple attacks.

Saving Throws: Add the base save bonuses for each class together.

Skills: If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.

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. (Exception: A character who acquires the barbarian class does not become illiterate.)

In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin level is 4th or higher, her effective turning level is her cleric level plus her paladin level minus 3.

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. When a barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it. Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar's natural armor, Intelligence score, and special abilities.

Note: A psion character may never multiclass as a psion with a different discipline.

Feats: A multiclass character gains feats based on character levels, regardless of individual class level

Ability Increases: A multiclass character gains ability score increases based on character level, regardless of individual class level.

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.

Psionic Powers: The psion/psychic warrior multiclass is allowed. Power points from each class are pooled; however, powers discovered for each class must be tracked separately, since class level affects the manifestation of certain powers.

Epic Characters

Regardless of the method used to attain 21st level, once a character reaches that point he or she is considered an epic character.

Epic characters—those characters whose character level is 21st or higher—are handled slightly differently than non-epic characters. While they continue to gain most of the customary benefits of gaining levels, some benefits are replaced by alternative gains.

Despite the twenty-level limit indicated in the class descriptions a class can be advanced beyond 20th level by using these rules. A ten-level prestige class can also be advanced beyond 10th level, but only if the character level of the advancing character is already 20th or higher. A class with fewer than ten levels cannot be advanced beyond the maximum described for that class, regardless of the character level of the advancing character.

Epic Save Bonus: A character's base save bonus does not increase after his character level reaches 20th. However, he does receive a cumulative +1 epic bonus on all saving

Epic Save and Epic Attack Bonuses

Character Level	Epic Save Bonus	Epic Base Attack Bonus
21st	+0	+1
22nd	+1	+1
23rd	+1	+2
24th	+2	+2
25th	+2	+3
26th	+3	+3
27th	+3	+4
28th	+4	+4
29th	+4	+5
30th	+5	+5

throws every even-numbered level after 20th, as shown on Table: Epic Save and Epic Attack Bonuses.

Epic Attack Bonus: A character's base attack bonus does not increase after his character level reaches 20th. However, he does receive a cumulative +1 epic bonus on all attack rolls every odd-numbered level after 20th, as shown on Table: Epic Save and Epic Attack Bonuses. Only base attack bonus is used to calculate iterative attacks. In addition, base attack bonus never grants a creature more than four attacks with any given weapon using the full attack option, though special abilities and class features may provide additional attacks.

Class Skill Max Ranks: The maximum number of skill ranks a character can have in a class skill is equal to his or her character level +3.

Cross-Class Skill Max Ranks: For cross-class skills, the maximum ranks are one-half the maximum for a class skill.

Feats: Characters continue to gain feats based on character level as normal. Note that these feats are in addition to any bonus feats granted in the class descriptions.

Ability Increases: Characters continue to gain ability score increases based on character level as normal.

For multiclass characters, feats and ability increases are gained according to overall character level, not class level.

Epic Class Features

Many, but not all, class features continue to accumulate after 20th level. The following guidelines describe how the epic class progressions work.

- Class-related base save bonuses and base attack bonus don't increase after 20th level. Thus, these class tables have no columns for base save bonuses or base attack bonus. Instead, use Table: Epic Save and Epic Attack Bonuses to determine the character's epic bonus on saving throws and attacks.
- A character continues to gain Hit Dice and skill points as normal beyond 20th level.
- Generally speaking, any class feature that uses the character's class level as part of a mathematical formula continues to increase using the character's class level in the formula.
- Any prestige class feature that calculates a save DC using the class level should add only half the character's class levels above 10th.
- For spellcasters, caster level continues to increase after 20th level. However, a character's spells per day don't increase after 20th level.
- The powers of familiars, special mounts, and fiendish servants continue to increase as their masters gain levels, if they're based on a formula that includes the caster's level.
- Any class features that increase or accumulate as part of a repeated pattern also continue to increase or accumulate after 20th level at the same rate. An exception to this rule is any bonus feat progression granted as a class feature. If a character gets bonus feats as part of a class feature these do not increase with epic levels.

Instead, these classes get a new bonus feat progression (described in each class summary below).

- In addition to the class features retained from lower levels, each class gains a bonus feat every two, three, four, or five levels after 20th. This benefit augments each class's progression of class features, because not all classes otherwise improve class features after 20th level. These bonus feats are in addition to the feats that every character gets from level advancement.
- A character doesn't gain any new class features beyond 20th level. Class features with a progression that slows or stops before 20th level and features that have a limited list of options do not improve as a character attains epic level.

Likewise, class features that are gained only at a single level do not improve.

Adding a Second Class

When an epic character with levels in only one class attains a new level, she may choose to increase the level of her current class or pick up a new class at 1st level. The standard rules for multiclassing still apply, but epic characters must keep in mind the rules for epic advancement.

An epic character gains the class skills, weapon proficiency, armor proficiency, spells, and other class features of the new class, as well as a Hit Die of the appropriate size. In addition, the character gets the usual skill points from the new class

An epic character does not gain the base attack bonuses and base save bonuses normally gained when adding a second class. Instead, the character uses the epic attack bonus and epic save bonus progression shown on Table: Epic Save and Epic Attack Bonus.

1st Level

A character's first level is special in several ways. Only at 1st level, a character gets several special benefits:

- *Maximum hit points*
- *Quadruple skill points (already calculated in the "Skill Points at 1st Level" entry in the class descriptions).*

Advancement

When you have accumulated additional experience equal to your current character level, in thousands, your character's level increases by one. You may increment by 1 your level in one class you already have, or add the first level of a new class.

In addition to the benefits gained from class levels, your character level gives you certain benefits:

- *A feat at 1st level and every level evenly divisible by three*
- *A 1-point increase to any one ability score every level evenly divisible by four*

Single-Class Characters

While the text doesn't make it explicit, you may continue to advance in your original class, rather than adding a new class when you level.

Multiclassing and XP

Characters that have 2 (or more) classes that are 2 or more levels apart suffer a 20% penalty on all earned XP. Do not count favored classes (based on race) when determining this penalty.

Barbarian

Alignment: Any nonlawful.

Hit Die: d12.

Class Skills

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the barbarian.

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

Fast Movement (Ex): A barbarian'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 barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian 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 barbarian'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 barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or 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. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian 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 barbarian, at which point this limitation no longer applies; see below).

A barbarian 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 barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian 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. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains 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 by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian 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.

Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day

Greater Rage (Ex): At 11th level, a barbarian'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 barbarian 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 barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian'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.

Epic Barbarians

Hit Die: d12.

Skill Points at Each Additional Level: 4 + Int modifier.

Barbarian Rage: The epic barbarian gains one use of rage per day every four levels higher than 20th.

Trap Sense (Ex): The epic barbarian's bonus increases by +1 every three levels higher than 18th.

Damage Reduction (Ex): The epic barbarian's damage reduction increases by 1 point every three levels higher than 19th.

Bonus Feats: The epic barbarian gains a bonus feat every four levels higher than 20th.

Ex-Barbarians

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

Bard

Alignment: Any nonlawful.

Hit Die: d6.

Class Skills

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at

least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

Bard

Level	Base				Special	Spells per Day							Spells Known						
	Attack Bonus	Fort Save	Ref Save	Will Save		0th	1st	2nd	3rd	4th	5th	6th	0th	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1	2	—	—	—	—	—	—	4	—	—	—	—	—	—
2nd	+1	+0	+3	+3		3	0	—	—	—	—	—	5	2 ¹	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence	3	1	—	—	—	—	—	6	3	—	—	—	—	—
4th	+3	+1	+4	+4		3	2	0	—	—	—	—	6	3	2 ¹	—	—	—	—
5th	+3	+1	+4	+4		3	3	1	—	—	—	—	6	4	3	—	—	—	—
6th	+4	+2	+5	+5	Suggestion	3	3	2	—	—	—	—	6	4	3	—	—	—	—
7th	+5	+2	+5	+5		3	3	2	0	—	—	—	6	4	4	2 ¹	—	—	—
8th	+6/+1	+2	+6	+6	Inspire courage +2	3	3	3	1	—	—	—	6	4	4	3	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	3	3	3	2	—	—	—	6	4	4	3	—	—	—
10th	+7/+2	+3	+7	+7		3	3	3	2	0	—	—	6	4	4	4	2 ¹	—	—
11th	+8/+3	+3	+7	+7		3	3	3	3	1	—	—	6	4	4	4	3	—	—
12th	+9/+4	+4	+8	+8	Song of freedom	3	3	3	3	2	—	—	6	4	4	4	3	—	—
13th	+9/+4	+4	+8	+8		3	3	3	3	2	0	—	6	4	4	4	4	2 ¹	—
14th	+10/+5	+4	+9	+9	Inspire courage +3	4	3	3	3	3	1	—	6	4	4	4	4	3	—
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	4	4	3	3	3	2	—	6	4	4	4	4	3	—
16th	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0	6	5	4	4	4	4	2 ¹
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1	6	5	5	4	4	4	3
18th	+13/+8/+3	+6	+11	+11	Mass suggestion	4	4	4	4	4	3	2	6	5	5	5	4	4	3
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3	6	5	5	5	5	4	4
20th	+15/+10/+5	+6	+12	+12	Inspire courage +4	4	4	4	4	4	4	4	6	5	5	5	5	5	4

¹ Provided the bard has a high enough Charisma score to have a bonus spell of this level.

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Knowledge Checks

DC	Type of Knowledge
10	Common, known by at least a substantial minority drinking; 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.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics 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 bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform 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 bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform 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. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any,

to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like suggestion, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Arcane Spells And Armor

Wizards and sorcerers 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 (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizards or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

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 he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

Epic Bards

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

Spells: The bard's caster level is equal to his class level. The bard's number of spells per day does not increase after 20th level. The bard does not learn additional spells.

Bardic Music: The bard gains no new bardic music effects from his Perform ranks.

Bardic Knowledge: Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

Bonus Feats: The epic bard gains a bonus feat every three levels higher than 20th.

Inspire Courage (Su): The epic bard's bonus when this ability is used increases by +1 every six levels higher than 20th.

Ex-Bards

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

Cleric

Alignment: A cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A cleric may not be neutral unless his deity's alignment is also neutral.

Hit Die: d8.

Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the cleric.

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

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day ¹												
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Turn or rebuke undead	3	1+1	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—	—	—	—
7th	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—	—
11th	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—	—
12th	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—	—
13th	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—	—
14th	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—	—
15th	+11/+6/+1	+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—
16th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
17th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
18th	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
19th	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
20th	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	3+1	3+1	2+1	—

¹ In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The "+1" in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric of an evil deity), can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

Chaotic, Evil, Good, and Lawful Spells: A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral

deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Bonus Languages: A cleric’s bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Epic Clerics

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The cleric’s caster level is equal to his class level. The cleric’s number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the cleric’s class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic cleric gains a bonus feat every three levels higher than 20th.

Ex-Clerics

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

Druid

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

Class Skills

The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below.

A druid must choose and prepare her spells in advance (see below).

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

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th					
1st	+0	+2	+0	+2	Animal companion, nature sense, wild empathy	3	1	—	—	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure	5	3	2	—	—	—	—	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Wild shape (1/day)	5	3	2	1	—	—	—	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	5	3	3	2	—	—	—	—	—	—	—	—	—	—	—
7th	+5	+5	+2	+5	Wild shape (3/day)	6	4	3	2	1	—	—	—	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (Large)	6	4	3	3	2	—	—	—	—	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	6	4	4	3	2	1	—	—	—	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	6	4	4	3	3	2	—	—	—	—	—	—	—	—	—
11th	+8/+3	+7	+3	+7	Wild shape (Tiny)	6	5	4	4	3	2	1	—	—	—	—	—	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (plant)	6	5	4	4	3	3	2	—	—	—	—	—	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	—	—	—	—	—	—	—
14th	+10/+5	+9	+4	+9	Wild shape (5/day)	6	5	5	4	4	3	3	2	—	—	—	—	—	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body, wild shape (Huge)	6	5	5	5	4	4	3	2	1	—	—	—	—	—	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)	6	5	5	5	4	4	3	3	2	—	—	—	—	—	—
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	—	—	—	—	—
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 2/day)	6	5	5	5	5	4	4	3	3	2	—	—	—	—	—
19th	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3	—	—	—	—	—
20th	+15/+10/+5	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	5	4	4	4	4	—	—	—	—	—

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back.

Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the alter self spell, but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Epic Druids

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The druid's caster level is equal to her class level. The druid's number of spells per day does not increase after 20th level.

Animal Companion: The epic druid's animal companion continues to increase in power. Every three levels higher than 20th the animal companion's gains 2 bonus hit dice, +1 strength and dexterity, and an additional trick.

Wild Shape (Su): The druid can use this ability to take the form of an animal one additional time per day every four levels higher than 18th. The druid's ability to wild shape into an elemental does not improve.

Bonus Feats: The epic druid gains a bonus feat every four levels higher than 20th.

Ex-Druids

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

The Druid's Animal Companion

A druid's animal companion is different from a normal animal of its kind in many ways. The companion is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats). It is superior to a normal animal of its kind and has special powers, as described below.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Animal Companion Advancement

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than

instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Alternative Animal Companions

A druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

Higher-Level Animal Companions

4th Level or Higher (Level –3)

Ape (animal)
 Bear, black (animal)
 Bison (animal)
 Boar (animal)
 Cheetah (animal)
 Crocodile (animal)¹
 Dire badger
 Dire bat
 Dire weasel
 Leopard (animal)
 Lizard, monitor (animal)
 Shark, Large¹ (animal)
 Snake, constrictor (animal)
 Snake, Large viper (animal)
 Wolverine (animal)

7th Level or Higher (Level –6)

Bear, brown (animal)
 Dire wolverine
 Crocodile, giant (animal)
 Deinonychus (dinosaur)
 Dire ape
 Dire boar
 Dire wolf
 Elasmosaurus¹ (dinosaur)
 Lion (animal)
 Rhinoceros (animal)
 Snake, Huge viper (animal)
 Tiger (animal)

10th Level or Higher (Level –9)

Bear, polar (animal)
 Dire lion
 Megaraptor (dinosaur)
 Shark, Huge¹ (animal)
 Snake, giant constrictor (animal)
 Whale, orca¹ (animal)

13th Level or Higher (Level –12)

Dire bear
 Elephant (animal)
 Octopus, giant¹ (animal)

16th Level or Higher (Level –15)

Dire shark¹
 Dire tiger
 Squid, giant¹ (animal)
 Triceratops (dinosaur)
 Tyrannosaurus (dinosaur)
¹ Available only in an aquatic environment.

Fighter

Alignment: Any.

Hit Die: d10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the fighter.

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).

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

Epic Fighters

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic fighter gains a bonus feat every two levels higher than 20th (22nd, 24th, 26th, and so on).

Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

Monk

Alignment: Any lawful.

Hit Die: d8.

Class Skills

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

Monks are not proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus x 1/2 or x 2/3) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage ¹	AC Bonus	Unarmed Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike	-2/-2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	-1/-1	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Still mind	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki strike (magic), slow fall 20 ft.	+1/+1	1d8	+0	+10 ft.
5th	+3	+4	+4	+4	Purity of body	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+5/+5/+0	1d10	+1	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+6/+6/+1	1d10	+1	+30 ft.
10th	+7/+2	+7	+7	+7	Ki strike (lawful), slow fall 50 ft.	+7/+7/+2	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body, greater flurry	+8/+8/+8/+3	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+9/+9/+9/+4	2d6	+2	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul	+9/+9/+9/+4	2d6	+2	+40 ft.
14th	+10/+5	+9	+9	+9	Slow fall 70 ft.	+10/+10/+10/+5	2d6	+2	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Ki strike (adamantine), slow fall 80 ft.	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Slow fall 90 ft.	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body	+14/+14/+14/+9/+4	2d8	+3	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+15/+15/+15/+10/+5	2d10	+4	+60 ft.

¹ The value shown is for Medium monks. See Table: Small or Large Monk Unarmed Damage for Small or Large monks.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table: The Monk. The unarmed damage on Table: The Monk is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Small or Large Monk Unarmed Damage

Level	Small Monk Damage	Large Monk Damage
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Bonus Feat: At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): At 2nd level or higher if a monk 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 a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

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

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

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

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Quivering Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

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

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell etherealness. She 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 monk level.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows her 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. Unlike other outsiders, the monk can still be

brought back from the dead as if she were a member of her previous creature type.

Epic Monks

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

AC Bonus (Ex): The monk's bonus to Armor Class when unarmored increases by +1 every five levels higher than 20th.

Unarmed Strike: The damage for a monk's unarmed strike does not increase after 16th level.

Stunning Fist: If the monk has the Stunning Fist feat use the monk's class level when determining the DC to resist this attack, as normal.

Unarmored Speed Bonus: The epic monk's speed when wearing no armor increases by 10 feet every three levels higher than 18th.

Ki Strike (Su): The monk's ki strike ability does not automatically increase with class level after 20th level.

Wholeness of Body (Su): The epic monk can cure up to twice her class level in hit points each day, as normal.

Abundant Step (Su): Use the monk's class level when determining the effective caster level of this ability, as normal.

Diamond Soul (Ex): The epic monk's spell resistance is equal to her class level +10, as normal.

Quivering Palm (Su): Use the monk's class level when determining the DC to resist this attack, as normal.

Empty Body (Su): Use the monk's class level when determining the duration of this effect, as normal.

Bonus Feats: The epic monk gains a bonus feat every five levels higher than 20th.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction. A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

Paladin

Alignment: Lawful good.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the paladin.

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

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil (Sp): At will, a paladin can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Su): At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

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

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

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

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

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

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

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

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Paladin. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The paladin does not have

Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, detect evil, smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+1	Turn undead	0	—	—	—
5th	+5	+4	+1	+1	Smite evil 2/day, special mount	0	—	—	—
6th	+6/+1	+5	+2	+2	Remove disease 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2		1	0	—	—
9th	+9/+4	+6	+3	+3	Remove disease 2/week	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite evil 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	Remove disease 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Remove disease 4/week, smite evil 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Remove disease 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite evil 5/day	3	3	3	3

access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Special Mount (Sp): Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Remove Disease (Sp): At 6th level, a paladin can produce a *remove disease* effect, as the spell, once per week. She 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).

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue

an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

Epic Paladins

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Lay on Hands (Su): Each day the epic paladin can cure a total number of hit points equal to her Charisma bonus (if any) times her class level, as normal.

Smite Evil (Su): The epic paladin adds her class level to damage with any smite evil attack, as normal. She can smite one additional time per day for every five levels higher than 20th.

Turn Undead (Su): The paladin turns undead as a cleric of two levels lower, as normal.

Spells: The paladin's caster level is equal to one-half her class level, as normal. The paladin's number of spells per day does not increase after 20th level.

Special Mount: The epic paladin's special mount continues to increase in power. Every five levels higher than 20th, the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the paladin's class level + 5.

Remove Disease (Sp): The epic paladin can use *remove disease* one additional time per week for every three levels higher than 18th.

Bonus Feats: The epic paladin gains a bonus feat every three levels higher than 20th.

Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but multiclass paladins face a special restriction. A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

The Paladin's Mount

The paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Paladin's Mount Basics: Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Paladin Mount Advancement

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

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Empathic Link (Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two paladin levels of its master, a mount can use this ability to *command* any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin's level + paladin's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its master's paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

Psion

Alignment: Any.

Hit Die: d4.

Disciplines

A discipline is one of six groupings of powers, each defined by a common theme. A psion must choose one psionic discipline as his or her primary discipline at character creation. A psion may not change his or her primary discipline once chosen.

Disciplines and Associated Abilities

Discipline	Class Nickname	Associated Ability
Clairsentience	Seer	Wisdom
Metacreativity	Shaper	Intelligence
Psychometabolism	Egoist	Strength
Psychoportation	Nomad	Dexterity
Psychokinesis	Savant	Constitution
Telepathy	Telepath	Charisma

Class Skills

The psion's class skills vary by the psion's primary discipline.

The egoist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), Stabilize Self (Con), and Swim (Str).

The nomad's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Escape Artist (Dex), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int), Ride (Dex), Survival (Wis), Swim (Str), and Use Rope (Dex).

The savant's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Disable Device (Int), Knowledge (psionics) (Int), Open Lock (Dex),

Pick Pocket (Dex), Psicraft (Int), Remote View* (Int), and Search (Int).

The shaper's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int), and Remote View (Int).

The seer's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (psionics) (Int), Listen (Wis), Psicraft (Int), Remote View (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

The telepath's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int), and Sense Motive (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with all simple weapons. They are not proficient with any type of armor or shield.

Powers: A psion begins play knowing two 0-level powers (also called talents) and zero 1st-level powers, plus one extra power within the character's primary discipline for each power level known. At each level, the psion discovers one or more powers, as indicated on Table: The Psion. Psions can pick powers from any discipline, but the "d" in each column represents a single extra power learned from the psion's primary discipline. A "—" indicates no extra powers are known; a "d" or a number indicates that the psion can choose one or more powers at the given level.

To manifest a power within a particular discipline, a psion must have a key ability score of at least 10 + the power's level. (Psionic attack and defense modes are exempt from this restriction, and do not possess levels.) The DC for

Psion

Level	Base				Special	Power Pts/Day	Powers Discovered											
	Attack Bonus	Fort Save	Ref Save	Will Save			0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	+0	+0	+0	+2	Psicrystal, five psionic combat modes	2	2+d	d	—	—	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		3	2+d	1+d	—	—	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Psionic combat mode	4	2+d	2+d	—	—	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		7	3+d	2+d	d	—	—	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Psionic combat mode	10	3+d	2+d	1+d	—	—	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		15	4+d	2+d	1+d	d	—	—	—	—	—	—	—	—
7th	+3	+2	+2	+5	Psionic combat mode	20	4+d	3+d	2+d	1+d	—	—	—	—	—	—	—	—
8th	+4	+2	+2	+6		27	5+d	3+d	2+d	1+d	d	—	—	—	—	—	—	—
9th	+4	+3	+3	+6	Psionic combat mode	34	5+d	3+d	2+d	2+d	1+d	—	—	—	—	—	—	—
10th	+5	+3	+3	+7		43	6+d	3+d	2+d	2+d	1+d	d	—	—	—	—	—	—
11th	+5	+3	+3	+7	Psionic combat mode	52	6+d	3+d	3+d	2+d	2+d	1+d	—	—	—	—	—	—
12th	+6/+1	+4	+4	+8		63	7+d	3+d	3+d	2+d	2+d	1+d	d	—	—	—	—	—
13th	+6/+1	+4	+4	+8		74	7+d	4+d	3+d	3+d	2+d	2+d	1+d	—	—	—	—	—
14th	+7/+2	+4	+4	+9		87	7+d	4+d	3+d	3+d	2+d	2+d	1+d	d	—	—	—	—
15th	+7/+2	+5	+5	+9		100	7+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	—	—	—	—
16th	+8/+3	+5	+5	+10		115	7+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d	—	—	—
17th	+8/+3	+5	+5	+10		130	7+d	4+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	—	—	—
18th	+9/+4	+6	+6	+11		147	7+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d	—	—
19th	+9/+4	+6	+6	+11		164	7+d	4+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	1+d	—	—
20th	+10/+5	+6	+6	+12		183	7+d	4+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	1+d	—

Power Points/Day: How many psionic power points the psion has access to each day. The psion possesses a maximum number of power points equal to the given number of power points per day plus any bonus power points per day.

d: A single extra power from the Psion's primary discipline.

saving throws to resist a psion's powers is 1d20 + the power's level + the psion's key ability modifier. The 1d20 roll is made by the attacking psion when the power is manifested. (Psionic attack and defense modes add a special modifier instead.)

Certain powers can be enhanced as they are manifested, at the cost of additional power points.

Note: A psion may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement. If a psion chooses to learn a lower-level power instead of his or her first discipline power for a particular level (indicated by a "d" on Table: Psion Powers), the substitute lower-level power must be in the psion's primary discipline.

Power Points: A psion can manifest a certain number of 1st-level and higher powers per day based on his or her available power points. The number of available power points per day is improved by his or her bonus power points, if any.

0-Level Powers: Also called talents, 0-level powers have a special power point cost. A psion can manifest any talent he or she knows for free a number of times per day equal to his or her level +3. After exhausting his or her daily allotment, the psion must pay 1 power point per manifestation of a 0-level power for the rest of the day.

Psionic Combat Modes: At 1st level, the psion can choose to learn five of the ten psionic combat modes. At every odd-numbered level from 3rd through 11th, he or she can learn one additional psionic combat mode.

Psicrystal: A psion can encode a psicrystal. Doing so takes a day and requires materials that cost 100 gp (the gem used as the basis for the psicrystal represents at least 50%

of the total cost). A psicrystal is a psionically charged crystalline stone no more than 1 inch in diameter. It carries a fragment personality seeded from the psion's own mind, with which the psion can empathically interact and from which he or she can derive benefits. A psion may possess no more than one psicrystal at any one time.

The psion chooses the type of psicrystal he or she gets. As the psion increases in level, his or her psicrystal also increases in utility, as shown on Table: Psicrystal Special Abilities.

If the psicrystal is destroyed the psion must attempt a Fortitude save (DC 15). If the saving throw fails, the psion loses 200 experience points per class level. A successful saving throw reduces the loss by half. However, a psion's experience can never go below 0 as the result of a psicrystal's destruction. A destroyed psicrystal cannot be replaced for six months.

Skill Changes

The Intuit Direction skill no longer exists, and has been replaced by Survival in any class skill lists in which it appears. Animal Empathy is also no longer a skill, which presents a problem for telepaths. You can:

- Give them the class ability just as druids and rangers have it.
- Let them, but no one else, use the Animal Empathy skill.
- Drop the skill, and don't worry about replacing it.

See chapter 2 for suggested changes with Autohypnosis, Remote View, and Stabilize Self.

Epic Psions & Psychic Warriors

It's not my fault – there's no info on epic-level psions or psychic warriors provided. I guess you'll have to improvise.

Psicrystals

A psicrystal grants a special ability to its psion owner depending on the fragment personality seeded in the stone. Physically, psicrystals have AC 13, hardness 8, and 20 hit points. Psicrystals “regenerate” their crystal matrix at rate of 2d4 hit points per day if damaged. If a psicrystal is brought to 0 hit points, it is destroyed.

Psicrystal Personality: All psicrystals have distinct personalities.

Psicrystals

Psicrystal Personality	Special
Artiste	Owner gains +2 bonus on Craft checks.
Bully	Owner gains +2 bonus on Intimidate checks.
Coward	Owner gains +2 bonus on Hide checks.
Friendly	Owner gains +2 bonus on Diplomacy checks.
Hero	Owner gains +2 bonus on Fortitude saves.
Liar	Owner gains +2 bonus on Bluff checks.
Meticulous	Owner gains +2 bonus on Search checks.
Observant	Owner gains +2 bonus on Spot checks.
Poised	Owner gains +2 bonus on Balance checks.
Resolve	Owner gains +2 bonus on Will checks.
Sage	Owner gains +2 bonus on any one knowledge skill he or she already knows; once chosen, this does not vary.
Singleminded	Owner gains +1 bonus on Concentration checks.
Sneak	Owner gains +2 bonus on Move Silently checks.
Sympathetic	Owner gains +2 bonus on Sense Motive checks.

Psicrystal Ability Descriptions: All psicrystals have special abilities that depend on the level of the owner. These abilities are cumulative.

Psicrystal Special Abilities

Psion Level	Psicrystal Intelligence	Special
1st–2nd	6	Sighted, empathic link
3rd–4th	7	Telepathic link
5th–6th	8	Self-propulsion
7th–8th	9	Speak with other creatures
9th–10th	10	
11th–12th	11	Power resistance
13th–14th	12	Sight link
15th–16th	13	Channel power
17th–18th	14	
19th–20th	15	

Intelligence: The psicrystal’s Intelligence score. Psicrystals are smart, but their personality trait colors all empathic, telepathic, or verbal interaction.

Sighted: A psicrystal can sense its environment as well as a sighted, hearing creature can. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can’t discern invisible or ethereal beings. The psicrystal’s sighted range is 40 feet.

Empathic Link: The psion has an empathic link with his or her psicrystal to a distance of up to one mile. Psions cannot see using the psicrystal’s sighted ability, but they can communicate empathetically. The empathic link between a psicrystal and its owner limits communication to strong feelings, so misunderstandings are always possible.

Telepathic Link: The psion has a telepathic link with his or her psicrystal to a distance of up to one mile. Psions cannot see using the psicrystal’s sighted ability, but they can communicate telepathically. The telepathic link allows actual communication. Psicrystals know all the languages their psion owners know.

Self-Propulsion: If the psion pays the cost of 1 power point, his or her psicrystal forms spidery, ectoplasmic legs for a day. The legs grant the psicrystal a speed of 30 feet. The psicrystal can climb walls and ceilings with its legs at a speed of 20 feet. The legs fade to nothingness when their duration expires, or if the psicrystal takes 1 or more points of damage that penetrate its hardness.

Speak with Other Creatures: The psicrystal can communicate mentally with its owner, other creatures, or psicrystals within 60 feet, using any language known to its psion owner (other creatures must speak aloud to return communication, except for the owner and other psicrystals).

Power Resistance: The psicrystal’s power resistance (PR) equals the psion owner’s level plus 5. To affect the psicrystal with a power, an enemy manifester must make a manifester check (1d20 + enemy’s manifester level) at least equal to the psicrystal’s power resistance. The psicrystal’s spell resistance (SR) equals its power resistance.

Sight Link: Once per day, the psicrystal’s owner can see what the crystal sees for a period of 1 hour, as long as the psion and the crystal are not separated by more than one mile.

Channel Power: The psion can manifest powers through the psicrystal to a distance of up to one mile. The psicrystal is treated as the power’s originator, and all ranges are calculated from that location. When channeling a power through his psicrystal, the psion manifests the power by paying its cost. The psion is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable.

Psychic Warrior

Alignment: Any.

Hit Die: d8.

Class Skills

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the psychic warrior.

Weapon and Armor Proficiency: The psychic warrior is proficient in the use of all simple and martial weapons and all armor (light, medium, and heavy armor) and shields.

Bonus Feats: At 1st level, the psychic warrior gets a bonus feat. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter. These bonus feats can be selected from all psionic feats as well as the following Feats: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, and Weapon Focus*.

Feats dependent on other feats are given parenthetically after the prerequisite feat. Some of the psionic feats also have feats from the above list as prerequisites. A character can select feats marked with an asterisk (*) more than once,

Psychic Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Pts/Day	Powers Discovered						
							0th	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+0	Bonus feat, two psionic combat modes	2	2	—	—	—	—	—	—
2nd	+1	+3	+0	+0	Bonus feat	3	3	—	—	—	—	—	—
3rd	+2	+3	+1	+1	Psionic combat mode	4	3	1	—	—	—	—	—
4th	+3	+4	+1	+1		5	3	2	—	—	—	—	—
5th	+3	+4	+1	+1	Bonus feat	8	3	3	1	—	—	—	—
6th	+4	+5	+2	+2	Weapon Specialization	11	3	3	2	—	—	—	—
7th	+5	+5	+2	+2	Psionic combat mode	16	3	3	2	1	—	—	—
8th	+6/+1	+6	+2	+2	Bonus feat	21	3	3	3	1	—	—	—
9th	+6/+1	+6	+3	+3	Psionic combat mode	26	3	3	3	2	—	—	—
10th	+7/+2	+7	+3	+3	Psionic combat mode	33	3	3	3	2	1	—	—
11th	+8/+3	+7	+3	+3	Bonus feat	40	3	3	3	3	1	—	—
12th	+9/+4	+8	+4	+4	Psionic combat mode	47	3	3	3	3	2	—	—
13th	+9/+4	+8	+4	+4	Psionic combat mode	56	3	3	3	3	2	1	—
14th	+10/+5	+9	+4	+4	Bonus feat	65	3	3	3	3	3	1	—
15th	+11/+6/+1	+9	+5	+5	Psionic combat mode	74	3	3	3	3	3	2	—
16th	+12/+7/+2	+10	+5	+5	Psionic combat mode	85	3	3	3	3	3	2	1
17th	+12/+7/+2	+10	+5	+5	Bonus feat	96	3	3	3	3	3	3	1
18th	+13/+8/+3	+11	+6	+6		107	3	3	3	3	3	3	2
19th	+14/+9/+4	+11	+6	+6		118	3	4	3	3	3	3	2
20th	+15/+10/+5	+12	+6	+6	Bonus feat	129	3	4	3	3	3	3	3

Powers Discovered: The number of powers of each level that the psychic warrior knows. A “—” indicates no powers are available.

but it must be for a different weapon each time.

Characters must still meet all prerequisites for a feat, including ability score and base attack bonus.

Powers: A psychic warrior manifests psionic powers. A psychic warrior begins play knowing two 0-level powers (talents). At each level, the psychic warrior discovers one or more powers, as indicated on Table: Psychic Warrior Powers. These powers are chosen from the psychic warrior power list.

To manifest a power within a particular discipline, a psychic warrior must have a key ability score of at least 10 + the power's level. (Psionic attack and defense modes are exempt from this restriction and do not possess levels). The DC for saving throws to resist a psychic warrior's powers is 1d20 + the power's level + the psychic warrior's key ability modifier. The 1d20 roll is made by the attacking psychic warrior when the power is manifested. (Psionic attack and defense modes add a special modifier instead.)

Certain powers can be enhanced as they are manifested, at the cost of additional power points.

Note: A psychic warrior may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement.

Power Points: A psychic warrior can manifest a certain number of 1st-level and higher powers per day based on his or her available power points. Psychic warriors do not gain bonus power points for exceptional ability scores. Special rules govern the manifestation of 0-level powers and psionic combat modes.

0-level Powers: Also called talents, 0-level powers have a special power point cost. A psychic warrior can manifest any talent he or she knows for free a number of times per day equal to his or her level +2. After exhausting his or her daily allotment, the psychic warrior must pay 1

Skill Changes

See chapter 2 for suggested changes with Autohypnosis, Remote View, and Stabilize Self.

Epic Psions & Psychic Warriors

It's not my fault – there's no info on epic-level psions or psychic warriors provided. I guess you'll have to improvise.

power point per manifestation of a 0-level power for the rest of the day.

Psionic Combat Modes: At 1st level, a psychic warrior can choose to learn two of the ten psionic combat modes. At succeeding levels, he or she can learn one additional psionic combat mode according to the schedule shown on Table: The Psychic Warrior.

Weapon Specialization: On achieving 6th level, a psychic warrior gains the Weapon Specialization feat. The psychic warrior must have Weapon Focus with that weapon to gain Weapon Specialization. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 30 feet. Psychic warriors gain Weapon Specialization as a free feat; it doesn't count against the character's bonus and regular feat acquisition. The character cannot take Weapon Specialization as a bonus or regular feat at any other level.

Ranger

Alignment: Any.

Hit Die: d8.

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the ranger.

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

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style	—	—	—	—
3rd	+3	+3	+3	+1	Endurance	—	—	—	—
4th	+4	+4	+4	+1	Animal companion	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6th	+6/+1	+5	+5	+2	Improved combat style	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	—	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	0	—	—
9th	+9/+4	+6	+6	+3	Evasion	1	0	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy	1	1	—	—
11th	+11/+6/+1	+7	+7	+3	Combat style mastery	1	1	0	—
12th	+12/+7/+2	+8	+8	+4		1	1	1	—
13th	+13/+8/+3	+8	+8	+4	Camouflage	1	1	1	—
14th	+14/+9/+4	+9	+9	+4		2	1	1	0
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy	3	3	3	3

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

Ranger Favored Enemies

Type	Subtype
Aberration	
Animal	
Construct	
Dragon	
Elemental	
Fey	
Giant	
Humanoid	aquatic
Humanoid	dwarf
Humanoid	elf
Humanoid	gnoll
Humanoid	gnome
Humanoid	goblinoid
Humanoid	halfling
Humanoid	human
Humanoid	orc
Humanoid	reptilian
Magical beast	
Monstrous humanoid	
Ooze	
Outsider	air
Outsider	chaotic
Outsider	earth
Outsider	evil
Outsider	fire
Outsider	good
Outsider	lawful
Outsider	native
Outsider	water
Plant	
Undead	
Vermin	

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

Epic Rangers

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Spells: The ranger's caster level is equal to one-half his class level, as normal. The ranger's number of spells per day does not increase after 20th level.

Favored Enemy (Ex): The epic ranger gains one additional favored enemy, and his bonuses against one category of favored enemies go up by +2, every five levels higher than 20th.

Animal Companion: The epic ranger's animal companion continues to increase in power. The ranger's effective druid level is half his ranger level.

Bonus Feats: The epic ranger gains a bonus feat every three levels higher than 20th.

Rogue

Alignment: Any.

Hit Die: d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, 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), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

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. Any creature that is immune to critical hits is not vulnerable to sneak attacks. 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.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd 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.

Trap sense bonuses gained from multiple classes stack.

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.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another char-

acter. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain a bonus feat in place of a special ability.

Epic Rogues

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level (+11d6 at 21st, +12d6 at 23rd, and so on).

Special Abilities: The rogue does not gain additional rogue special abilities after 19th level, but can choose a rogue special ability (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, and slippery mind) instead of a bonus feat.

Bonus Feats: The epic rogue gains a bonus feat every four levels higher than 20th.

Sorcerer

Alignment: Any.

Hit Die: d4.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

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

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number

of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Familiar: A sorcerer can obtain a familiar (see below). Doing so 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 sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Sorcerer

Level	Base				Special	Spells per Day									Spells Known										
	Attack Bonus	Fort Save	Ref Save	Will Save		0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—	5	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—	5	3	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—	6	3	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—	6	4	2	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—	7	4	2	1	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—	7	5	3	2	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—	8	5	3	2	1	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—	8	5	4	3	2	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—	9	5	4	3	2	1	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—	9	5	5	4	3	2	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—	9	5	5	4	3	2	1	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—	9	5	5	4	4	3	2	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—	9	5	5	4	4	3	2	1	—	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—	9	5	5	4	4	4	3	2	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—	9	5	5	4	4	4	3	2	1	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—	9	5	5	4	4	4	3	3	2	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3	9	5	5	4	4	4	3	3	2	1
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4	9	5	5	4	4	4	3	3	3	2
20th	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6	9	5	5	4	4	4	3	3	3	3

Arcane Spells And Armor

Wizards and sorcerers 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 (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

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 he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

Epic Sorcerers

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his class level. The sorcerer's number of spells per day does not increase after 20th level. The sorcerer does not learn additional spells.

Familiar: The epic sorcerer's familiar continues to increase in power. Every two levels higher than 20th the familiar's natural armor bonus and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic sorcerer gains a bonus feat every three levels higher than 20th.

Familiars

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar Granted Abilities

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
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	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 Abilities

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

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, Wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Wizard

Alignment: Any.

Hit Die: d4.

Class Skills

The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the wizard.

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 sorcerer/ 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.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, 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.

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

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 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.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools.

Wizard

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+0	+0	+2	Summon familiar, Scribe Scroll	3	1	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	—	—	—	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—	—	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—	—	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—	—	—	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—	—	—	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1	—	—	—
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2	—	—	—
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3	—	—	—
20th	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4	4	4	4

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools.

A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Arcane Spells And Armor

Wizards and sorcerers 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 (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

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 he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

Epic Wizards

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The wizard's caster level is equal to her class level. The wizard's number of spells per day does not increase after 20th level. Each time the wizard attains a new level, she learns two new spells of any level or levels that she can cast (according to her new level).

Familiar: The epic wizard's familiar continues to increase in power. Every two levels higher than 20th the familiar's natural armor bonus and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic wizard gains a bonus feat every three levels higher than 20th.

PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

Definitions of Terms

Here are definitions of some terms used in this section.

Base Class: One of the standard thirteen classes, in the preceding chapter.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

Arcane Archer

Hit Die: d8.

Requirements

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Spells: Ability to cast 1st-level arcane spells.

Class Skills

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Enhance Arrow (Su): At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for her. For every two levels the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow (Sp): At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow (Sp): At 4th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Phase Arrow (Sp): At 6th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows (Sp): In lieu of her regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death (Sp): At 10th level, an arcane archer can create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the arcane archer who created it. The arrow of death lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

Prestige Classes and Multiclassing

While there is some ambiguity, it is generally agreed that the XP penalty for disparate class levels does not apply to prestige classes – ignore all prestige classes when determining whether or not a character suffers an XP penalty.

In other words, only non-prestige, non-favored classes that are 2 or more levels apart trigger the XP penalty (of -20%).

Arcane Archer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Enhance arrow +1
2nd	+2	+3	+3	+0	Imbue arrow
3rd	+3	+3	+3	+1	Enhance arrow +2
4th	+4	+4	+4	+1	Seeker arrow
5th	+5	+4	+4	+1	Enhance arrow +3
6th	+6	+5	+5	+2	Phase arrow
7th	+7	+5	+5	+2	Enhance arrow +4
8th	+8	+6	+6	+2	Hail of arrows
9th	+9	+6	+6	+3	Enhance arrow +5
10th	+10	+7	+7	+3	Arrow of death

Arcane Trickster

Hit Die: d4.

Requirements

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast mage hand and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the arcane trickster prestige class.

Weapon and Armor Proficiency:

Arcane tricksters gain no proficiency with any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of

that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source the bonuses on damage stack.

Impromptu Sneak Attack: Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

Arcane Trickster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Ranged legerdemain 1/day	+1 level of existing class
2nd	+1	+0	+3	+3	Sneak attack +1d6	+1 level of existing class
3rd	+1	+1	+3	+3	Impromptu sneak attack 1/day	+1 level of existing class
4th	+2	+1	+4	+4	Sneak attack +2d6	+1 level of existing class
5th	+2	+1	+4	+4	Ranged legerdemain 2/day	+1 level of existing class
6th	+3	+2	+5	+5	Sneak attack +3d6	+1 level of existing class
7th	+3	+2	+5	+5	Impromptu sneak attack 2/day	+1 level of existing class
8th	+4	+2	+6	+6	Sneak attack +4d6	+1 level of existing class
9th	+4	+3	+6	+6	Ranged legerdemain 3/day	+1 level of existing class
10th	+5	+3	+7	+7	Sneak attack +5d6	+1 level of existing class

Archmage

Hit Die: d4.

Requirements

To qualify to become an archmage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Class Skills

The archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are Class Features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

Archmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

Assassin

Hit Die: d6.

Requirements

To qualify to become an assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Special: The character must kill someone for no other reason than to join the assassins.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an assas-

sin gets a sneak attack bonus from another source the bonuses on damage stack.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The assassin's spell list appears below. An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Save Bonus against Poison: The assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains.

Uncanny Dodge (Ex): Starting at 2nd level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

Assassin Spell List

Assassins choose their spells from the following list:

1st Level: disguise self, detect poison, feather fall, ghost sound, jump, obscuring mist, sleep, true strike.

2nd Level: alter self, cat's grace, darkness, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.

3rd Level: deep slumber, deeper darkness, false life, magic circle against good, misdirection, nondetection.

4th Level: clairaudience/clairvoyance, dimension door, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison.

Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				Spells Known			
						1st	2nd	3rd	4th	1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use, spells	0	—	—	—	2 ¹	—	—	—
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge	1	—	—	—	3	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	2	0	—	—	3	2 ¹	—	—
4th	+3	+1	+4	+1	+2 save against poison	3	1	—	—	4	3	—	—
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6	3	2	0	—	4	3	2 ¹	—
6th	+4	+2	+5	+2	+3 save against poison	3	3	1	—	4	4	3	—
7th	+5	+2	+5	+2	Sneak attack +4d6	3	3	2	0	4	4	3	2 ¹
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	3	3	3	1	4	4	4	3
9th	+6	+3	+6	+3	Sneak attack +5d6	3	3	3	2	4	4	4	3
10th	+7	+3	+7	+3	+5 save against poison	3	3	3	3	4	4	4	4

¹ Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

Blackguard

Hit Die: d10.

Requirements

To qualify to become a blackguard, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Skills: Hide 5 ranks, Knowledge (religion) 2 ranks.

Feats: Cleave, Improved Sunder, Power Attack.

Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

Class Skills

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Spells: A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells.

Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast cure or inflict spells).

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.

Blackguard Spell List

Blackguards choose their spells from the following list:

1st Level: cause fear, corrupt weapon, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.

2nd Level: bull's strength, cure moderate wounds, darkness, death knell, eagle's splendor, inflict moderate wounds, shatter, summon monster II*.

3rd Level: contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon monster III*.

4th Level: cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.

* Evil creatures only.

Corrupt Weapon

Blackguards have access to a special spell, corrupt weapon, which is the opposing counterpart of the paladin spell bless weapon. Instead of improving a weapon's effectiveness against evil foes corrupt weapon makes a weapon more effective against good foes.

Fallen Paladins

Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have.

A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

1-2: Smite good 1/day. (This is in addition to the ability granted to all blackguards at 2nd level.

3-4: Lay on hands. Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus x his level.

5-6: Sneak attack damage increased by +1d6. Smite good 2/day.

7-8: Fiendish summoning. Once per day, the blackguard can use a summon monster I spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.

9-10: Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.

11 or more: A fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in.

The character level of the character does not change. With the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

Blackguard

Level	Base				Special	Spells per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+2	0	0	Aura of evil, <i>detect good</i> , poison use	0	—	—	—
2nd	+2	+3	0	0	Dark blessing, smite good 1/day	1	—	—	—
3rd	+3	+3	+1	+1	Command undead, aura of despair	1	0	—	—
4th	+4	+4	+1	+1	Sneak attack +1d6	1	1	—	—
5th	+5	+4	+1	+1	Fiendish servant, smite good 2/day	1	1	0	—
6th	+6	+5	+2	+2		1	1	1	—
7th	+7	+5	+2	+2	Sneak attack +2d6	2	1	1	0
8th	+8	+6	+2	+2		2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Sneak attack +3d6, smite good 3/day	2	2	2	1

The Blackguard's Fiendish Servant

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see the table below).

A blackguard may have only one fiendish servant at a time.

Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

Fiendish Servant Abilities

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with blackguard
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

The abilities mentioned in the "Special" column of the accompanying table are described below.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have.

Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to

the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed.

This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

Dragon Disciple

Hit Die: d12.

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Spellcasting: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon variety when taking the first level in this prestige class.

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int) Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Bonus Spells: Dragon disciples gain bonus spells as they gain levels in this prestige class, as if from having a high ability score, as given on Table: The Dragon Disciple. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character has more than one spellcasting class, he must decide to which class he adds each bonus spell as it is gained. Once a bonus spell has been applied, it cannot be shifted.

Natural Armor Increase (Ex): At 1st, 4th, and 7th level, a gains an increase to the character's existing natural armor (if any), as indicated on Table: The Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite (Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite damage values, whichever are greater.

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a -5 penalty on claw attacks. The Multiattack feat reduces this penalty to only -2.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple.

These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below).

Dragon Disciple Unarmed Damage

Size	Bite Dam.	Claw Dam.
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

Dragon Disciple Breath Weapon

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Green	Cone of corrosive gas (acid)
Red	Cone of fire
Silver	Cone of cold
White	Cone of cold

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Blindsense (Ex): At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of

his blindsense ability, provided that he has line of effect to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

Wings (Ex): At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis: At 10th level, a dragon disciple takes on the half-dragon template. His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to sleep and paralysis effects, and immunity to the energy type used by his breath weapon (see above).

Dragon Disciple

Level	Base				Special	Bonus Spells
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Natural armor increase (+1)	1
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	1
3rd	+2	+3	+1	+3	Breath weapon (2d8)	0
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor increase (+2)	1
5th	+3	+4	+1	+4	Blindsense 30 ft.	1
6th	+4	+5	+2	+5	Ability boost (Con +2)	1
7th	+5	+5	+2	+5	Breath weapon (4d8), natural armor increase (+3)	0
8th	+6	+6	+2	+6	Ability boost (Int +2)	1
9th	+6	+6	+3	+6	Wings	1
10th	+7	+7	+3	+7	Blindsense 60 ft., dragon apotheosis	0

Duelist

Hit Die: d10.

Requirements

To qualify to become a duelist, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Tumble 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Class Skills

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each level of duelist she has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

Duelist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Canny defense
2nd	+2	+0	+3	+0	Improved reaction +2
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise strike +1d6
6th	+6	+2	+5	+2	Acrobatic charge
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise strike +2d6

Dwarven Defender

Hit Die: d12.

Requirements

To qualify to become a defender, a character must fulfill all the following criteria.

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Class Skills

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the dwarven defender prestige class.

Weapon and Armor Proficiency: A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and

takes a -2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table: The Dwarven Defender). Using the defensive stance takes no time itself, but a defender can only do so during his action.

Uncanny Dodge (Ex): Starting at 2nd level, a dwarven defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a dwarven defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a dwarven defender gains damage reduction. Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a dwarven defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Dwarven Defender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Uncanny dodge
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	Trap sense +1
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction 3/-, improved uncanny dodge
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	Mobile defense, trap sense +2
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction 6/-

Eldritch Knight

Hit Die: d6.

Requirements

To qualify to become an eldritch knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level arcane spells.

Class Skills

The eldritch knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the eldritch knight prestige class.

Weapon and Armor Proficiency:

Eldritch knights gain no proficiency with any weapon or armor.

Bonus Feat: At 1st level, an eldritch knight may choose a bonus feat from the list of feats available to fighters.

This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats, including levels of fighter for the Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization feats.

Spells per Day: From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an eldritch knight, she must decide to which class she adds each level of eldritch knight for the purpose of determining spells per day.

Eldritch Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	+1 level of existing arcane spellcasting class
3rd	+3	+3	+1	+1	+1 level of existing arcane spellcasting class
4th	+4	+4	+1	+1	+1 level of existing arcane spellcasting class
5th	+5	+4	+1	+1	+1 level of existing arcane spellcasting class
6th	+6	+5	+2	+2	+1 level of existing arcane spellcasting class
7th	+7	+5	+2	+2	+1 level of existing arcane spellcasting class
8th	+8	+6	+2	+2	+1 level of existing arcane spellcasting class
9th	+9	+6	+3	+3	+1 level of existing arcane spellcasting class
10th	+10	+7	+3	+3	+1 level of existing arcane spellcasting class

Hierophant

Hit Die: d8.

Requirements

To qualify to become a hierophant, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 15 ranks.

Feats: Any metamagic feat.

Spells: Able to cast 7th-level divine spells.

Class Skills

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are Class Features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following.

Blast Infidel (Su): A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Blast Infidel Alignment

Hierophant Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Lawful good, chaotic good, lawful evil, chaotic evil*
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good

*A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

Divine Reach (Su): A hierophant with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su): A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability

to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma modifier.

Mastery of Energy (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

Metamagic Feat: A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su): Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred. The hierophant chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power: This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability: A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

Spell-Like Ability

Presumably, for every level higher than the minimum slot needed to cast the spell, you get to cast the spell one extra time per day. Therefore, a slot 3 levels higher lets you cast it 4 times per day, and a slot six levels higher lets you cast it seven times per day.

Hierophant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

Horizon Walker

Hit Die: d8.

Requirements

To qualify to become a horizon walker, a character must fulfill all the following criteria.

Skills: Knowledge (geography) 8 ranks.

Feats: Endurance.

Class Skills

The horizon walker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the horizon walker prestige class.

Weapon and Armor Proficiency: Horizon walkers gain no proficiency with any weapon or armor.

Terrain Mastery: At each level, the Horizon Walker adds a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The horizon walker only gains the bonus if the creature description specifically lists the terrain type.

Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Terrain Mastery: Planar terrain mastery functions just like terrain mastery, except that the horizon walker can choose one of the planar categories at each level. The horizon walker can take a non-planar terrain type instead, if she wishes.

Terrain Mastery Benefits

Aquatic: You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert: You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills: You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Fiery (Planar): This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar): You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar): This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar): You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar): You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar): You gain tremorsense with a 30-foot range.

Other (Planar): If other planes are in use additional Planar Terrains can be created.

Horizon Walker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Terrain mastery
2nd	+2	+3	+0	+0	Terrain mastery
3rd	+3	+3	+1	+1	Terrain mastery
4th	+4	+4	+1	+1	Terrain mastery
5th	+5	+4	+1	+1	Terrain mastery
6th	+6	+5	+2	+2	Planar terrain mastery
7th	+7	+5	+2	+2	Planar terrain mastery
8th	+8	+6	+2	+2	Planar terrain mastery
9th	+9	+6	+3	+3	Planar terrain mastery
10th	+10	+7	+3	+3	Planar terrain mastery

Loremaster

Hit Die: d4.

Requirements

To qualify to become a loremaster, a character must fulfill all the following criteria.

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Spells: Able to cast seven different divination spells, one of which must be 3rd level or higher.

Class Skills

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the loremaster prestige class.

Weapon and Armor Proficiency: Loremasters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Secret: At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one

secret from the table below. Her level plus Intelligence modifier determines the total number of secrets she can choose. She can't choose the same secret twice.

Loremaster Secrets

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

* As if gained through having a high ability score.

Lore: At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

Bonus Languages: A loremaster can choose any new language at 4th and 8th level.

Greater Lore (Ex): At 6th level, a loremaster gains the ability to understand magic items, as with the identify spell.

True Lore (Ex): At 10th level, once per day a loremaster can use her knowledge to gain the effect of a legend lore spell or an analyze dweomer spell.

Loremaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Secret	+1 level of existing class
2nd	+1	+0	+0	+3	Lore	+1 level of existing class
3rd	+1	+1	+1	+3	Secret	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Secret	+1 level of existing class
6th	+3	+2	+2	+5	Greater lore	+1 level of existing class
7th	+3	+2	+2	+5	Secret	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	Secret	+1 level of existing class
10th	+5	+3	+3	+7	True lore	+1 level of existing class

Metamind

Hit Die: d4.

Requirements

To qualify to become a metamind, a character must fulfill all the following criteria.

Manifesting: Ability to manifest two different powers, one of which must be 2nd level or higher.

Psicraft: 6 ranks.

Knowledge (psionics): 6 ranks.

Feats: Inner Strength.

Class Skills

The metamind's class skills are Concentration (Con), Craft (any) (Int), Knowledge (psionics), Psicraft (Int), and Remote View (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency in any weapon or armor.

Power Points: Metaminds gain power points per day as shown on Table: The Metamind. These power points are added to the character's previous total. Metaminds gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and

can gain bonus power points based on the related ability score (see Table: Psion Bonus Power Points).

Powers Discovered: Metaminds discover powers as shown on Table: The Metamind. Powers are chosen from the psion power list. The powers are added to the character's previous total powers known. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Inner Strength: At 1st, 2nd, 4th, and 6th level, a metamind gains Inner Strength as a bonus feat. This grants the metamind additional power points every time the feat is gained.

Power Psicrystal: At 1st level, the metamind masters the trick of storing excess power points in a psicrystal. Characters whose previous class did not offer access to a psicrystal (such as a psychic warrior) gain the ability to create one as a psion can. The psicrystal is now treated as a crystal capacitor capable of storing 5 power points, in addition to its psicrystal abilities. A metamind's psicrystal advances in ability according to the progression in Table: Psicrystal Special Abilities, using the total of metamind levels + psion levels (if any). Levels in other classes, including psychic warrior, do not count toward psicrystal advancement. Power psicrystal is a spell-like ability.

Trigger Power: Beginning at level 3, and again at levels 5, 7, and 9, the metamind gains a bonus Trigger Power feat. Each time this feat is gained, he or she chooses a power of level 0 to 3 that he or she can attempt to manifest for free.

Psychic Vampire: At 8th level, the metamind becomes proficient at draining power from others. He or she can manifest the 5th-level power psychic vampire as though using the Trigger Power feat, even though powers above 3rd level are normally not eligible (the DC to trigger this power is 21). This is a spell-like ability.

Apotheosis: At 10th level, the metamind gains the spell-like ability to manifest his or her 1st-level powers as though using the Trigger Power feat instead of selecting specific powers.

Metamind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Discovered				
							0th	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Inner Strength, power psicrystal	+5	2	—	—	—	—
2nd	+1	+0	+0	+3	Inner Strength	+5	3	—	—	—	—
3rd	+1	+1	+1	+3	Trigger Power	+7	3	1	—	—	—
4th	+2	+1	+1	+4	Inner Strength	+7	3	2	—	—	—
5th	+2	+1	+1	+4	Trigger Power	+7	3	3	1	—	—
6th	+3	+2	+2	+5	Inner Strength	+9	3	3	2	—	—
7th	+3	+2	+2	+5	Trigger Power	+9	3	3	2	1	—
8th	+4	+2	+2	+6	Psychic vampire	+11	3	3	3	1	—
9th	+4	+3	+3	+6	Trigger Power	+11	3	3	3	2	—
10th	+5	+3	+3	+7	Apotheosis	+11	3	3	3	2	1

Mystic Theurge

Hit Die: d4.

Requirements

To qualify to become a mystic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells and 2nd-level arcane spells.

Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Mystic Theurge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class

Class Features

All of the following are features of the mystic theurge prestige class.

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

Pyrokineticist

Hit Die: d6.

Requirements

To qualify to become a pyrokineticist, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Alchemy: 1 rank.

Base Power Points/Day: 10+ (not including bonus power points).

Knowledge (psionics): 1 rank.

Powers: Know *control flames*.

Special: Must have set fire to a structure of any size just to watch it burn.

Class Skills

The pyrokineticist's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency in any weapon or armor.

Power Points: Pyrokineticists gain power points per day as shown on Table: The Pyrokineticist. These power points are added to the character's previous total. Pyrokineticists gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score (see Table: Psion Bonus Power Points).

Powers Discovered: Pyrokineticists discover powers as shown on Table: The Pyrokineticist. Powers are chosen from the psion power list. The powers are added to the character's previous total powers known. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Touch Aflame: The pyrokineticist's mere touch sets objects or foes on fire on the round following the touch, if the character desires. Unless the character's unarmed attacks are treated as melee attacks, this touch draws an attack of opportunity. The flame deals 1d6 points of fire damage, then dies out, though flammable materials may begin to burn in their own right, at the DM's option. It otherwise behaves like alchemist's fire, but there is nothing to wash off. The pyro can use this supernatural ability at will as long as his or her power point reserve is 1 or more.

Fire Lash: The pyrokineticist fashions a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. This is a spell-like ability. The character takes no damage from a fire lash he or she creates, and if he or she releases her hold, it immediately dissipates. The lash deals 1d4 points of fire damage to the target on a successful ranged touch attack (up to 15 feet). The pyrokineticist may take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse in conjunction with the fire lash, as well as feats for a standard whip. He or she can use the fire lash ability at will as long as his or her power point reserve is 11 or more.

Fire Adaptation: At 2nd level, the pyrokineticist becomes resistant to fire, gaining a +10 bonus on all saving throws against fire and heat damage. In addition, she takes the first 1d6 points of damage from any fire or heat attack, effect, or round's worth of environmental damage as subdual damage. This extraordinary ability constantly protects the character as long as her power point reserve is 3 or more.

Hand Afire: At 2nd level, the pyrokineticist can activate this spell-like ability as a move-equivalent action. One of the pyrokineticist's hands is licked by flames that do her no harm, causing her unarmed attacks to be treated as armed. Such attacks deal 1d6 points of fire damage in addition to any other special damage from the unarmed attack. A character can use the hand afire ability at will as long as her power point reserve is 9 or more.

Bolt of Fire: At 3rd level, the pyrokineticist can launch a bolt of psionically manifested fire up to 60 feet at any target in line of sight. This spell-like ability is treated as a ranged touch attack and deals 3d6 points of fire damage. The pyrokineticist can use bolt of fire at will but must pay 3 power points per use.

Weapon Afire: At 4th level, the pyrokineticist can activate this spell-like ability as a move-equivalent action. One weapon he or she holds (including a stone, bullet, arrow, or bolt) is licked by flames that harm neither the pyrokineticist nor the weapon. The weapon deals 1d6 points of fire damage, in addition to its normal damage, and stops flaming the round after the last activation. A character can use the weapon afire ability at will as long as his or her power point reserve is 9 or more.

Breath of the Dragon: On reaching 5th level, the pyrokineticist discovers the *breath of the dragon* power. Level-dependent effects are determined by adding pyrokineticist levels to all other class levels he or she possesses. A pyrokineticist can manifest this power even if he or she would normally be too low in level to do so, but he or she must pay the full power point cost. This is a spell-like ability.

Nimbus: At 6th level, the pyrokineticist can activate this spell-like ability as a move-equivalent action. The pyrokineticist's entire body is licked by flames that harm neither the character nor his or her equipment. While aflame, the character's Charisma modifier (not score) increases by +2, the character can make melee touch attacks as with the hand afire ability, and gains damage reduction 10/+1. The pyrokineticist must pay 9 power points per minute he or she uses the nimbus ability.

Firewalk: Beginning at 7th level, the pyrokineticist can use this spell-like ability to literally walk on air. He or she moves at his or her normal speed in all directions, including vertically, but cannot move more than double his or her speed in a round. A firewalker leaves footprints of flame in the air that disperse in 2 rounds, but his or her tread does not deal damage. He or she must pay 1 power point per 10 feet traveled in this fashion.

Fear No Fire: At 8th level, the pyrokineticist becomes resistant to fire, gaining a +15 bonus on all saving throws against fire and heat damage. The pyrokineticist gains damage reduction 30/+3 specifically against attacks, effects, or environmental conditions that deal heat or fire damage. Even if the character takes fire or heat damage, the first 2d6 points are treated as subdual damage. This supernatural ability constantly protects the character as long as his or her power point reserve is 19 or more.

Heat Death: A pyrokineticist who reaches 9th level can use this spell-like ability to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed at a Fortitude saving throw (DC 17) or die horrifically as its blood (or other internal fluid) boils. Even on a successful save, the target sustains 2d8 points of heat damage. The pyrokineticist must pay 13 power points each time she uses this ability.

Fire Lord: At 10th level, the pyrokineticist gains the supernatural ability to become a fire elemental of her size once per day. He or she gains the elemental's special abilities when he or she does so. In all other respects, this resembles the power *polymorph self* as manifested by a 12th-level manifester.

Pyrokineticist

Level	Base Attack Bonus	Fort Fort Save	Ref Ref Save	Will Will Save	Special	Power Points/Day	Powers Discovered			
							0th	1st	2nd	3rd
1st	+0	+2	+0	+0	Touch aflame, fire lash	+3	—	—	—	—
2nd	+1	+3	+0	+0	Fire adaptation, hand afire	+5	—	—	—	—
3rd	+2	+3	+1	+1	Bolt of fire	+5	—	—	—	—
4th	+3	+4	+1	+1	Weapon afire	+5	1	—	—	—
5th	+3	+4	+1	+1	Breath of the dragon	+7	2	—	—	—
6th	+4	+5	+2	+2	Nimbus	+7	2	1	—	—
7th	+5	+5	+2	+2	Firewalk	+7	2	2	—	—
8th	+6	+6	+2	+2	Fear no fire	+9	2	2	1	—
9th	+6	+6	+3	+3	Heat death	+9	2	2	2	—
10th	+7	+7	+3	+3	Fire lord	+9	2	2	2	1

Shadowdancer

Hit Die: d8.

Requirements

To qualify to become a shadowdancer, a character must fulfill all the following criteria.

Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.

Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are features of the shadowdancer prestige class.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Evasion (Ex): At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a darkvision spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Shadow Illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions. This ability's effect is identical to that of the arcane spell silent image and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Defensive Roll (Ex): Starting at 5th level, once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

Improved Uncanny Dodge (Ex): At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): At 7th level, if a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

Improved Evasion (Ex): This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, she takes only half damage even if she fails her saving throw.

Shadowdancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge
3rd	+2	+1	+3	+1	Shadow illusion, summon shadow
4th	+3	+1	+4	+1	Shadow jump 20 ft.
5th	+3	+1	+4	+1	Defensive roll, improved uncanny dodge
6th	+4	+2	+5	+2	Shadow jump 40 ft., summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump 80 ft.
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump 160 ft., improved evasion

Slayer

Hit Die: d10.

Requirements

To qualify to become a slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Base Power Points/Day: 3+ (not including bonus power points).

Knowledge ([favored enemy] lore): 1 rank.

Wilderness Lore: 4 ranks.

Feats: Track.

Special: Must have killed a member of the favored enemy race, either individually or as part of a group comprising no more than six members.

Class Skills

The slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge ([favored enemy] lore) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the slayer prestige class.

Weapon and Armor Proficiency: Slayers are proficient with all simple and martial weapons and all armor and shields.

Power Points: Slayers gain power points per day as shown on Table: The Slayer. These power points are added to the character's previous total. Slayers do not gain bonus power points.

Powers Discovered: Slayers discover powers as shown on Table: The Slayer. Powers are chosen from the psion power list. The powers are added to the character's previous total powers known. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Favored Enemy: At 1st level, the slayer selects a favored enemy. Due to extensive study of his or her foes and training with the proper techniques for combating them, the slayer gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this favored enemy. Likewise, he or she gets the same bonus on weapon damage rolls against this favored enemy, including ranged weapons against targets within 30 feet.

Enemy Sense: The slayer senses the presence of his or her favored enemy within 60 feet of herself, even if

hidden by darkness or walls, but not their exact location. This supernatural ability is active as long as the slayer's power point reserve is 3 or more.

Brain Nausea: At 2nd level, the slayer gains this constant defense, a supernatural ability somewhat similar to the aversion power. Any creature that attempts to eat the slayer's brain must succeed at a Will save (DC 17) or become disinclined to do so. The creature is free to take any action except extracting the slayer's brain (but does not realize it is being so affected). This ability is active as long as the slayer's power point reserve is 1 or more (even if he or she is unconscious, stunned, or otherwise helpless).

Bonus Feats: At 3rd, 5th, 7th, and 9th level, a slayer gains a bonus general, psionic, or metapsionic feat.

Lucid Buffer: At 4th level, the slayer becomes especially skilled at resisting mental attacks. He or she receives a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. The or she also receives a +2 competence bonus on saving throws against psionic attack modes, which stacks with any bonus granted by raising a psionic defense mode, if any. This supernatural ability is active as long as the slayer's power point reserve is 9 or more.

Cerebral Blind: On reaching 6th level, a slayer can "riposte" a psionic attack. Whenever he or she succeeds at a saving throw against a psionic power or attack mode, the attacker must immediately make a Will save, using the DC of the original attack. On a failure, the attacker stands dazed for 1 round from the psionic backlash. This spell-like ability is active as long as the slayer's power point reserve is 15 or more.

Breach Power Resistance: In the hands of a slayer who has reached 8th level, a weapon is enhanced by her psionic might and desire. Each successful melee attack (or ranged attack within 30 feet) against a creature with power resistance temporarily reduces its power resistance by 1. Unless the creature is slain, lost power resistance returns at a rate of 1 point per 12 hours. This supernatural ability is active as long as the slayer's power point reserve is 17 or more.

Blast Feedback: At 10th level, when a slayer is attacked with mind blast, the slayer can forgo attempting a psionic defense and also forgo a saving throw. He or she suffers the temporary Charisma damage but automatically sets up a blast feedback attack (a supernatural ability). The attacker must simultaneously make a Will save against the original mind blast DC and can use no defense modes. On a failure, the attacker's power point reserve is instantly reduced to 0, and the attacker is stunned for 1 round.

Slayer

Level	Base				Special	Power Points/Day	Powers Discovered –			
	Attack Bonus	Fort Save	Ref Save	Will Save			0th	1st	2nd	3rd
1st	+1	+0	+0	+2	Favored enemy, enemy sense	+3	—	—	—	—
2nd	+2	+0	+0	+3	Brain nausea	+5	—	—	—	—
3rd	+3	+1	+1	+3	Bonus feat*	+5	—	—	—	—
4th	+4	+1	+1	+4	Lucid buffer	+5	1	—	—	—
5th	+5	+1	+1	+4	Bonus feat*	+7	2	—	—	—
6th	+6	+2	+2	+5	Cerebral blind	+7	2	1	—	—
7th	+7	+2	+2	+5	Bonus feat*	+7	2	2	—	—
8th	+8	+2	+2	+6	Breach power resistance	+9	2	2	1	—
9th	+9	+3	+3	+6	Bonus feat*	+9	2	2	2	—
10th	+10	+3	+3	+7	Blast feedback	+9	2	2	2	1

Soulknife

Hit Die: d6.

Requirements

To qualify to become a soulknife, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Move Silently: 3 ranks.

Base Power Points/Day: 9+ (not including bonus power points).

Knowledge (psionics): 3 ranks.

Class Skills

The soulknife's class skills (and the key ability for each skill) are Concentration (Con), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Sense Motive (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the soulknife prestige class.

Weapon and Armor Proficiency: Soulknives are proficient with light armor but not with shields.

Power Points: Soulknives gain power points per day as shown on Table: The Soulknife. These power points are added to the character's previous total. Soulknives gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and

can gain bonus power points based on the related ability score (see Table: Psion Bonus Power Points).

Powers Discovered: Soulknives discover powers as shown on Table: The Soulknife. Powers are chosen from the psion power list. The powers are added to the character's previous total powers known. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

Mind-Blade: As a move-equivalent action, the soulknife creates a semisolid blade 1 foot in length composed of psychic energy (distilled from his or her own mind). As long as he or she holds the blade, it is identical in all ways (except visually) to a short sword and deals 1d6 piercing damage. The blade can be broken; however, the soulknife can simply create another on his or her next move-equivalent action. The moment the soulknife relinquishes his or her grip on the blade, it dissipates. The soulknife may take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse in conjunction with the mind-blade. The mind-blade can be used as long as the soulknife's power point reserve is 1 or more.

When the soulknife reaches 2nd level, the mind-blade gains a +1 enhancement bonus; at 4th level, +2; at 6th level, +3; at 8th level, +4; and at 10th level, +5. The enhancement bonus applies to each mind-blade created, including those that are thrown, upgraded, and imbedded (see below).

Even where psionics does not normally function (such as within a null psionics field), the soulknife can try to sustain the mind-blade by making a Fortitude save against the DC set by the creator of the effect. Even on a successful save, the soulknife must roll again next round to keep the mind-blade in existence. Creating a mind-blade is a supernatural ability.

Sneak Attack: A soulknife can make sneak attacks exactly like a rogue, but only with his or her mind-blade. Any time the soulknife's target would be denied a Dexterity bonus to AC, the mind-blade attack deals +1d6 points of damage. This extra damage increases by +1d6 every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on). The

soulknife benefits from this extraordinary ability as long as his or her power point reserve is 1 or more.

Imbed Power: At 2nd level, the soulknife can imbed any one psionic power (but no psionic attack modes) of 3rd level or lower that he knows in his mind-blade. This spell-like ability requires a move-equivalent action, and the soulknife must pay the cost of the power to imbed it. The imbedded power automatically affects the next target that the soulknife successfully attacks with the mind-blade, with no saving throw allowed. Even if the power normally affects an area or is a ray, it affects only the target. The power is discharged and “flushes” the mind-blade, which can then hold another power. A mind-blade can never have more than one power imbedded at a time.

Throw Mind-Blade: At 2nd level, the soulknife can throw his or her mind-blade as a ranged weapon with a range increment of 30 feet. Whether or not the attack hits, a thrown mind-blade then dissipates. The soulknife can make a sneak attack with a thrown mind-blade (within 30 feet), and can use the blade in conjunction with other special abilities (such as imbedding a power in it). The soulknife can use this supernatural ability as long as his or her power point reserve is 1 or more.

Imbed Psionic Attack: At 4th level, the soulknife can imbed any one psionic attack mode that he or her knows in the mind-blade. This spell-like ability requires a move-equivalent action, and the soulknife must pay the cost of the attack mode to imbed it. The imbedded attack automatically affects the next target that the soulknife successfully attacks with the mind-blade. The target cannot raise a psionic defense mode and must make its Will save as if flat-footed (treat nonpsionic defenders as having raised thought shield instead of their standard nonpsionic buffer). An imbedded mind blast affects only the target. The attack is discharged and “flushes” the mind-blade, which can then hold another attack mode. A

mind-blade can never have more than one attack mode or power imbedded at a time.

Sever Life: When a soulknife reaches 6th level, he or she can use imbedded psionic attacks to strike at the target’s life force. A successful attack with a mind-blade so imbedded overrides the specific ability damage normally dealt and instead deals temporary Constitution damage. The soulknife can use this supernatural ability at will as long as his or her power point reserve is 11 or more.

Free Draw: At 6th level, a soulknife can materialize his or her mind-blade as a free action instead of a move-equivalent action. The soulknife can use this extraordinary ability as long as his or her power point reserve is 13 or more.

Upgrade: On reaching 8th level, the soulknife achieves greater control over his or her mind’s power. His or her mind-blade’s base characteristics are now those of a longsword, so that it deals 1d8 slashing damage. The soulknife can use the upgraded mind-blade as long as his or her power point reserve is 7 or more.

Knife to the Soul: At 10th level, the soulknife becomes expert at attacking an opponent’s life energy. The knife to the soul ability resembles the sever life ability (see above), except half of the Constitution ability damage he or she deals is permanent. The soulknife can use this supernatural ability at will as long as his or her power point reserve is 17 or more.

Soulknife

Level	Base	Fort	Ref	Will	Special	Power	Powers Discovered			
	Attack Bonus					Save	Save	Save	Points/Day	0th
1st	+0	+0	+2	+0	Mind-blade, sneak attack +1d6	+3	—	—	—	—
2nd	+1	+0	+3	+0	Imbed power, throw mind-blade	+5	—	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	+5	—	—	—	—
4th	+3	+1	+4	+1	Imbed psionic attack	+5	1	—	—	—
5th	+3	+1	+4	+1	Sneak attack +3d6	+7	2	—	—	—
6th	+4	+2	+5	+2	Sever life, free draw	+7	2	1	—	—
7th	+5	+2	+5	+2	Sneak attack +4d6	+7	2	2	—	—
8th	+6	+2	+6	+2	Upgrade	+9	2	2	1	—
9th	+6	+3	+6	+3	Sneak attack +5d6	+9	2	2	2	—
10th	+7	+3	+7	+3	Knife to the soul	+9	2	2	2	1

Thaumaturgist

Hit Die: d4.

Requirements

To qualify to become a thaumaturgist, a character must fulfill all the following criteria.

Feats: Spell Focus (conjuration).

Spells: Able to cast lesser planar ally.

Class Skills

The thaumaturgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the thaumaturgist prestige class.

Weapon and Armor Proficiency: Thaumaturgists gain no proficiency with any weapon or armor.

Spells per Day: When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

Improved Ally: When a thaumaturgist casts a planar ally spell (including the lesser and greater versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

Augment Summoning: At 2nd level, a thaumaturgist gains the Augment Summoning feat.

Extended Summoning: At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

Contingent Conjuration: A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the contingency spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. A thaumaturgist can have only one contingent conjuration active at a time.

Planar Cohort: A 5th-level thaumaturgist can use any of the planar ally spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature.

To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level -2.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat.

Thaumaturgist

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Improved ally	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Augment Summoning	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Extended summoning	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Contingent conjuration	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Planar cohort	+1 level of existing spellcasting class

NPC CLASSES

Adept

Hit Die: d6.

Class Skills

The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Spells: An adept casts divine spells which are drawn from the adept spell list (see below). Like a cleric, an adept must choose and prepare her spells in advance. Unlike a cleric, an adept cannot spontaneously cast cure or inflict spells.

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

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray

for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Adept. In addition, she receives bonus spells per day if she has a high Wisdom score.

When Table: The Adept indicates that the adept gets 0 spells per day of a given spell level, she gains only the

bonus spells she would be entitled to based on her Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a sorcerer or wizard can.

Adept Spell List

Adepts choose their spells from the following list.

0 Level: create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, touch of fatigue.

1st Level: bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.

2nd Level: aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.

3rd Level: animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.

4th Level: cure critical wounds, minor creation, polymorph, restoration, stonewall, wall of fire.

5th Level: baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.

Adept

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

Aristocrat

Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Aristocrat

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Commoner

Hit Die: d4.

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

Commoner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Class Balance

*NPC classes are deliberately **not** balanced with the other [base and prestige] classes. In fact, they aren't even really balanced with each other. They are specifically underpowered compared to the other classes, and a level of an NPC class is, very roughly, equal to half a level of a base or prestige class.*

Expert

Hit Die: d6.

Class Skills

The expert can choose any ten skills to be class skills.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Expert

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Warrior

Hit Die: d8.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

SKILL LIST

Skill Information

This is just a summary of skill information, sufficient for generating a character. Refer to the class descriptions (in this Book) and the skills chapter (in Book I) for more details.

Learning Skills

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) You can't save skill points to spend later.

The maximum rank in a class skill is the character's level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

Skills Summary

Skill	Base Ability	Specialty?	Untrained?	Special
Appraise	Int	No	Yes	
Autohypnosis	Wis	No	Trained Only	Psion, Psychic Warrior Only; Deprecated ¹
Balance	Dex	No	Yes	Armor Check Penalty
Bluff	Cha	No	Yes	
Climb	Str	No	Yes	Armor Check Penalty
Concentration	Con	No	Yes	
Craft	Int	Yes	Yes	
Decipher Script	Int	No	Trained Only	
Diplomacy	Cha	No	Yes	
Disable Device	Int	No	Trained Only	
Disguise	Cha	No	Yes	
Escape Artist	Dex	No	Yes	Armor Check Penalty
Forgery	Int	No	Yes	
Gather Information	Cha	No	Yes	
Handle Animal	Cha	No	Trained Only	
Heal	Wis	No	Yes	
Hide	Dex	No	Yes	Armor Check Penalty
Intimidate	Cha	No	Yes	
Jump	Str	No	Yes	Armor Check Penalty
Knowledge	Int	Yes ²	Trained Only	
Listen	Wis	No	Yes	
Move Silently	Dex	No	Yes	Armor Check Penalty
Open Lock	Dex	No	Trained Only	
Perform	Cha	Yes ³	Yes	
Profession	Wis	Yes	Trained Only	
Psicraft	Int	No	Trained Only	
Remote View	Int	No	Yes	Psion Only; Deprecated
Ride	Dex	No	Yes	
Search	Int	No	Yes	
Sense Motive	Wis	No	Yes	
Sleight Of Hand	Dex	No	Trained Only	Armor Check Penalty
Speak Language	None ⁴	Yes ⁵	Trained Only	
Spellcraft	Int	No	Trained Only	
Spot	Wis	No	Yes	
Stabilize Self	Con	No	Trained Only	Psion, Psychic Warrior Only; Deprecated ¹
Survival	Wis	No	Yes	
Swim	Str	No	Yes	Armor Check Penalty ⁶
Tumble	Dex	No	Trained Only	Armor Check Penalty
Use Magic Device	Cha	No	Trained Only	
Use Psionic Device	Cha	No	Trained Only	Bard, Psychic Warrior, Rogue Only
Use Rope	Dex	No	Yes	

¹ See skill description and sidebar in Skills chapter.

² Knowledge specialties: Arcana, Architecture & Engineering, Dungeoneering, Geography, History, Local, Nature, Nobility & Royalty, Psionics, Religion, The Planes.

³ Perform specialties: Act, Comedy, Dance, Keyboard Instruments, Oratory, Percussion Instruments, String Instruments, Wind Instruments, Sing.

⁴ You do not make Speak Language checks.

⁵ Each rank in Language adds another language to those known by the character.

⁶ Double the usual armor check penalty for swim checks.

FEATS

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

Types Of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. Psionic feats draw on a psionic's power. Metamagic feats lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is. Similarly, metapsionic feats let a psionic manifest powers with greater effect, at the cost of more power points. Epic feats can only be taken by characters of 21st level or higher.

Fighter Bonus Feats

Any feat designated as a fighter feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

Psionic Feats

To nonpsionic characters, all psionic feats are treated as special (only psionic characters and creatures may take them). Psionic feats allow the psionic character to enhance combat, augment psionic powers, and manipulate psionic attack and defense modes.

Some psionic feats do not directly use the power points of a psionic character, but the mere presence of those power points and psionic potential allow psionic characters access to these feats. Feats that have a prerequisite of "reserve power points [some number+]" require the psionic character or creature to possess a number of unused power points equal to or greater than the given number to use the feat in any given round. These power points are not used to power the feat; however, if they are not held in reserve the feat is temporarily unavailable.

Note: If a psionic character's total power point maximum never equals the reserve power point prerequisite, the character cannot take the feat.

Item Creation Feats

An item creation feat lets a spellcaster or psionic create an item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Experience that the creator would normally keep is expended when making a magic item. The XP cost equals 1/25 of the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory, or magical or psionic (as appropriate) workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Dorje, Craft Wand, Encode Stone, Scribe Scroll, and Scribe Tattoo create items that directly reproduce spell or power effects, and the strength of these items depends on their caster or manifester level—that is, a spell or power from such an item has the effect it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster or manifester level. This level must be high enough that the character creating the item can cast the spell or manifest the power at that level. To find the final price in each case, multiply the caster/manifester level by the spell/power level, then multiply the result by a constant, as shown below:

Power Stone or Scroll: Base price = spell level x caster level x 25 gp.

Potion or Psionic Tattoo: Base price = spell level x caster level x 50 gp.

Dorje or Wand: Base price = spell level x caster level x 750 gp.

A 0-level spell or power is considered to have a level of 1/2 for the purpose of this calculation.

Extra Costs: Any dorje, potion, power stone, psionic tattoo, scroll, or wand that stores a spell or power with a costly material component or an XP cost also carries a commensurate cost. For potions, power stones, psionic tattoos, and scrolls, the creator must expend the material component or pay the XP cost when creating the item.

For a dorje or wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some items similarly incur extra costs in material components or XP, as noted in their descriptions.

Metamagic Feats

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher

than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

Wizards and Divine Spellcasters: Wizards and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

Sorcerers and Bards: Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: A cleric spontaneously casting a cure or inflict spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed unless stated otherwise in the feat description.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Metapsionic Feats

Metapsionic feats allow a psionic character to enhance the manifestation of a regular power. Using a metapsionic feat doesn't take any longer but does increase the total power point cost to manifest the power.

A psionic character can use multiple metapsionic feats on a power, and the extra power point cost is cumulative, but a power altered by metapsionic feats can never cost more power points than the manifester's level minus one (minimum one).

With the proper item creation feat, a character can store a power enhanced by a metapsionic feat in a power stone, psionic tattoo, or orje, but the level limits for psionic tattoos, power stones, and dorjes apply to the power's higher, metapsionic level. The metapsionic level increases by 1 for every 2 points a metapsionic feat increases a power's cost.

Important: Metapsionic feats cannot be used to augment psionic attack and defense modes. The feats that allow direct manipulation of psionic attack and defense mode powers are specifically noted with the given feat.

Epic Feats

Epic feats are available only to epic characters (those of character level 21 or higher). Whenever an epic character gains a new feat, it can be from among the standard list of feats or one of the feats described below.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type Of Feat]

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Ability Focus [General]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Acrobatic [General]

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

Agile [General]

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

Alertness [General]

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Animal Affinity [General]

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

Armor Proficiency (Heavy) [General]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

Armor Proficiency (Light) [General]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

Armor Proficiency (Medium) [General]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

Athletic [General]

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

Augment Summoning [General]

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Awesome Blow [General]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Special: A fighter may select Awesome Blow as one of his fighter bonus feats.

Blind-fight [General]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

A fighter may select Blind-Fight as one of his fighter bonus feats.

Body Fuel [Psionic]

Prerequisite: Inner Strength, Talented.

Benefit: The character can "burn" ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: A character could burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage. The character can burn no more than 60 ability points in a day, regardless of any ability healing he or she may receive.

Brew Potion [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

Cleave [General]

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Special: A fighter may select Cleave as one of his fighter bonus feats.

Combat Casting [General]

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Combat Expertise [General]

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

Special: A fighter may select Combat Expertise as one of his fighter bonus feats.

Combat Manifestation [Psionic]

Benefit: The character gets a +4 bonus on Concentration checks made to manifest a power while on the defensive.

Combat Reflexes [General]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats.

A monk may select Combat Reflexes as a bonus feat at 2nd level.

Craft Construct [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

Craft Crystal Capacitor [Item Creation]

Prerequisite: Manifester level 9th+.

Benefit: The character can create a crystal capacitor that stores a number of power points equal to or less than his or her base power points for his or her highest manifester level. The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single crystal capacitor. Moreover, a crystal capacitor's maximum is always an odd number. Note that during use, a crystal capacitor very often contains even numbers of power points, just not when fully charged.

Crafting a crystal capacitor takes one day for each 1,000 gp in its base price. The base price of a crystal capacitor is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To encode a crystal capacitor, a character must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

Craft Dorje [Item Creation]

Prerequisite: Manifester level 5th+.

Benefit: The character can create a dorje of any psionic power of 9th level or lower that he or she knows (or can gain access to). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level x the power level x 750 gp (treat 0-level powers as one-half level). To craft a dorje, a character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created dorje has enough power points to manifest its primary power fifty times.

Any dorje that stores powers with an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, the character must pay fifty times the XP cost.

Craft Magic Arms And Armor [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Craft Psionic Arms And Armor [Item Creation]

Prerequisite: Manifester level 5th+.

Benefit: The character can create any psionic weapon, armor, or shield whose prerequisites he or she meets. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, suit of armor, or shield, the character must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

A character can also mend a broken psionic weapon, suit of armor, or shield if it is one that he or she could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

Craft Rod [Item Creation]

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff [Item Creation]

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Universal Item [Item Creation]

Prerequisite: Manifester level 3rd+.

Benefit: The character can create any miscellaneous psionic item whose prerequisites he or she meets. Crafting a miscellaneous psionic item takes one day for each 1,000 gp in its price. To empower a miscellaneous psionic item, the psionic character must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

A character can also mend a broken universal item if it is one that he or she could make. Doing so costs half the XP, half the raw materials, and half the time it would take to empower that item in the first place.

Some universal items incur extra costs in materials components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. The character must pay such a cost to create an item or mend a broken one.

Craft Wand [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Deceitful [General]

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

Deep Impact [Psionic]

Prerequisite: Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or more.

Benefit: If the character pays 5 power points per strike, he or she can resolve his or her melee attack with a weapon as a touch attack for purposes of assessing the foe's Armor Class. The character must decide whether or not to pay the cost prior to making the melee attack. The weapon remains

“charged” for a maximum number of rounds equal to the character’s Strength modifier +1, or until the character makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

Deflect Arrows [General]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn’t count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can’t be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his fighter bonus feats.

Deft Hands [General]

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

Delay Power [Metapsionic]

Benefit: A delayed power doesn’t activate until 1 to 5 rounds after the character finishes manifesting it. The character determines the delay when manifesting the power, and it cannot be changed once set. The power activates just before the character’s turn on the round designated. Only area, personal, and touch powers may be affected by this feat. Any decisions the character would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

Diehard [General]

Prerequisite: Endurance.

Benefit: When reduced to between –1 and –9 hit points, you automatically become stable. You don’t have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn’t your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between –1 and –9 hit points is unconscious and dying.

Diligent [General]

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

Disarm Mind [Psionic]

Prerequisite: Cha 13+, Mental Adversary.

Benefit: The character depletes a number of power points equal to his or her Charisma modifier x4 from his or her opponent on any psionic attack that deals 1 or more ability damage, after accounting for the opponent’s mental hardness. To use this feat, the character must pay power points equal to the cost of the psionic attack +3. The character decides whether or not to pay the extra cost after discovering the failure or success of the psionic attack to deal ability damage.

Dodge [General]

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter may select Dodge as one of his fighter bonus feats.

Empower Spell [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell’s actual level.

Empower Spell-like Ability [General]

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature’s spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see the table below.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Empower Spell-Like Ability

Spell Level	Caster Level to Empower
0	4th
1st	6th
2nd	8th
3rd	10th
4th	12th
5th	14th
6th	16th
7th	18th
8th	20th
9th	—

Encode Stone [Item Creation]

Prerequisite: Manifester level 1st+.

Benefit: The character can create a power stone of any power that he or she knows. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored psionic power x its manifest level x 25 gp (treat a 0-level power as one-half level). To encode a power stone, a character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any power stone that stores a psionic power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must pay the XP when encoding the stone.

Endurance [General]

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

Enlarge Power [Metapsionic]

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area or effect as if the character were two manifest levels higher than he or she actually is. An enlarged power costs a number of power points equal to its standard cost +2.

Enlarge Spell [Metamagic]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Eschew Materials [General]

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

Exotic Weapon Proficiency [General]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

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

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats.

Extend Power [Metapsionic]

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

Extend Spell [Metamagic]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning [General]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

Familiar Spell [Epic]

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one spell you know of 8th level or lower. Your familiar can now cast this spell once per day as a spell-like ability as a caster of a level equal to your caster level. You cannot bestow a spell upon your familiar if the spell normally has a material component cost of more than 1 gp, or any XP cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a new spell-like ability, or another daily use of the same spell-like ability.

Far Shot [General]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

Special: A fighter may select Far Shot as one of his fighter bonus feats.

Fell Shot [Psionic]

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or more.

Benefit: If the character pays 5 power points per shot, he or she can resolve his or her ranged attack as a touch attack for purposes of assessing the foe's Armor Class. The character must decide whether or not to pay the cost prior to making the ranged attack. The character's bullet, bolt, or arrow remains "charged" for a maximum number of rounds equal to his or her Dexterity modifier +1, or until the character makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

Flyby Attack [General]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Forge Ring [Item Creation]

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

Great Cleave [General]

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Special: A fighter may select Great Cleave as one of his fighter bonus feats.

Great Fortitude [General]

Benefit: You get a +2 bonus on all Fortitude saving throws.

Great Smiting [Epic]

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage.

Special: You may select this feat multiple times. Its effects stack.

(Remember that two doublings equals a tripling, and so forth.)

Greater Power Penetration [Psionic]

Prerequisite: Power Penetration.

Benefit: The character gets a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance. This bonus overlaps (does not stack with) the bonus from Power Penetration.

Greater Psionic Focus [Psionic]

Prerequisite: Psionic Focus.

Benefit: Add +4 to the DC for all saving throws against powers from within the character's discipline if the character has already taken the Psionic Focus feat for the selected discipline. This bonus overlaps (does not stack with) the bonus from Psionic Focus.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes this feat, it applies to a new discipline, but a psion must choose his or her primary discipline the first time he or she takes this feat.

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Greater Spell Penetration [General]

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Great Sunder [Psionic]

Prerequisite: Str 13+, Power Attack, Sunder, reserve power points 5+.

Benefit: When the character strikes at an opponent's weapon, he or she ignores half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, the character still needs a weapon of equal or better enhancement.

Special: A character can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

Greater Two-Weapon Fighting [General]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Special: A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Greater Weapon Focus [General]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

Greater Weapon Specialization [General]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats.

Heighten Power [Metapsionic]

Benefit: A heightened power has a higher psionic power level than normal (up to 9th level). Unlike other metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs and ability to penetrate a minor dead psionics zone or a minor globe of invulnerability) are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

Heighten Spell [Metamagic]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the

effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Hide Power [Metapsionic]

Benefit: A psionic power can be manifested without one associated display characteristic chosen by the character when he or she takes the feat: auditory, material, mental, olfactory, or visual. The hidden power costs a number of power points equal to the standard cost +2.

Special: A character can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

Hover [General]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

Improved Bull Rush [General]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special: A fighter may select Improved Bull Rush as one of his fighter bonus feats.

Improved Counterspell [General]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Critical [General]

Choose one type of weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

A fighter may select Improved Critical as one of his fighter bonus feats.

Improved Disarm [General]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

Special: A fighter may select Improved Disarm as one of his fighter bonus feats.

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

Improved Elemental Wild Shape [Epic]

Prerequisites: Wis 25, ability to wild shape into an elemental.

Benefit: Your ability to wild shape into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when wild shaping into an animal. You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only take the shape of a Small, Medium, or Large air, earth, fire, or water elemental.

Improved Familiar [General]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Standard Improved Familiars

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Imp	Lawful evil	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

Improved familiars otherwise use the rules for regular familiars, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in the table above presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

Alternate Improved Familiar List

Familiar	Type/Subtype	Arcane Spellcaster Level
Celestial hawk ¹	Good	3rd
Fiendish Tiny viper snake ²	Evil	3rd
Air elemental, Small	Air	5th
Earth elemental, Small	Earth	5th
Fire elemental, Small	Fire	5th
Shocker lizard	Electricity	5th
Water elemental, Small	Water	5th
Homunculus ³	Undead	7th
Ice mephit	Cold	7th

¹ Or other celestrial animal from the standard familiar list.

² Or other fiendish animal from the standard familiar list.

³ The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

Improved Favored Enemy [Epic]

Prerequisites: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all your favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

Improved Feint [General]

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats.

Improved Grapple [General]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A fighter may select Improved Grapple as one of his fighter bonus feats.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

Improved Initiative [General]

Benefit: You get a +4 bonus on initiative checks.

Special: A fighter may select Improved Initiative as one of his fighter bonus feats.

Improved Metamagic [Epic]

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot you must use to cast a metamagic spell is one level lower than normal (to a minimum of one level higher than normal).

This feat has no effect on a metamagic feat that requires a spell slot one level higher than normal or does not require a higher level slot.

Special: You can gain this feat multiple times. The effects stack, though you can't lower the level of any metamagic spell's slot to less than one level higher than normal.

Improved Natural Armor [General]

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

Improved Natural Attack [General]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Overrun [General]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Special: A fighter may select Improved Overrun as one of his fighter bonus feats.

Improved Precise Shot [General]

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: A fighter may select Improved Precise Shot as one of his fighter bonus feats.

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Psycrystal [Psionic]

Benefit: The character can implant another personality fragment in his or her psycrystal. The character gains the benefits listed for both psycrystal types. The psycrystal's personality adjusts and becomes a blend between all implanted personality fragments.

Special: A character can gain this feat multiple times. Each time, he or she implants a new personality fragment in the psycrystal, from which the character derives the noted benefits.

Improved Shield Bash [General]

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Shield Bash as one of his fighter bonus feats.

Improved Sneak Attack [Epic]

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

Improved Spell Capacity [Epic]

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest level spell you can already cast in a particular class. The character must have the requisite ability score (10 + spell level) in order to cast a spell stored in such a slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, she also gains those bonus spells for this spell level.

This feat can't grant spellcasting ability to a class that doesn't have spellcasting ability. A character must use the spell slot in a class of which she can already cast the maximum normal spell level.

Special: You can gain this feat multiple times.

Improved Stunning Fist [Epic]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

This feat may be taken multiple times. Its effects stack.

Improved Sunder [General]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special: A fighter may select Improved Sunder as one of his fighter bonus feats (see page 38).

Improved Trip [General]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special: At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

A fighter may select Improved Trip as one of his fighter bonus feats.

Improved Turning [General]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

Improved Two-Weapon Fighting [General]

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Unarmed Strike [General]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

A fighter may select Improved Unarmed Strike as one of his fighter bonus feats.

Inertial Armor [Psionic]

Prerequisite: Reserve power points 1+.

Benefit: While the character retains 1 or more power points, his or her mind automatically generates a tangible field of force that provides a +4 armor bonus to AC. Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. The inertial armor can be invisible or appear as a colored glow, at the character's option. The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by a shield or regular armor.

Inner Strength [Psionic]

Benefit: The character gains +1 power points.

Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain +1.

Investigator [General]

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

Iron Will [General]

Benefit: You get a +2 bonus on all Will saving throws.

Lasting Inspiration [Epic]

Prerequisite: Perform (any one) 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing. This has no effect on inspiration abilities that have no duration after you stop singing.

Leadership [General]

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputa-

Leader's Reputation

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

tion (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Other modifiers may apply when the character tries to attract a cohort:

Cohort Modifiers

The Leader ...	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

*Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply:

Followers Modifiers

The Leader ...	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohorts and Followers

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Lightning Reflexes [General]

Benefit: You get a +2 bonus on all Reflex saving throws.

Magical Aptitude [General]

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Manyshot [General]

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Martial Weapon Proficiency [General]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

Master Dorje [Metapsionic]

Benefit: The character can manifest a power stored in a dorje without expending a charge. Instead, the character pays for the imbedded power from his or her own power point reserve by spending a number of power points equal to its standard cost +2. When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

Maximize Power [Metapsionic]

Benefit: All variable, numeric effects of a maximized power are maximized. Saving throws and opposed rolls are not affected. Powers without random variables are not affected. The maximized power costs a number of power points equal to its standard cost +6.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mental Adversary [Psionic]

Prerequisite: Cha 13+.

Benefit: The character deals +1 ability damage on a successful psionic attack when he or she pays the cost of the psionic attack +3 power points. The character decides whether or not to pay the extra cost after determining the failure or success of the psionic attack to breach the defender's Will save.

Special: A character can gain this feat multiple times, each time gaining the potential to deal bonus damage equal to the previous damage bonus +1, but at a cost equal to the previous cost plus 8 power points. The character decides what increment of bonus damage to deal within the range granted by gaining this feat multiple times.

Mental Leap [Psionic]

Prerequisite: Str 13+, 6 ranks of the Jump skill, reserve power points 3+.

Benefit: The character jumps twice as far or as high as is indicated on his or her Jump check. The character's maximum jump (a function of his or her height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against the character's total allowed movement in the round.

Special: A character can take this feat multiple times. Each time increases his or her jump multiple by one and increases the prerequisite of reserve power points by +8.

Metacreative [Psionic]

Prerequisite: Any item creation feat.

Benefit: The character can create psionic items (including psionic armors and weapons, psionic tattoos, dorjes, power stones, and universal items) as if his or her effective manifester level were one less than his or her actual level (minimum 1st level). The character must still be of high enough level to manifest the power in question. The character can choose to use or not use this feat on each new psionic item he or she creates.

Mind Trap [Psionic]

Prerequisite: Psychic Bastion.

Benefit: The character depletes a number of power points equal to 10 + his or her Charisma modifier from the attacking opponent on any psionic attack that deals 1 or more ability damage to the character. Against freely manifested attack modes, Mind Trap deals back ability score damage equal in type and amount to that dealt the character, plus an additional 2 points. The opponent cannot raise defense modes against this damage. To do so, the character must pay power points equal to the cost of the psionic defense +3. The character decides whether or not to pay the extra cost after discovering the failure or success of the opponent's psionic attack to deal ability damage.

Mobility [General]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter may select Mobility as one of his fighter bonus feats.

Mounted Archery [General]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Special: A fighter may select Mounted Archery as one of his fighter bonus feats.

Mounted Combat [General]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result

is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Special: A fighter may select Mounted Combat as one of his fighter bonus feats.

Multiattack [General]

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Multiweapon Fighting [General]

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Natural Spell [General]

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Negotiator [General]

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

Nimble Fingers [General]

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

Overwhelming Critical [Epic]

Choose one type of melee weapon. With that weapon, you do more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d6 points of damage instead, and if the multiplier is 4, add an extra 3d6 points of damage instead. (Creatures immune to critical hits can't be affected by this feat.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Persistent Power [Metapsionic]

Prerequisite: Extend Power.

Benefit: A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; a character can't use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that the character must concentrate on some powers to use their effects; concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

Persuasive [General]

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

Planar Turning [Epic]

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: You can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down).

If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders. If you can rebuke undead, you rebuke (or command) all evil outsiders and rebuke (or command) all nonevil outsiders.

Point Blank Shot [General]

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Special: A fighter may select Point Blank Shot as one of his fighter bonus feats.

Power Attack [General]

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

A fighter may select Power Attack as one of his fighter bonus feats.

Power Penetration [Psionic]

Benefit: The character gets a +2 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

Power Touch [Psionic]

Prerequisite: Str 13+, Psionic Fist.

Benefit: The character can make attacks of opportunity using any power he or she knows with a range of touch, if he or she has at least one hand free. The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. The power used in conjunction with this feat costs a number of power points equal to its standard cost +2.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power Touch to 0 power points (the character still must pay the standard cost for the power used in the attack of opportunity).

Precise Shot [General]

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Special: A fighter may select Precise Shot as one of his fighter bonus feats.

Psionic Body [Psionic]

Benefit: At 1st level, the character may use his or her key ability modifier determined by his or her primary discipline, if a psion, instead of his or her Constitution modifier to determine bonus hit points. At higher levels, the character's bonus hit points are determined by his or her Constitution, as normal. However, the character now gains +1 hit point every time he or she learns a metapsionic feat.

Special: A character may only take this feat as a 1st-level character.

Psionic Charge [Psionic]

Prerequisite: Wis 13+, Speed of Thought, reserve power points 3+.

Benefit: When taking a charge action in combat, the character can make a number of turns, each of not more than 90 degrees, equal to his or her Dexterity modifier. The action still counts as a charge.

Psionic Dodge [Psionic]

Prerequisite: Dex 13+, Dodge, reserve power points 5+.

Benefit: During the character's action, he or she designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) does not make the character lose the dodge bonus from the Psionic Dodge

feat. Also, dodge bonuses stack with one another, unlike most other types of bonuses.

Psionic Fist [Psionic]

Prerequisite: Str 13+.

Benefit: The character's unarmed strikes deal +1d4 points of bludgeoning damage when he or she pays the cost of 1 power point. The character must decide whether or not to pay the cost prior to making the melee attack. The character's hand or foot remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until the character makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

Psionic Focus [Psionic]

Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new discipline, but a psion must choose his or her primary discipline the first time he or she takes this feat.

Planar Turning Typo

Presumably, it should read "If you can rebuke undead, you rebuke (or command) all evil outsiders, and turn (or destroy) all nonevil outsiders."

Psionic Metabolism [Psionic]

Prerequisite: Con 13+, Rapid Metabolism.

Benefit: The character converts 1 point of normal damage to 1 point of subdual damage per hour, if he or she pays the cost of 1 power point per hour. If the character is unconscious or dying, Psionic Metabolism does not work.

Psionic Shot [Psionic]

Prerequisite: Dex 13+, Point Blank Shot.

Benefit: The character's ranged shots deal +1d4 points of piercing damage when he or she pays the cost of 1 power point. The character must decide whether or not to pay the cost prior to making the ranged attack. The arrow, bolt, or bullet remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until he or she makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

Psionic Weapon [Psionic]

Prerequisite: Str 13+, Power Attack.

Benefit: The character's melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when the character pays the cost of 1 power point. The character must decide whether or not to pay the cost prior to making the melee attack. The weapon remains "charged" for a maximum number of rounds equal to the character's Strength modifier +1, or until he or she makes his or her next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

Psychic Bastion [Psionic]

Benefit: The character gains +1 mental hardness against a foe's successful psionic attack when he or she pays the cost of 3 power points. The character decides whether or

not to pay the cost after determining the failure or success of the psionic attack to breach his or her Will save.

Special: A character can gain this feat multiple times, each time gaining bonus mental hardness equal to the previous bonus +1, but the character must pay a cost equal to the previous cost + 8. The character decides what mental hardness increment to use within the range granted by gaining this feat multiple times.

Psychic Inquisitor [Psionic]

Prerequisite: Cha 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to the character, he or she perceives it. The character detects a maximum number of lies per conversation equal to his or her Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. The character decides when, or if, to begin using this feat during a conversation.

Psychoanalyst [Psionic]

Prerequisite: Cha 13+.

Benefit: The character gets a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. He or she gets the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

Quick Draw [General]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Special: A fighter may select Quick Draw as one of his fighter bonus feats.

Quicken Power [Metapsionic]

Benefit: Manifesting a quickened power is a free action. A character can perform another action, even manifest another power, in the same round as he or she manifests a quickened power. A character may only manifest one quickened power per round. A power whose time to manifest is more than 1 full round cannot be quickened. The quickened power costs a number of power points equal to its standard cost +8.

Special: Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher

than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

Quicken Spell-like Ability [General]

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell-like ability – in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.

Quicken Spell-Like Ability

Spell Level	Caster Level to Quicken
0th	8th
1st	10th
2nd	12th
3rd	14th
4th	16th
5th	18th
6th	20th
7th	—
8th	—
9th	—

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Rapid Metabolism [Psionic]

Prerequisite: Con 13+.

Benefit: The character naturally heals a number of hit points per day of rest equal to the standard healing rate + his or her Constitution modifier.

Rapid Reload [General]

Choose a type of crossbow (hand, light, or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of his fighter bonus feats.

Rapid Shot [General]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Rapid Shot as one of his fighter bonus feats.

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Return Shot [Psionic]

Prerequisite: Dex 13+, Point Blank Shot, Psionic Shot, reserve power points 5+.

Benefit: The character need not have a free hand (holding nothing) to use this feat, but he or she must relinquish a two-handed hold on a single item or drop a shield as a free action. Once per round when the character would normally be hit with a ranged weapon, he or she may make a Reflex save (DC 20; if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount). If the character succeeds, he or she snatches the ranged weapon. The character must be aware of the attack and not flat-footed, and cannot already have acted in the round. A character may only use this feat once in any given round.

Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action. If the character successfully retrieves a bolt, arrow, or sling bullet, the character can load and fire it back at the foe if the character holds the appropriate weapon. A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a spear or knife is a free action to throw back. If the character is not holding a ranged weapon suitable to the snatched ammunition in, the character cannot return the attack.

A character makes the return attack at a bonus equal to half the foe's ranged attack bonus (round down) + the character's full ranged attack bonus. Exceptional ranged weapons, such as boulders hurled by giants or spells, can't be snatched.

Special: If the character also has the Deflect Arrows feat, the character makes return attacks at a bonus equal to the foe's full ranged attack bonus + the character's full attack bonus.

Ride-by Attack [General]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not

provoke an attack of opportunity from the opponent that you attack.

Special: A fighter may select Ride-By Attack as one of his fighter bonus feats.

Run [General]

Benefit: When running, you move five times your normal speed (if wearing light or no armor and carrying no more than a light load) or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing light or no armor and carrying no more than a light load) or three times your speed (if wearing medium or heavy armor or carrying a medium or heavy load), and you lose your Dexterity bonus to AC.

Scribe Scroll [Item Creation]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

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

Scribe Tattoo [Item Creation]

Prerequisite: Manifest level 3rd+.

Benefit: The character can create a psionic tattoo of any psionic power of 3rd level or lower that he or she knows and that targets a creature or creatures (see Special, below). Scribing a psionic tattoo takes one day. When the character creates a psionic tattoo, he or she sets the manifest level. The manifest level must be sufficient to manifest the power in question and no higher than the character's own level. The base price of a psionic tattoo is its power level x its manifest level x 50 gp (inscribing a 0-level power costs 25 gp). To scribe a tattoo, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

When a character creates a psionic tattoo, he or she makes any choices that he or she would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must pay the XP when creating the tattoo.

Special: All Psychometabolism powers are an exception to the target criteria, and may be scribed into a tattoo despite the fact that they are personal powers.

Self-sufficient [General]

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

Shield Proficiency [General]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

Shot On The Run [General]

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special: A fighter may select Shot on the Run as one of his fighter bonus feats.

Silent Spell [Metamagic]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

Simple Weapon Proficiency [General]

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus [General]

Choose a skill.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Snatch [General]

Prerequisite: Size Huge or larger.

Benefits: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a

snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Snatch Arrows [General]

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Special: A fighter may select Snatch Arrows as one of his fighter bonus feats.

Speed of Thought [Psionic]

Prerequisite: Wis 13+, reserve power points 1+.

Benefit: The character's base speed is equal to his or her normal speed +10.

Special: A character can take this feat multiple times. Each time increases his or her base speed by 10 feet and increases the prerequisite of reserve power points by 4.

Spell Focus [General]

Choose a school of magic.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Knowledge [Epic]

Prerequisites: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast. This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

Spell Mastery [Special]

Prerequisite: Wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells, except read magic.

Spell Penetration [General]

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spirited Charge [General]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special: A fighter may select Spirited Charge as one of his fighter bonus feats.

Spring Attack [General]

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Special: A fighter may select Spring Attack as one of his fighter bonus feats.

Stand Still [Psionic]

Prerequisite: Str 13+, reserve power points 1+.

Benefit: When a foe's movement would otherwise grant the character an attack of opportunity, the character may give up that attack and instead attack the foe prior to the foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect the character's initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage dealt, or be unable to move into or out of the area the character threatens—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if the character is normally allowed an attack of opportunity against the fleeing foe). Since the character uses the Stand Still feat in place of his or her attack of opportunity, the character may only do so a number of times per round equal to the number of times per round he or she could make an attack of opportunity.

Normal: Attacks of opportunity occur after a foe has already moved within the area a character threatens; thus, a character is unable to affect their movement with an attack.

Stealthy [General]

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

Still Spell [Metamagic]

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Stunning Fist [General]

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails

this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats.

Talented [Psionic]

Prerequisite: Inner Strength.

Benefit: The character can manifest three more 0-level powers for free per day than normal.

Terrifying Rage [Epic]

Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

Toughness [General]

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Tower Shield Proficiency [General]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Track [General]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check).

The DC depends on the surface and the prevailing conditions, as given on the table below:

Tracking Checks

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Tracking Modifiers

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a pass without trace spell.

Trample [General]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special: A fighter may select Trample as one of his fighter bonus feats.

Trigger Power [Psionic]

Prerequisite: Inner Strength, Talented, reserve power points (see below).

Benefit: Choose any 0-, 1st-, 2nd-, or 3rd-level power the character knows. From now on the character can attempt to trigger that power without paying its cost. To trigger a power, the character must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost to manifest the power. Then, make an ability check appropriate for the power's discipline. If the character meets or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If the character fails the check, he or she is forced to pay its cost, but the power is still manifested normally. A character can't use Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 0-level: 11; 1st level: 13; 2nd level: 15; and 3rd level: 17.

A character cannot Take 10 when using Trigger Power.

Special: A character can take this feat multiple times, each time using it for a new triggered power.

Twin Power [Metapsionic]

Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if the character were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm. A twinned power costs a number of power points equal to its standard cost +8.

Two-weapon Defense [General]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

Two-weapon Fighting [General]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

A fighter may select Two-Weapon Fighting as one of his fighter bonus feats.

Unavoidable Strike [Psionic]

Prerequisite: Str 13+, Psionic Fist, base attack bonus of +3 or more.

Benefit: If the character pays 5 power points per unarmed attack, he or she can resolve his or her unarmed attack as a touch attack for purposes of assessing the foe's Armor Class. The character must decide whether or not to pay the cost prior to making the unarmed melee attack. The character's hand or fist remains "charged" for a maximum number of rounds equal to his or her Strength modifier +1 or until the character's next attack, whichever occurs first. If the attack misses, the power point expenditure is wasted.

Up the Walls [Psionic]

Prerequisite: Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.

Benefit: The character can take part of one of his or her move actions on a wall if the character begins and end the move on a horizontal surface. The height the character can achieve on the wall is limited only by this movement restriction. If the character does not end his or her move on a horizontal surface, he or she falls prone, taking damage as appropriate for his or her height above the floor. Treat the wall as a normal floor for the purposes of measuring movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as the character moves up the wall within areas they threaten.

Special: A character can take other move actions in conjunction with moving on a wall.

Weapon Finesse [General]

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse as one of his fighter bonus feats.

Natural weapons are always considered light weapons.

Weapon Focus [General]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Focus as one of his fighter bonus feats. He must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

Weapon Specialization [General]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Specialization as one of his fighter bonus feats.

Whirlwind Attack [General]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Special: A fighter may select Whirlwind Attack as one of his fighter bonus feats.

Widen Spell [Metamagic]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

Wingover [General]

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

A ALIGNMENT

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good Vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law Vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalism, 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" 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.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

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.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, "Benefactor": A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them..

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, "Rebel": A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

EQUIPMENT

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

Wealth And Money

Coins

The most common coin 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

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. 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 good that can be easily exchanged almost as if it were cash itself.

Weapons

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 druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly 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 creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, 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. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. 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 weapon's 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.

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.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (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 the size of the creature for which the weapon was designed. 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 weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. 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.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table: Tiny and Large Weapon

Tiny and Large Weapon Damage

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Damage gives weapon damage values for weapons of those sizes.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

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.

Weapon Descriptions

Weapons found on Table: 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 of its size (critical multiplier x2). 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.

Simple Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning
Light Melee Weapons							
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	Slashing
One-Handed Melee Weapons							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons							
Longspear ⁴	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
Ranged Weapons							
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

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.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

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 of its size (crit x2). 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).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

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

Martial Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	Piercing
Sap	1 gp	1d4 ³	1d6 ³	x2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	x2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	x2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lb.	Piercing
One-Handed Melee Weapons							
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/x2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
Two-Handed Melee Weapons							
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lb.	Slashing
Glaive ⁴	8 gp	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lb.	Slashing
Guisarme ⁴	9 gp	1d6	2d4	x3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	Piercing or slashing
Lance ⁴	10 gp	1d6	1d8	x3	—	10 lb.	Piercing
Ranseur ⁴	10 gp	1d6	2d4	x3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	Piercing or slashing
Ranged Weapons							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

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.

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.

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 Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

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

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a $+2$ bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Exotic Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Light Melee Weapons							
Kama	2 gp	1d4	1d6	x2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	Piercing
One-Handed Melee Weapons							
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	Slashing
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	—	2 lb.	Slashing
Two-Handed Melee Weapons							
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	Slashing
Chain, spiked ⁴	25 gp	1d6	2d4	x2	—	10 lb.	Piercing
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	Bludgeoning
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	Bludgeoning and piercing
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	Slashing
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	Slashing or piercing
Ranged Weapons							
Bolas	5 gp	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	—
Crossbow, repeating light	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	—
Net	20 gp	—	—	10 ft.	6 lb.	—	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	1/2 lb.	Piercing

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

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.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

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

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

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

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the

composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, 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).

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it

isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

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

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Dwarves treat dwarven urgroshes as martial weapons.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

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

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

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 (see the Craft skill). 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

Armor Qualities

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Armor and shields can take damage from some types of attacks.

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

Cost

The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other 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.

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim 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 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.

Arcane Spell Failure

Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed

Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields 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, gnomes, 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 Descriptions

Any special benefits or accessories to the types of armor found on Table: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack

with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

Armor and Shields

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

¹Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

²When running in heavy armor, you move only triple your speed, not quadruple.

³A tower shield can instead grant you cover. See the description.

⁴Hand not free to cast spells.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a light shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the

shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Splint Mail: The suit includes gauntlets.

Masterwork Armor

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

Armor For Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table: Armor and Shields. Refer to the appropriate line on the table below

Unusual Armor

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

² The wearer must have help to don this armor. Without help, it can be donned only hastily.

and apply the multipliers to cost and weight for the armor type in question.

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Goods And Services

Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user (“you”).

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature’s shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature’s speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb. ¹
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb. ¹
Bell	1 gp	—
Blanket, winter	5 sp	3 lb. ¹
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner’s	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb. ¹
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb. ¹
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb. ¹
Whetstone	2 cp	1 lb.

— No weight, or no weight worth noting.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Special Substances And Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

— No weight, or no weight worth noting.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Tools And Skill Kits

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb. ¹
Disguise kit	50 gp	8 lb. ¹
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb. ¹
Musical instrument, masterwork	100 gp	3 lb. ¹
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

— No weight, or no weight worth noting.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb. ¹
Cleric's vestments	5 gp	6 lb. ¹
Cold weather outfit	8 gp	7 lb. ¹
Courtier's outfit	30 gp	6 lb. ¹
Entertainer's outfit	3 gp	4 lb. ¹
Explorer's outfit	10 gp	8 lb. ¹
Monk's outfit	5 gp	2 lb. ¹
Noble's outfit	75 gp	10 lb. ¹
Peasant's outfit	1 sp	2 lb. ¹
Royal outfit	200 gp	15 lb. ¹
Scholar's outfit	5 gp	6 lb. ¹
Traveler's outfit	1 gp	5 lb. ¹

— No weight, or no weight worth noting.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

— No weight, or no weight worth noting.

Food, Drink, And Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts And Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

— No weight, or no weight worth noting.

Armored Mount Speed

Barding	Base Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Transport

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

— No weight, or no weight worth noting.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 5 gp per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

Spellcasting and Services

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Caster level x 5 gp ²
Spell, 1st-level	Caster level x 10 gp ²
Spell, 2nd-level	Caster level x 20 gp ²
Spell, 3rd-level	Caster level x 30 gp ²
Spell, 4th-level	Caster level x 40 gp ²
Spell, 5th-level	Caster level x 50 gp ²
Spell, 6th-level	Caster level x 60 gp ²
Spell, 7th-level	Caster level x 70 gp ²
Spell, 8th-level	Caster level x 80 gp ²
Spell, 9th-level	Caster level x 90 gp ²

² See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

Special Materials

In addition to magic items created with spells, some substances have innate special properties.

If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Special Weapons Materials

Each of the special materials described below has a definite game effect. Some creatures have damage reduction based on their creature type or core concept. Some are resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantine

This ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/- if it's light armor, 2/- if it's medium armor, and 3/- if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Adamantine Weapons and Armor

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but

add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Dragonhide

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.

Dragonhide has 10 hit points per inch of thickness and hardness 10.

Ferroplasm

Mined from secret locations in the Astral Plane, this malleable metal holds its shape only in the hands of a psionic being. When an item forged with ferroplasm is unattended or held by a nonpsionic creature, it melts and temporarily loses all special powers. But when wielded by a psionic creature, such an item immediately springs back into its true shape and regains all abilities. In its proper form, a ferroplasm item glows with a violet light (illuminating a 10-foot-radius), unless the item's owner mentally quenches it. In an area where psionic powers do not function, it collapses as if in the hands of a nonpsionic creature.

Ferroplasm adds to the quality of a weapon or suit of armor based on how much of the material is used. Weapons fashioned from ferroplasm have a natural enhancement bonus to attack and damage. Armor fashioned from ferroplasm has a natural enhancement bonus to AC. These bonuses do not stack with other enhancement bonuses. Weapons or armor fashioned from ferroplasm are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Ferroplasm has hardness 20 and 40 hit points per inch of thickness when in its true form, and a hardness of 5 and 10 hit points per inch of thickness when soft.

Ferroplasm Weapons and Armor

Type of Ferroplasm Item	Enhancement Bonus	Item Cost Modifier
Light armor	+1	+1,500 gp
Medium armor	+2	+4,000 gp
Heavy armor	+3	+8,000 gp
Shield	+1	+1,500 gp
Weapon damage 1d4 or 1d6	+1	+2,500 gp
Weapon damage 1d8, 1d10, or 1d12	+2	+7,500 gp

Iron, Cold

This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

A double weapon that has only half of it made of cold iron increases its cost by 50%.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Mithral

Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made

of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Mithral Weapons and Armor

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Silver, Alchemical

A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Alchemical Silver Weapons and Armor

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

SPELL LISTS

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An ^X denotes a spell with an XP component paid by the caster.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Creatures and Characters: The words "creature" and "character" are used synonymously in the spell descriptions.

Bard Spells

0-level Bard Spells (Cantrips)

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Flare: Dazzles one creature (-1 on attack rolls).

Ghost Sound: Figment sounds.

Know Direction: You discern north.

Light: Object shines like a torch.

Lullaby: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against *sleep*.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Summon Instrument: Summons one instrument of the caster's choice.

1st-level Bard Spells

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Secret Doors: Reveals hidden doors within 60 ft.

Disguise Self: Changes your appearance.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Grease: Makes 10-ft. square or one object slippery.

Hideous Laughter: Subject loses actions for 1 round/level.

Hypnotism: Fascinates 2d4 HD of creatures.

Identify ^M: Determines properties of magic item.

Lesser Confusion: One creature is *confused* for 1 round.

Magic Mouth ^M: Speaks once when triggered.

Magic Aura: Alters object's magic aura.

Obscure Object: Masks object against scrying.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Silent Image: Creates minor illusion of your design.

Sleep: Puts 4 HD of creatures into magical slumber.

Summon Monster I: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Unseen Servant: Invisible force obeys your commands.

Ventriloquism: Throws voice for 1 min./level.

2nd-level Bard Spells

Alter Self: Assume form of a similar creature.

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Blindness/Deafness: Makes subject blind or deaf.

Blur: Attacks miss subject 20% of the time.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Daze Monster: Living creature of 6 HD or less loses next action.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Detect Thoughts: Allows “listening” to surface thoughts.

Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Fox’s Cunning: Subject gains +4 to Int for 1 min./level.

Glitterdust: Blinds creatures, outlines invisible creatures.

Heroism: Gives +2 on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Locate Object: Senses direction toward object (specific or type).

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Rage: Gives +2 to Str and Con, +1 on Will saves, –2 to AC.

Scare: Panics creatures of less than 6 HD.

Shatter: Sonic vibration damages objects or crystalline creatures.

Silence: Negates sound in 15-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Suggestion: Compels subject to follow stated course of action.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tongues: Speak any language.

Whispering Wind: Sends a short message 1 mile/level.

3rd-level Bard Spells

Blink: You randomly vanish and reappear for 1 round/level.

Charm Monster: Makes monster believe it is your ally.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deep Slumber: Puts 10 HD of creatures to sleep.

Dispel Magic: Cancels magical spells and effects.

Displacement: Attacks miss subject 50%.

Fear: Subjects within cone flee for 1 round/level.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Geas, Lesser: Commands subject of 7 HD or less.

Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Illusory Script^M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Phantom Steed: Magic horse appears for 1 hour/level.

Remove Curse: Frees object or person from curse.

Scrying^F: Spies on subject from a distance.

Sculpt Sound: Creates new sounds or changes existing ones.

Secret Page: Changes one page to hide its real content.

See Invisibility: Reveals invisible creatures or objects.

Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.

Slow: One subject/level takes only one action/round, –2 to AC and attack rolls.

Speak with Animals: You can communicate with animals.

Summon Monster III: Calls extraplanar creature to fight for you.

Tiny Hut: Creates shelter for ten creatures.

4th-level Bard Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Detect Scrying: Alerts you of magical eavesdropping.

Dimension Door: Teleports you short distance.

Dominate Person: Controls humanoid telepathically.

Freedom of Movement: Subject moves normally despite impediments.

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Hold Monster: As *hold person*, but any creature.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Legend Lore^{M F}: Lets you learn tales about a person, place, or thing.

Locate Creature: Indicates direction to familiar creature.

Modify Memory: Changes 5 minutes of subject’s memories.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Secure Shelter: Creates sturdy cottage.

Shadow Conjunction: Mimics conjuring below 4th level, but only 20% real.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Speak with Plants: You can talk to normal plants and plant creatures.

Summon Monster IV: Calls extraplanar creature to fight for you.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.

5th-level Bard Spells

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Mislead: Turns you invisible and creates illusory double.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.

Shadow Walk: Step into shadow to travel rapidly.

Song of Discord: Forces targets to attack each other.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Summon Monster V: Calls extraplanar creature to fight for you.

6th-level Bard Spells

Analyze Dweomer^F: Reveals magical aspects of subject.

Animate Objects: Objects attack your foes.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Eyebite: Target becomes panicked, sickened, and comatose.

Find the Path: Shows most direct way to a location.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Irresistible Dance: Forces subject to dance.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Project Image: Illusory double can talk and cast spells.

Scrying, Greater: As *scrying*, but faster and longer.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VI: Calls extraplanar creature to fight for you.

Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.

Veil: Changes appearance of group of creatures.

Cleric Spells

0-level Cleric Spells (Orisons)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-level Cleric Spells

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water^M: Makes holy water.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Curse Water^M: Makes unholy water.

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Undead: Undead can't perceive one subject/level.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls extraplanar creature to fight for you.

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate^M: Fills area with negative energy, making undead stronger.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other^F: You take half of subject's damage.

Silence: Negates sound in 15-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Summon Monster II: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

2nd-level Cleric Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Augury^{M F}: Learns whether an action will be good or bad.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate^M: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

3rd-level Cleric Spells

Animate Dead^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding ^M: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Inflct Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Obscure Object: Masks object against scrying.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Summon Monster III: Calls extraplanar creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-level Cleric Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination ^M: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Imbue with Spell Ability: Transfer spells to subject.

Inflct Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser ^X: Exchange services with a 6 HD extraplanar creature.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration ^M: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Summon Monster IV: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

5th-level Cleric Spells

Atonement ^{F X}: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Commune ^X: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Hallow ^M: Designates location as holy.

Inflct Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Insect Plague: Locust swarms attack creatures.

Mark of Justice: Designates action that will trigger *curse* on subject.

Plane Shift ^F: As many as eight subjects travel to another plane.

Raise Dead ^M: Restores life to subject who died as long as one day/level ago.

Righteous Might: Your size increases, and you gain combat bonuses.

Scrying ^F: Spies on subject from a distance.

Slay Living: Touch attack kills subject.

Spell Resistance: Subject gains SR 12 + level.

Summon Monster V: Calls extraplanar creature to fight for you.

Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing^M: Lets you see all things as they really are.

Unhallow^M: Designates location as unholy.

Wall of Stone: Creates a stone wall that can be shaped.

6th-level Cleric Spells

Animate Objects: Objects attack your foes.

Antilife Shell: 10-ft. field hedges out living creatures.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Blade Barrier: Wall of blades deals 1d6/level damage.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Create Undead: Create ghouls, ghosts, mummies, or mohrgs.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Find the Path: Shows most direct way to a location.

Forbiddance^M: Blocks planar travel, damages creatures of different alignment.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Planar Ally^X: As *lesser planar ally*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).

Wind Walk: You and your allies turn vaporous and travel fast.

Word of Recall: Teleports you back to designated place.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction^F: Kills subject and destroys remains.

Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.

Ethereal Jaunt: You become ethereal for 1 round/level.

Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.

Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.

Refuge^M: Alters item to transport its possessor to you.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repulsion: Creatures can't approach you.

Restoration, Greater^X: As *restoration*, plus restores all levels and ability scores.

Resurrection^M: Fully restore dead subject.

Scrying, Greater: As *scrying*, but faster and longer.

Summon Monster VII: Calls extraplanar creature to fight for you.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Word of Chaos: Kills, *confuses*, stuns, or deafens non-chaotic subjects.

8th-level Cleric Spells

Antimagic Field: Negates magic within 10 ft.

Cloak of Chaos^F: +4 to AC, +4 resistance, and SR 25 against lawful spells.

Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Earthquake: Intense tremor shakes 5-ft./level radius.

Fire Storm: Deals 1d6/level fire damage.

Holy Aura^F: +4 to AC, +4 resistance, and SR 25 against evil spells.

Planar Ally, Greater^X: As *lesser planar ally*, but up to 18 HD.

Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.

Shield of Law^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Symbol of Death^M: Triggered rune slays nearby creatures.

7th-level Cleric Spells

Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.

Control Weather: Changes weather in local area.

Symbol of Insanity ^M: Triggered rune renders nearby creatures insane.

Unholy Aura ^F: +4 to AC, +4 resistance, and SR 25 against good spells.

9th-level Cleric Spells

Astral Projection ^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Gate ^X: Connects two planes for travel or summoning.

Heal, Mass: As *heal*, but with several subjects.

Implosion: Kills one creature/round.

Miracle ^X: Requests a deity's intercession.

Soul Bind ^F: Traps newly dead soul to prevent *resurrection*.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls extraplanar creature to fight for you.

True Resurrection ^M: As *resurrection*, plus remains aren't needed.

Cleric Domains

Air Domain

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Air Domain Spells

1 Obscuring Mist: Fog surrounds you.

2 Wind Wall: Deflects arrows, smaller creatures, and gases.

3 Gaseous Form: Subject becomes insubstantial and can fly slowly.

4 Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

5 Control Winds: Change wind direction and speed.

6 Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

7 Control Weather: Changes weather in local area.

8 Whirlwind: Cyclone deals damage and can pick up creatures.

9 Elemental Swarm^{*}: Summons multiple elementals.

^{*}Cast as an air spell only.

Animal Domain

Granted Powers: You can use *speak with animals* once per day as a spell-like ability.

Add Knowledge (nature) to your list of cleric class skills.

Animal Domain Spells

1 Calm Animals: Calms (2d4 + level) HD of animals.

2 Hold Animal: Paralyzes one animal for 1 round/level.

3 Dominate Animal: Subject animal obeys silent mental commands.

4 Summon Nature's Ally IV^{*}: Calls creature to fight.

5 Commune with Nature: Learn about terrain for 1 mile/level.

6 Antilife Shell: 10-ft. field hedges out living creatures.

7 Animal Shapes: One ally/level polymorphs into chosen animal.

8 Summon Nature's Ally VIII^{*}: Calls creature to fight.

9 Shapechange ^F: Transforms you into any creature, and change forms once per round.

^{*}Can only summon animals.

Chaos Domain

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1 Protection from Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Shatter: Sonic vibration damages objects or crystalline creatures.

3 Magic Circle against Law: As *protection* spells, but 10-ft. radius and 10 min./level.

4 Chaos Hammer: Damages and staggers lawful creatures.

5 Dispel Law: +4 bonus against attacks by lawful creatures.

6 Animate Objects: Objects attack your foes.

7 Word of Chaos: Kills, *confuses*, stuns, or deafens nonchaotic subjects.

8 Cloak of Chaos ^F: +4 to AC, +4 resistance, SR 25 against lawful spells.

9 Summon Monster IX^{*}: Calls extraplanar creature to fight for you.

^{*}Cast as a chaos spell only.

Death Domain

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

1 Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

2 Death Knell: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.

3 Animate Dead ^M: Creates undead skeletons and zombies.

4 Death Ward: Grants immunity to death spells and negative energy effects.

5 Slay Living: Touch attack kills subject.

6 Create Undead ^M: Create ghouls, ghosts, mummies, or mohrgs.

7 Destruction ^F: Kills subject and destroys remains.

8 Create Greater Undead ^M: Create shadows, wraiths, spectres, r devourers.

9 Wail of the Banshee: Kills one creature/level.

Destruction Domain

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

1 Inflict Light Wounds: Touch attack, 1d8 damage +1/level (max +5).

2 Shatter: Sonic vibration damages objects or crystalline creatures.

3 Contagion: Infects subject with chosen disease.

4 Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

5 Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to any creatures.

6 Harm: Deals 10 points/level damage to target.

7 Disintegrate: Makes one creature or object vanish.

8 Earthquake: Intense tremor shakes 5-ft./level radius.

9 Implosion: Kills one creature/round.

Earth Domain

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Earth Domain Spells

1 Magic Stone: Three stones become +1 projectiles, 1d6 +1 damage.

2 Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

3 Stone Shape: Sculpts stone into any shape.

4 Spike Stones: Creatures in area take 1d8 damage, may be *lowed*.

5 Wall of Stone: Creates a stone wall that can be shaped.

6 Stoneskin ^M: Ignore 10 points of damage per attack.

7 Earthquake: Intense tremor shakes 5-ft./level radius.

8 Iron Body: Your body becomes living iron.

9 Elemental Swarm ^{*}: Summons multiple elementals.

*Cast as an earth spell only.

Evil Domain

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1 Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Desecrate ^M: Fills area with negative energy, making undead stronger.

3 Magic Circle against Good: As *protection* spells, but 10-ft. radius and 10 min./level.

4 Unholy Blight: Damages and sickens good creatures.

5 Dispel Good: +4 bonus against attacks by good creatures.

6 Create Undead ^M: Create ghouls, ghosts, mummies, or mohrgs.

7 Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.

8 Unholy Aura ^F: +4 to AC, +4 resistance, SR 25 against good spells.

9 Summon Monster IX ^{*}: Calls extraplanar creature to fight for you.

*Cast as an evil spell only.

Fire Domain

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

1 Burning Hands: 1d4/level fire damage (max 5d4).

2 Produce Flame: 1d6 damage +1/level, touch or thrown.

3 Resist Energy ^{*}: Ignores 10 (or more) points of damage/attack from specified energy type.

4 Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

5 Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

6 Fire Seeds: Acorns and berries become grenades and bombs.

7 Fire Storm: Deals 1d6/level fire damage.

8 Incendiary Cloud: Cloud deals 4d6 fire damage/round.

9 Elemental Swarm ^{**}: Summons multiple elementals.

*Resist cold or fire only.

**Cast as a fire spell only.

Good Domain

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1 Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Aid: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).

3 Magic Circle against Evil: As *protection* spells, but 10-ft. radius and 10 min./level.

4 Holy Smite: Damages and blinds evil creatures.

5 Dispel Evil: +4 bonus against attacks by evil creatures.

6 Blade Barrier: Wall of blades deals 1d6/level damage.

7 Holy Word ^F: Kills, paralyzes, slows, or deafens non-good subjects.

8 Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells.

9 Summon Monster IX^{*}: Calls extraplanar creature to fight for you.

*Cast as a good spell only.

Healing Domain

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

1 Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

2 Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

3 Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

4 Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

5 Cure Light Wounds, Mass: Cures 1d8 damage +1/level (max +25) for many creatures.

6 Heal: Cures 10 points/level of damage, all diseases and mental conditions.

7 Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

8 Cure Critical Wounds, Mass: Cures 4d8 damage +1/level (max +40) for many creatures.

9 Heal, Mass: As *heal*, but with several subjects.

Knowledge Domain

Granted Power: Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

Knowledge Domain Spells

1 Detect Secret Doors: Reveals hidden doors within 60 ft.

2 Detect Thoughts: Allows "listening" to surface thoughts.

3 Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

4 Divination ^M: Provides useful advice for specific proposed actions.

5 True Seeing ^M: Lets you see all things as they really are.

6 Find the Path: Shows most direct way to a location.

7 Legend Lore ^M ^F: Lets you learn tales about a person, place, or thing.

8 Discern Location: Reveals exact location of creature or object.

9 Foresight: "Sixth sense" warns of impending danger.

Law Domain

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1 Protection from Chaos: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Calm Emotions: Calms creatures, negating emotion effects.

3 Magic Circle against Chaos: As *protection* spells, but 10-ft. radius and 10 min./level.

4 Order's Wrath: Damages and dazes chaotic creatures.

5 Dispel Chaos: +4 bonus against attacks by chaotic creatures.

6 Hold Monster: As *hold person*, but any creature.

7 Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.

8 Shield of Law ^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

9 Summon Monster IX^{*}: Calls extraplanar creature to fight for you.

*Cast as a law spell only.

Luck Domain

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

1 Entropic Shield: Ranged attacks against you have 20% miss chance.

2 Aid: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).

3 Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

4 Freedom of Movement: Subject moves normally despite impediments.

5 Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

6 Mislead: Turns you invisible and creates illusory double.

7 Spell Turning: Reflect 1d4+6 spell levels back at caster.

8 Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

9 Miracle ^x: Requests a deity's intercession.

Magic Domain

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

1 Magic Aura: Alters object's magic aura.

2 Identify: Determines properties of magic item.

3 Dispel Magic: Cancels magical spells and effects.

4 Imbue with Spell Ability: Transfer spells to subject.

5 Spell Resistance: Subject gains SR 12 + level.

6 Antimagic Field: Negates magic within 10 ft.

7 Spell Turning: Reflect 1d4+6 spell levels back at caster.

8 Protection from Spells ^{M F}: Confers +8 resistance bonus.

9 Mage's Disjunction: Dispel magic, disenchant magic items.

Plant Domain

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Add Knowledge (nature) to your list of cleric class skills.

Plant Domain Spells

1 Entangle: Plants entangle everyone in 40-ft.-radius.

2 Barkskin: Grants +2 (or higher) enhancement to natural armor.

3 Plant Growth: Grows vegetation, improves crops.

4 Command Plants: Sway the actions of one or more plant creatures.

5 Wall of Thorns: Thorns damage anyone who tries to pass.

6 Repel Wood: Pushes away wooden objects.

7 Animate Plants: One or more trees animate and fight for you.

8 Control Plants: Control actions of one or more plant creatures.

9 Shambler: Summons 1d4+2 shambling mounds to fight for you.

Protection Domain

Granted Power: You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

1 Sanctuary: Opponents can't attack you, and you can't attack.

2 Shield Other ^F: You take half of subject's damage.

3 Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

4 Spell Immunity: Subject is immune to one spell per four levels.

5 Spell Resistance: Subject gains SR 12 + level.

6 Antimagic Field: Negates magic within 10 ft.

7 Repulsion: Creatures can't approach you.

8 Mind Blank: Subject is immune to mental/emotional magic and scrying.

9 Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Strength Domain

Granted Power: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

1 Enlarge Person: Humanoid creature doubles in size.

2 Bull's Strength: Subject gains +4 to Str for 1 min./level.

3 Magic Vestment: Armor or shield gains +1 enhancement per four levels.

4 Spell Immunity: Subject is immune to one spell per four levels.

5 Righteous Might: Your size increases, and you gain combat bonuses.

6 Stoneskin ^M: Ignore 10 points of damage per attack.

7 Grasping Hand: Large hand provides cover, pushes, or grapples.

8 Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

9 Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Sun Domain

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

Sun Domain Spells

1 Endure Elements: Exist comfortably in hot or cold environments.

2 Heat Metal: Make metal so hot it damages those who touch it.

3 Searing Light: Ray deals 1d8/two levels, more against undead.

4 Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

5 Flame Strike: Smite foes with divine fire (1d6/level damage).

6 Fire Seeds: Acorns and berries become grenades and bombs.

7 Sunbeam: Beam blinds and deals 4d6 damage.

8 Sunburst: Blinds all within 10 ft., deals 6d6 damage.

9 Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Travel Domain

Granted Powers: For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

Travel Domain Spells

- 1 Longstrider:** Increases your speed.
- 2 Locate Object:** Senses direction toward object (specific or type).
- 3 Fly:** Subject flies at speed of 60 ft.
- 4 Dimension Door:** Teleports you short distance.
- 5 Teleport:** Instantly transports you as far as 100 miles/level.
- 6 Find the Path:** Shows most direct way to a location.
- 7 Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- 8 Phase Door:** Creates an invisible passage through wood or stone.
- 9 Astral Projection^M:** Projects you and companions onto Astral Plane.

Trickery Domain

Granted Power: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Trickery Domain Spells

- 1 Disguise Self:** Disguise own appearance.
- 2 Invisibility:** Subject invisible 1 min./level or until it attacks.
- 3 Nondetection^M:** Hides subject from divination, scrying.
- 4 Confusion:** Subjects behave oddly for 1 round/level.
- 5 False Vision^M:** Fools scrying with an illusion.
- 6 Mislead:** Turns you invisible and creates illusory double.
- 7 Screen:** Illusion hides area from vision, scrying.
- 8 Polymorph Any Object:** Changes any subject into anything else.
- 9 Time Stop:** You act freely for 1d4+1 rounds.

War Domain

Granted Power: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells

- 1 Magic Weapon:** Weapon gains +1 bonus.
- 2 Spiritual Weapon:** Magical weapon attacks on its own.
- 3 Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- 4 Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 Flame Strike:** Smite foes with divine fire (1d6/level damage).
- 6 Blade Barrier:** Wall of blades deals 1d6/level damage.
- 7 Power Word Blind:** Blinds creature with 200 hp or less.
- 8 Power Word Stun:** Stuns creature with 150 hp or less.
- 9 Power Word Kill:** Kills creature with 100 hp or less.

Water Domain

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Water Domain Spells

- 1 Obscuring Mist:** Fog surrounds you.
 - 2 Fog Cloud:** Fog obscures vision.
 - 3 Water Breathing:** Subjects can breathe underwater.
 - 4 Control Water:** Raises or lowers bodies of water.
 - 5 Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
 - 6 Cone of Cold:** 1d6/level cold damage.
 - 7 Acid Fog:** Fog deals acid damage.
 - 8 Horrid Wilting:** Deals 1d6/level damage within 30 ft.
 - 9 Elemental Swarm*:** Summons multiple elementals.
- *Cast as a water spell only.

Druid Spells

0-level Druid Spells (Orisons)

- Create Water:** Creates 2 gallons/level of pure water.
- Cure Minor Wounds:** Cures 1 point of damage.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Detect Poison:** Detects poison in one creature or object.
- Flare:** Dazzles one creature (-1 penalty on attack rolls).
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Know Direction:** You discern north.
- Light:** Object shines like a torch.
- Mending:** Makes minor repairs on an object.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Read Magic:** Read scrolls and spellbooks.
- Resistance:** Subject gains +1 bonus on saving throws.
- Virtue:** Subject gains 1 temporary hp.

1st-level Druid Spells

- Calm Animals:** Calms (2d4 + level) HD of animals.
- Charm Animal:** Makes one animal your friend.
- Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- Detect Animals or Plants:** Detects kinds of animals or plants.
- Detect Snares and Pits:** Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius.

Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls creature to fight.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood (shaft, handle, door, plank).

Wood Shape: Rearranges wooden objects to suit you.

3rd-level Druid Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Dominate Animal: Subject animal obeys silent mental commands.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-level Druid Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

2nd-level Druid Spells

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chill Metal: Cold metal damages those who touch it.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap^M: Opened object deals 1d4 +1/level damage.

Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Rusting Grasp: Your touch corrodes iron and alloys.

Scrying^F: Spies on subject from a distance.

Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.

Summon Nature's Ally IV: Calls creature to fight.

5th-level Druid Spells

Animal Growth: One animal/two levels doubles in size.

Atonement: Removes burden of misdeeds from subject.

Awaken^X: Animal or tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Commune with Nature: Learn about terrain for 1 mile/level.

Control Winds: Change wind direction and speed.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to all death spells and negative energy effects.

Hallow^M: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Stoneskin^M: Ignore 10 points of damage per attack.

Summon Nature's Ally V: Calls creature to fight.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Tree Stride: Step from one tree to another far away.

Unhallow^M: Designates location as unholy.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Thorns: Thorns damage anyone who tries to pass.

6th-level Druid Spells

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Find the Path: Shows most direct way to a location.

Fire Seeds: Acorns and berries become grenades and bombs.

Ironwood: Magic wood is strong as steel.

Liveoak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Repel Wood: Pushes away wooden objects.

Spellstaff: Stores one spell in wooden quarterstaff.

Stone Tell: Talk to natural or worked stone.

Summon Nature's Ally VI: Calls creature to fight.

Transport via Plants: Move instantly from one plant to another of the same kind.

Wall of Stone: Creates a stone wall that can be shaped.

7th-level Druid Spells

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Fire Storm: Deals 1d6/level fire damage.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Scrying, Greater: As *scrying*, but faster and longer.

Summon Nature's Ally VII: Calls creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

True Seeing^M: Lets you see all things as they really are.

Wind Walk: You and your allies turn vaporous and travel fast.

8th-level Druid Spells

Animal Shapes: One ally/level polymorphs into chosen animal.

Control Plants: Control actions of one or more plant creatures.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Earthquake: Intense tremor shakes 5-ft./level radius.

Finger of Death: Kills one subject.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Calls creature to fight.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Word of Recall: Teleports you back to designated place.

9th-level Druid Spells

Antipathy: Object or location affected by spell repels certain creatures.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Elemental Swarm: Summons multiple elementals.

Foresight: "Sixth sense" warns of impending danger.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Shambler: Summons 1d4+2 shambling mounds to fight for you.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Nature's Ally IX: Calls creature to fight.

Sympathy^M: Object or location attracts certain creatures.

Paladin Spells

1st-level Paladin Spells

Bless: Allies gain +1 on attack rolls and +1 on saves against fear.

Bless Water: Makes holy water.

Bless Weapon: Weapon strikes true against evil foes.

Create Water: Creates 2 gallons/level of pure water.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Poison: Detects poison in one creature or small object.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Endure Elements: Exist comfortably in hot or cold environments.

Magic Weapon: Weapon gains +1 bonus.

Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.

Virtue: Subject gains 1 temporary hp.

2nd-level Paladin Spells

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Shield Other^F: You take half of subject's damage.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3rd-level Paladin Spells

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Heal Mount: As *heal* on warhorse or other special mount.

Magic Circle against Chaos: As *protection from chaos*, but 10-ft. radius and 10 min./level.

Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min./level.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

4th-level Paladin Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Death Ward: Grants immunity to death spells and negative energy effects.

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Dispel Evil: +4 bonus against attacks by evil creatures.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

Mark of Justice: Designates action that will trigger *curse* on subject.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration^M: Restores level and ability score drains.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Summon Nature's Ally II: Calls animal to fight for you.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Ranger Spells

1st-level Ranger Spells

Alarm: Wards an area for 2 hours/level.

Animal Messenger: Sends a Tiny animal to a specific place.

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Poison: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius circle.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Increases your speed.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Pass without Trace: One subject/level leaves no tracks.

Read Magic: Read scrolls and spellbooks.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls animal to fight for you.

3rd-level Ranger Spells

Command Plants: Sway the actions of one or more plant creatures.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkvision: See 60 ft. in total darkness.

Diminish Plants: Reduces size or blights growth of normal plants.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Reduce Animal: Shrinks one willing animal.

Remove Disease: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Summon Nature's Ally III: Calls animal to fight for you.

Tree Shape: You look exactly like a tree for 1 hour/level.

Water Walk: Subject treads on water as if solid.

4th-level Ranger Spells

Animal Growth: One animal/two levels doubles in size.

Commune with Nature: Learn about terrain for 1 mile/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Freedom of Movement: Subject moves normally despite impediments.

Nondetection^M: Hides subject from divination, scrying.

Summon Nature's Ally IV: Calls animal to fight for you.

Tree Stride: Step from one tree to another far away.

2nd-level Ranger Spells

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Sorcerer/Wizard Spells

0-level Sorcerer/Wizard Spells (Cantrips)

Abjuration

Resistance: Subject gains +1 on saving throws.

Conjuration

Acid Splash: Orb deals 1d3 acid damage.

Divination

Detect Poison: Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

Enchantment

Daze: Humanoid creature of 4 HD or less loses next action.

Evocation

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illusion

Ghost Sound: Figment sounds.

Necromancy

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Transmutation

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Universal

Arcane Mark: Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1st-level Sorcerer/Wizard Spells

Abjuration

Alarm: Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.

Conjuration

Grease: Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

Divination

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify^M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

Enchantment

Charm Person: Makes one person your friend.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

Evocation

Burning Hands: 1d4/level fire damage (max 5d4).

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Illusion

Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

Disguise Self: Changes your appearance.

Magic Aura: Alters object's magic aura.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

Necromancy

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.

Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

Transmutation

Animate Rope: Makes a rope move at your command.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets bonus on Jump checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Magic Mouth^M: Speaks once when triggered.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.

Phantom Trap^M: Makes item seem trapped.

2nd-level Sorcerer/Wizard Spells

Abjuration

Arcane Lock^M: Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conjuration

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

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.

Divination

Detect Thoughts: Allows "listening" to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

Enchantment

Daze Monster: Living creature of 6 HD or less loses next action.

Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evocation

Continual Flame^M: Makes a permanent, heatless torch.

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.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter: Sonic vibration damages objects or crystalline creatures.

Illusion

Blur: Attacks miss subject 20% of the time.

Necromancy

Blindness/Deafness: Makes subject blinded or deafened.

Command Undead: Undead creature obeys your commands.

False Life: Gain 1d10 temporary hp +1/level (max +10).

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.

Scare: Panics creatures of less than 6 HD.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Transmutation

Alter Self: Assume form of a similar creature.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Darkvision: See 60 ft. in total darkness.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Fox's Cunning: Subject gains +4 Int for 1 min./level.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

Whispering Wind: Sends a short message 1 mile/level.

3rd-level Sorcerer/Wizard Spells

Abjuration

Dispel Magic: Cancels magical spells and effects.

Explosive Runes: Deals 6d6 damage when read.

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Nondetection^M: Hides subject from divination, scrying.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conjuration

- Phantom Steed:** Magic horse appears for 1 hour/level.
- Sepia Snake Sigil**^M: Creates text symbol that immobilizes reader.
- Sleet Storm:** Hampers vision and movement.
- Stinking Cloud:** Nauseating vapors, 1 round/level.
- Summon Monster III:** Calls extraplanar creature to fight for you.

Divination

- Arcane Sight:** Magical auras become visible to you.
- Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
- Tongues:** Speak any language.

Enchantment

- Deep Slumber:** Puts 10 HD of creatures to sleep.
- Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
- Hold Person:** Paralyzes one humanoid for 1 round/level.
- Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- Suggestion:** Compels subject to follow stated course of action.

Evocation

- Daylight:** 60-ft. radius of bright light.
- Fireball:** 1d6 damage per level, 20-ft. radius.
- Lightning Bolt:** Electricity deals 1d6/level damage.
- Tiny Hut:** Creates shelter for ten creatures.
- Wind Wall:** Deflects arrows, smaller creatures, and gases.

Illusion

- Displacement:** Attacks miss subject 50%.
- Illusory Script**^M: Only intended reader can decipher.
- Invisibility Sphere:** Makes everyone within 10 ft. invisible.
- Major Image:** As *silent image*, plus sound, smell and thermal effects.

Necromancy

- Gentle Repose:** Preserves one corpse.
- Halt Undead:** Immobilizes undead for 1 round/level.
- Ray of Exhaustion:** Ray makes subject exhausted.
- Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.

Transmutation

- Blink:** You randomly vanish and reappear for 1 round/level.
- Flame Arrow:** Arrows deal +1d6 fire damage.
- Fly:** Subject flies at speed of 60 ft.
- Gaseous Form:** Subject becomes insubstantial and can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: +1/four levels (max +5).

Secret Page: Changes one page to hide its real content.

Shrink Item: Object shrinks to one-sixteenth size.

Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.

Water Breathing: Subjects can breathe underwater.

4th-level Sorcerer/Wizard Spells

Abjuration

- Dimensional Anchor:** Bars extradimensional movement.
- Fire Trap**^M: Opened object deals 1d4 damage +1/level.
- Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.
- Remove Curse:** Frees object or person from curse.
- Stoneskin**^M: Ignore 10 points of damage per attack.

Conjuration

- Black Tentacles:** Tentacles grapple all within 15 ft. spread.
- Dimension Door:** Teleports you short distance.
- Minor Creation:** Creates one cloth or wood object.
- Secure Shelter:** Creates sturdy cottage.
- Solid Fog:** Blocks vision and slows movement.
- Summon Monster IV:** Calls extraplanar creature to fight for you.

Divination

- Arcane Eye:** Invisible floating eye moves 30 ft./round.
- Detect Scrying:** Alerts you of magical eavesdropping.
- Locate Creature:** Indicates direction to familiar creature.
- Scrying**^F: Spies on subject from a distance.

Enchantment

- Charm Monster:** Makes monster believe it is your ally.
- Confusion:** Subjects behave oddly for 1 round/level.
- Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- Geas, Lesser:** Commands subject of 7 HD or less.

Evocation

- 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.
- Resilient Sphere:** Force globe protects but traps one subject.
- Shout:** Deafens all within cone and deals 5d6 sonic damage.
- Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

Illusion

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.

Necromancy

Animate Dead^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Contagion: Infects subject with chosen disease.

Enervation: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

Transmutation

Enlarge Person, Mass: Enlarges several creatures.

Mnemonic Enhancer^F: *Wizard only*. Prepares extra spells or retains one just cast.

Polymorph: Gives one willing subject a new form.

Reduce Person, Mass: Reduces several creatures.

Stone Shape: Sculpts stone into any shape.

5th-level Sorcerer/Wizard Spells

Abjuration

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dismissal: Forces a creature to return to native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Conjuration

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As *minor creation*, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Secret Chest^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Summon Monster V: Calls extraplanar creature to fight for you.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Stone: Creates a stone wall that can be shaped.

Divination

Contact Other Plane: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate.

Enchantment

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As *hold person*, but any creature.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Evocation

Cone of Cold: 1d6/level cold damage.

Interposing Hand: Hand provides cover against one opponent.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

Illusion

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necromancy

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar^F: Enables possession of another creature.

Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Waves of Fatigue: Several targets become fatigued.

Transmutation

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Fabricate: Transforms raw materials into finished items.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Universal

Permanency^X: Makes certain spells permanent.

6th-level Sorcerer/Wizard Spells

Abjuration

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conjuration

Acid Fog: Fog deals acid damage.

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Divination

Analyze Dweomer^F: Reveals magical aspects of subject.

Legend Lore^{M F}: Lets you learn tales about a person, place, or thing.

True Seeing^M: Lets you see all things as they really are.

Enchantment

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Evocation

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency^F: Sets trigger condition for another spell.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Illusion

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necromancy

Circle of Death^M: Kills 1d4/level HD of creatures.

Create Undead^M: Creates ghouls, ghosts, mummies, or mohrgs.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Undeath to Death^M: Destroys 1d4/level HD of undead (max 20d4).

Transmutation

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Mage's Lucubration: *Wizard only*. Recalls spell of 5th level or lower.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Stone to Flesh: Restores petrified creature.

Transformation^M: You gain combat bonuses.

7th-level Sorcerer/Wizard Spells

Abjuration

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conjuration

Instant Summons^M: Prepared object appears in your hand.

Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift^F: As many as eight subjects travel to another plane.

Summon Monster VII: Calls extraplanar creature to fight for you.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

Teleport Object: As *teleport*, but affects a touched object.

Divination

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Scrying, Greater: As *scrying*, but faster and longer.

Vision ^{M X}: As *legend lore*, but quicker and strenuous.

Enchantment

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning ^M: Triggered rune stuns nearby creatures.

Evocation

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Forcecage ^M: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Mage's Sword ^F: Floating magic blade strikes opponents.

Prismatic Spray: Rays hit subjects with variety of effects.

Illusion

Invisibility, Mass: As *invisibility*, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjuration, Greater: As *shadow conjuration*, but up to 6th level and 60% real.

Simulacrum ^{M X}: Creates partially real double of a creature.

Necromancy

Control Undead: Undead don't attack you while under your command.

Finger of Death: Kills one subject.

Symbol of Weakness ^M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Transmutation

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

Universal

Limited Wish ^X: Alters reality—within spell limits.

8th-level Sorcerer/Wizard Spells

Abjuration

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells ^{M F}: Confers +8 resistance bonus.

Conjuration

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Trap the Soul ^{M F}: Imprisons subject within gem.

Divination

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Enchantment

Antipathy: Object or location affected by spell repels certain creatures.

Binding ^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Demand: As *sending*, plus you can send *suggestion*.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity ^M: Triggered rune renders nearby creatures insane.

Sympathy ^F: Object or location attracts certain creatures.

Evocation

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illusion

Scintillating Pattern: Twisting colors *confuse*, *stun*, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Necromancy

Clone ^{M F}: Duplicate awakens when original dies.

Create Greater Undead ^M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death ^M: Triggered rune slays nearby creatures.

Transmutation

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis^M: Puts subject into suspended animation.

9th-level Sorcerer/Wizard Spells

Abjuration

Freedom: Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchanting magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conjuration

Gate^X: Connects two planes for travel or summoning.

Refuge^M: Alters item to transport its possessor to you.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle^M: Circle teleports any creature inside to designated spot.

Divination

Foresight: "Sixth sense" warns of impending danger.

Enchantment

Dominate Monster: As *dominate person*, but any creature.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Evocation

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illusion

Shades: As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necromancy

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Soul Bind^F: Traps newly dead soul to prevent *resurrection*.

Wail of the Banshee: Kills one creature/level.

Transmutation

Etherealness: Travel to Ethereal Plane with companions.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Universal

Wish^X: As *limited wish*, but with fewer limits.

POWERS

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a number of Hit Dice of creatures. (Creatures with only Hit Dice, not classes, have character levels equal to their Hit Dice.)

Manifester Level: A power’s effect and duration often depend on manifestor level, which is the manifestor’s psionic class level. Creatures with no classes have a manifestor level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: “Creatures” and “characters” are used synonymously in these power descriptions.

Powers that Look Like Spells: A power with the same name as a spell has the same effect as that spell. The difference is that psionic powers are spell-like abilities.

Psion Powers

0-level Psion Powers (Talents)

Clairsentience

Detect Psionics: Detects the presence of psionic activity.

Inkling: 50% likely to know if an intended action is good or bad.

Know Direction: Know which way is north.

Metacreativity

Bolt: Creates a short-lived bolt, arrow, or bullet.

Finger of Fire: Deals 1d3 fire damage to one foe.

Trinket: Creates a short-lived trinket.

Psychokinesis

Control Shadow: Controls a normal shadow like a puppet.

Far Hand: Minor telekinesis.

Far Punch: Telekinetic punch deals 1 damage.

My Light: Eyes emit a 20-ft. cone of light.

Psychometabolism

Elfsight: The manifestor has low-light vision.

Lesser Natural Armor: Gain +1 natural armor bonus.

Talons: Unarmed attacks deal +1 damage.

Verve: Gain 1 temporary hit point.

Psychoportation

Burst: Subject’s speed improves by 10 ft. for 1 round.

Catfall: Recover well from a fall.

Float: Buoy a subject in water or other liquid.

Telepathy

Daze: Creature loses next action.

Distract: Subject’s mind wanders, imparting a –1 penalty on some actions.

Missive: Sends a one-way telepathic message to subject.

Telepathic Projection: Modifies subject’s emotions.

1st-level Psion Powers

Clairsentience

Combat Precognition: Gains a +1 insight bonus to AC.

Destiny Dissonance: Touch deals 1d8 subdual damage.

Expanded Vision: Wider vision allows the manifestor to see more.

Identify: Identify single feature of psionic item.

Know Location: The manifestor knows where he or she is.

Object Reading: Knows about an object’s past.

Steadfast Gaze: Gaze attacks hold no terror for the manifestor.

Metacreativity

Astral Construct I: Creates astral construct to fight for the manifestor.

Firefall: Fiery sparks deal 1d4 fire damage in 10-ft. radius.

Grease: Makes 10-ft. square or one object slippery.

Lesser Metaphysical Weapon: Weapon gains a +1 bonus.

Minor Creation: Creates one cloth or wood object.

Psycholuminescence: Object sheds silvery light.

Psychokinesis

Biocurrent: Continuous bioelectrical current deals 1d4 electricity damage/round to up to two living creatures.

Control Light: Adjust light levels up or down.

Control Object: Telekinetically animates a small object.

Create Sound: Creates the sound he or she desires.

Lesser Concussion: Pummel foe for 1d6 damage.

Matter Agitation: Heats a creature or object.

Stomp: Shock waves in the ground knock foes prone.

Psychometabolism

Biofeedback: Self-control allows the manifestor to take some damage as subdual damage.

Bite of the Wolf: Bite attack deals 1d8 damage.

Compression: Shrink 10%/level (max 50%).

Empathic Transfer: Absorb others’ hurts.

Feel Light: Use tactile sensation to see.

Feel Sound: Use tactile sensation to hear.

Hammer: Touch deals 1d8 bludgeoning damage.

Hear Light: Use auditory sensation to see.

Lesser Body Adjustment: Heal 1d8 hp, or gain a +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of temporary ability damage.

See Sound: Use visual sensation to hear.

Vigor: Gain 3 temporary hit points.

Psychportation

Call Weaponry: Never lack for a weapon.

Dissipating Touch: Touch deals 1d8 damage.

Feather Fall: Objects or creatures fall slowly.

Skate: Subject slides (skillfully) along the ground as if on ice.

Spider Climb: Grants ability to walk on walls and ceilings.

Telepathy

Attraction: Subject has an attraction the manifester specifies.

Charm Person: Makes one person the manifester's friend.

Conceal Thoughts: Manifester conceals his or her motives.

Demoralize: Foes suffer -1 penalty on some actions.

Disable: Subjects incorrectly believe they are disabled.

Empathy: Know the subject's surface emotions.

Lesser Mindlink: Forge a limited mental bond with another creature.

Sense Link: Sense what the subject senses (single sense).

Invisibility: Subject is invisible for 10 min./level or until it attacks.

Sever the Tie: Deal 3d8 damage to undead in 10-ft. radius.

Psychometabolism

Animal Affinity: Possess one ability score of a chosen animal.

Body Adjustment: Heal 3d6 damage, or gain a bonus on the next Fortitude save to resist poison or disease, or heal 2 temporary ability points.

Body Equilibrium: Walk on nonsolid surfaces.

Chameleon: Gain a +10 enhancement bonus on Hide checks.

Claws of the Bear: Unarmed attack deals 1d12 damage.

Expansion: Grow 10%/level (max 100%).

Painful Touch: Armed attacks deal an extra 1d6 subdual damage.

Sustenance: Go without food and water.

Psychportation

Glide: Subject glides at speed of 20 ft.

Knock: Opens locked or psionically locked doors.

Levitate: Subject moves up and down at the manifester's direction.

Psionic Lock: Psionically locks a portal or chest.

Sense Psychoportation: Know when others use this discipline.

2nd-level Psion Powers

Clairsentience

Augury: Learn if an intended action will be good or bad.

Clairaudience/Clairvoyance: Hear or see at a distance.

Combat Prescience: Gain a +2 insight bonus on attack roll.

Darkvision: See in the dark.

Recall Pain: Foe takes 3d6 damage from painful memory.

See Invisibility: Reveals invisible creatures or objects.

Sensitivity to Psychic Impressions: Find out about an area's past.

Metacreativity

Astral Construct II: Creates astral construct to fight for the manifester.

Burning Ray: Fiery ray deals 3d6 damage to foe.

Ectoplasmic Cocoon: Encapsulate a foe so it can't move.

Ecto Puppet: Directly control an astral construct.

Sudden Minor Creation: Quickly create cloth or wood object.

Psychokinesis

Concussion: Pummel foe for 3d6 damage.

Control Air: Wind velocity increased or decreased by up to 10 miles per hour + 5 miles per hour/level.

Control Body: Take rudimentary control of foe's limbs.

Control Flames: Control heat and movement of a fire.

Telepathy

Aversion: Subject has aversion the manifester specifies.

Brain Lock: Subject cannot move or take any mental actions.

Detect Thoughts: Detect subject's surface thoughts.

Inflict Pain: Mental attack deals 3d6 damage.

Intrusive Sense Link: Subject senses what the manifester senses.

Suggestion: Compels subject to follow suggested action.

3rd-level Psion Powers

Clairsentience

Danger Sense: Gain a +4 bonus against traps.

Invisibility Purge: Dispels invisibility within 5 ft./level.

Nondetection: Hides subject from Clair sentience powers and remote viewing.

Poison Sense: Sense poison in 30-ft. radius.

Remote Viewing: See subject from a distance.

Ubiquitous Vision: Manifester has all-around vision.

Undead Sense: Sense the presence of undead.

Metacreativity

Astral Construct III: Creates astral construct to fight for manifester.

Create Food and Water: Feeds three humans (or one horse)/level.

Metaphysical Weapon: Weapon gains a +3 bonus.

Whitefire: Deals 5d4 fire damage in 20-ft. radius.

Psychokinesis

Cone of Sound: Sonic energy deals 5d4 sonic damage.

Control Sound: Creates very specific sounds.

Greater Concussion: Pummel foe for 5d6 damage.

Negate Psionics: Cancels psionic powers and effects.

Psychometabolism

Bite of the Tiger: Bite attack deals 2d8 damage.

Claws of the Vampire: Unarmed attack deals 1d8 damage. Heals the same amount.

Displacement: Attacks miss manifester 50% of the time.

Duodimensional Hand: Unarmed attacks deal slashing damage with an increased threat range.

Ectoplasmic Form: Amorphous form is hard to hurt.

Improved Biofeedback: Take charge of body's damage.

Rejuvenation: Heal 1 point of temporary ability damage/hour.

Psychoportation

Astral Steed: Astral steed appears for 1 hour/level.

Dimension Slide: Instantly move to any spot seen in close range.

Fly: Subject flies at speed of 90 ft.

Time Hop: Subject hops forward in time 3d6 rounds.

Telepathy

Charm Monster: Makes monster believe it is your ally.

Crisis of Breath: Disrupt the subject's breathing.

False Sensory Input: Falsify one of the subject's senses.

Fate Link: Link the fates of two targets.

Lesser Domination: Forces subject to obey manifester's will.

Mindlink: Have a mental bond with others.

Schism: Splits manifester's mind into two independently functional parts.

4th-level Psion Powers

Clairsentience

Anchored Navigation: Navigate from a fixed reference point that manifester mentally senses.

Aura Sight: Can read things in other's auras.

Detect Remote Viewing: Know when others spy on manifester remotely.

Divination: Provides specific advice for proposed actions.

Fate of One: Reroll a bad roll.

Metacreativity

Astral Construct IV: Creates astral construct to fight for the manifester.

Dismiss Ectoplasm: Dissipates ectoplasmic targets.

Fabricate: Transforms raw goods to finished items.

Quintessence: Collapse a bit of time into a physical substance.

Wall of Ectoplasm: Create a protective barrier.

Psychokinesis

Amplified Invisibility: Attack once and stay unseen.

Inertial Barrier: Subject gains damage reduction 10/+5.

Mass Concussion: Foes take 7d4 damage in 20-ft. radius.

Telekinesis: Lift or move 25 lb./level at long range.

Psychometabolism

Dissolving Touch: Touch deals 7d6 acid damage.

Immovability: Manifester is almost impossible to move.

Polymorph Self: Assume a new form.

Psychofeedback: Use power points to boost your physical ability modifiers.

Natural Armor: Gain a +4 natural armor bonus.

Psychoportation

Dimensional Anchor: Bars extradimensional movement.

Dimension Door: Teleports manifester and up to 500 lb. a short distance.

Dismissal: Forces a creature to return to a native plane.

Freedom of Movement: Move normally despite impediments.

Telepathy

Domination: Subject obeys manifester's will.

Fatal Attraction: Implants death urge in subject.

Forced Mindlink: Creates mental bond with unwilling subject.

Mindwipe: Subject's recent experiences wiped away.

Tailor Memory: False memory implanted in subject.

5th-level Psion Powers

Clairsentience

Power Resistance: Subject gains PR 12.

Recall Agony: Foe takes 9d6 damage from painful memory.

Sense Psionics: Sense psionic powers and effects.

True Seeing: See all things as they really are.

Metacreativity

Astral Construct V: Creates astral construct to fight for the manifester.

Ectoplasmic Armor: Subject gains a +10 armor bonus.

Ectoplasmic Shambler: Foglike predator deals 1 point of damage/round to those it surrounds.

Incarnate: Make some psionic effects permanent.

Major Creation: Creates cloth, wood, stone, or metal object.

Psychokinesis

Brilliant Blast: Light blast deals 9d4 damage in 20-ft. radius.

Clairtancy: Use far hand at any distance.

Matter Rearrangement: Transmute one metal to another.

Psychic Vampire: Touch attack drains 2 power points/level from foe, which you gain.

Psychometabolism

Adapt Body: Adapt manifester's body to hostile environments.

Energy Barrier: Convert energy attacks to harmless light.

Graft Weapon: A weapon becomes a natural part of the manifester.

Metamorphosis: Take the form of creatures and objects.

Psychoportation

Baleful Teleport: Destructive teleport deals 9d6 damage.

Sending: Delivers short message anywhere instantly.

Teleport: Instantly transports manifester anywhere.

Teleport Trigger: Predetermined event triggers teleport.

Telepathy

Catapsi: Psychic static is a drag on power manifestation.

Greater Domination: Subject obeys manifester's will.

Metaconcert: Mental concert of two or more psions increases the total power of the participants.

Mind Probe: Discover the subject's secret thoughts.

6th-level Psion Powers

Clairsentience

Precognition: More in-depth than *divination*.

Remote View Trap: Enemy remote viewers take 4d4 damage.

Shield of Prudence: n a +6 insight bonus to AC.

Metacreativity

Astral Construct VI: Creates astral construct to fight for the manifester.

Flaming Shroud: Encased foe takes 11d6 fire damage.

Improved Fabricate: Transforms raw goods to finished items.

Psychokinesis

Ablating: Subject is buffered from one negate psionics effect.

Disintegrate: One creature or object vanishes.

Greater Biocurrent: Continuous bioelectrical current deals 6d6 electricity damage/round to up to four living creatures.

Null Psionics Field: Negates psionics within 10 ft.

Psychometabolism

Breath of the Dragon: Breathe fire for 11d4 damage.

Improved Vigor: Gain 13 temporary hit points.

Suspend Life: Manifester's life functions slow to imperceptibility.

Psychoportation

Banishment: Banishes extraplanar creatures.

Ethereal Jaunt: Become ethereal for 1 round/level.

Improved Fly: Subject flies at speed of 180.

Retrieve: Teleport to hand an item the manifester can see.

Trace Teleport: Learn origin or goal of subject's teleport.

Telepathy

Aura Alteration: Subject seems something it is not.

Mass Suggestion: Many targets follow suggested action.

Mind Switch: Switch minds with another.

7th-level Psion Powers

Clairsentience

Emulate Power: Manifest any psionic power of 6th level or lower.

Improved Anchored Navigation: Navigate from a fixed point even across planar boundaries.

Sequester: Subject invisible to sight and remote viewing.

Metacreativity

Astral Construct VII: Creates astral construct to fight for the manifester.

Contingency: Sets trigger condition for another power.

Mass Cocoon: Encapsulate foes so they can't move.

Psychokinesis

Divert Teleport: Choose destination for another's teleport.

Improved Telekinesis: Lift or move 100 lb./level at long range.

Power Turning: Reflect 1d4+6 power levels back on manifester.

Reddopsi: Foe's power rebounds on her.

True Concussion: Pummels foe for 13d6 damage.

Psychometabolism

Energy Conversion: Convert energy attacks to one ray energy attack of manifester's own.

Fission: Briefly duplicate self.

Oak Body: Body becomes living wood.

Psychoportation

Divert Teleport: Choose destination for another's teleport.

Etherealness: Travel to the Ethereal Plane with companions.

Phase Door: Invisible passage through wood or stone.

Plane Shift: Up to eight subjects travel to another plane.

Teleport Without Error: Instantly transports manifester anywhere with no off-target arrival.

Telepathy

Insanity: Subject is permanently confused.

Mass Domination: Many targets subject to manifester's will.

Ultrablast: Mental scream deals 13d4 damage to all within 15 ft.

8th-level Psion Powers

Clairsentience

Foresight: Psionic senses warn of impending danger.

Hypercognition: Deduce almost anything.

Recall Death: Foe vividly recalls its future death and dies.

Metacreativity

Astral Construct VIII: Creates astral construct to fight for the manifester.

Mind Store: Store the manifester's personality against future need.

True Creation: Creates permanent cloth, wood, stone, or metal objects.

Psychokinesis

Improved Clairtancy: Use telekinesis at any distance.

Matter Manipulation: Increase or decrease an object's base hardness by 5.

Telekinetic Sphere: Mobile force globe protects one subject.

Psychometabolism

Hypercognition: Deduce almost anything.

Iron Body: Body becomes living iron.

Shadow Body: Become a living shadow (not the creature).

Psychoportation

Dream Travel: Travel to other places through dreams.

Improved Etherealness: Stay ethereal longer.

Teleportation Circle: Circle teleports any creature inside to designated spot.

Temporal Acceleration: Time frame accelerates for 2 rounds.

Telepathy

Mind Blank: Subject immune to mental/emotional effects, scrying, and remote viewing.

Mind Seed: Subject slowly becomes the manifester.

True Domination: Dominated subjects less likely to defy the manifester's will.

9th-level Psion Powers

Clairsentience

Greater Emulation: Manifest any psionic power of 8th level or lower.

Metafaculty: Subject cannot hide name or location from manifester.

Metacreativity

Astral Construct IX: Creates astral construct to fight for the manifester.

Genesis: Instigate a new demiplane in the Astral Plane.

Psychokinesis

Detonation: Pummels foe for 17d6 damage.

Dissolution: Disintegrate very large objects or creatures.

True Telekinesis: Lift or move 500 lb./level at long range.

Psychometabolism

Affinity Field: Effects that affect manifester also affect others.

Shapechange: Become any creature, change forms once/round.

True Metabolism: Regenerate 10 points/round for 1 minute.

Psychoportation

Astral Projection: Projects manifester and friends into Astral Plane.

Probability Travel: Manifester and friends physically enter Astral Plane.

Temporal Velocity: Time frame accelerates for 3d4 rounds.

Time Regression: Relive the last 1d4+1 rounds.

Telepathy

Apopsi: Delete the psionic power of another.

Confidante: Manifester and another share a permanent mental bond.

Microcosm: Subject explores imaginary world at the expense of the real one.

Monster Domination: Controls any creature, but for less time.

Psychic Chirurgery: Repair psychic damage and impart knowledge of new powers.

Thrall: Subject is manifester's slave forever.

Psychic Warrior Powers

0-level Psychic Warrior Powers (Talents)

- Bolt:** Create a short-lived bolt, arrow, or bullet. (Int)
- Burst:** Subject's speed improves by 10 ft. for 1 round. (Dex)
- Catfall:** Recover well from a fall. (Dex)
- Control Shadow:** Control a normal shadow like a puppet. (Con)
- Daze:** Creature loses next action. (Cha)
- Detect Psionics:** Detect the presence of psionic activity. (Wis)
- Distract:** Subject's mind wanders, imparting a -1 penalty on some actions. (Cha)
- Elfsight:** Manifester has low-light vision. (Str)
- Far Punch:** Telekinetic punch deals 1 damage. (Con)
- Float:** Buoy a subject in water or other liquid. (Dex)
- Know Direction:** Know which way is north. (Wis)
- Talons:** Unarmed attacks deal +1 damage. (Str)
- Valor:** Gain a +1 morale bonus on manifesters' saving throw. (Str)
- Verve:** Gain 1 temporary hit point. (Str)

1st-level Psychic Warrior Powers

- Biofeedback:** Self-control allows manifesters to take some damage as subdual damage. (Str)
- Bite of the Wolf:** Bite attack deals 1d8 damage. (Str)
- Call Weaponry:** Never lack for a weapon. (Dex)
- Combat Precognition:** Gain a +1 insight bonus to AC. (Wis)
- Compression:** Shrink 10%/level (max 50%). (Str)
- Expanded Vision:** Wider vision allows manifesters to see more. (Wis)
- Feel Light:** Use tactile sensation to see. (Str)
- Feel Sound:** Use tactile sensation to hear. (Str)
- Hear Light:** Use auditory sensation to see. (Str)
- Hustle:** Gain one extra partial action. (Str)
- Lesser Metaphysical Weapon:** Weapon gains a +1 bonus. (Int)
- Minor Creation:** Creates one cloth or wood object. (Int)
- See Sound:** You use visual sensation to hear. (Str)
- Skate:** Subject slides (skillfully) along ground as if on ice (Dex)
- Vigor:** Gain 3 temporary hit points. (Str)

2nd-level Psychic Warrior Powers

- Animal Affinity:** Possess one ability score of a chosen animal. (Str)

- Body Equilibrium:** Can walk on nonsolid surfaces. (Str)
- Claws of the Bear:** Unarmed attack deals 1d12 damage. (Str)
- Combat Precience:** Gain a +2 insight bonus on your attack roll. (Wis)
- Darkvision:** Can see in the dark. (Wis)
- Expansion:** Grow +10%/level (max +100%). (Str)
- Levitate:** Subject moves up and down at manifesters' direction. (Dex)
- Painful Touch:** Unarmed attacks deal an extra 1d6 subdual damage. (Str)
- Sudden Minor Creation:** Quickly create cloth or wood object. (Int)
- Vigilance:** See through mists, murk, and darkness. (Wis)

3rd-level Psychic Warrior Powers

- Bite of the Tiger:** Bite attack deals 2d8 damage. (Str)
- Claws of the Vampire:** Unarmed attack deals 1d8 damage. You heal the same amount. (Str)
- Danger Sense:** Gain a +4 bonus against traps. (Wis)
- Displacement:** Attacks miss manifesters 50% of the time. (Str)
- Improved Biofeedback:** Take charge of body's damage. (Str)
- Metaphysical Weapon:** Weapon gains a +3 bonus. (Int)
- Prowess:** Manifesters may take one extra attack of opportunity. (Wis)
- Ubiquitous Vision:** Manifesters has all-around vision. (Wis)

4th-level Psychic Warrior Powers

- Dimension Door:** Teleports manifesters and up to 500 lb. short distances. (Dex)
- Dissolving Touch:** Touch deals 7d6 acid damage. (Str)
- Immovability:** Manifesters is almost impossible to move. (Str)
- Inertial Barrier:** Subject gains damage reduction 10/+5. (Con)
- Polymorph Self:** Assume a new form. (Str)
- Psychofeedback:** Use power points to boost your physical ability modifiers.
- Steadfast Perception:** Gain a +4 bonus against illusions, +2 bonus on Spot and Search checks. (Wis)
- Telekinesis:** Lift or move 25 lb./level at long range. (Con)

5th-level Psychic Warrior Powers

- Adamant Grasp:** Gain a +10 bonus on your grapple checks. (Str)
- Adapt Body:** Adapt manifesters' body to hostile environments. (Str)
- Catapsi:** Psychic static is a drag on power manifestation. (Cha)

Ectoplasmic Armor: Subject gains a +10 armor bonus. (Int)

Energy Barrier: Convert energy attacks to harmless light. (Str)

Graft Weapon: A weapon becomes a natural part of the manifester. (Str)

Psychic Vampire: Touch attack drains 2 power points/level from foe, which manifester gains. (Con)

6th-level Psychic Warrior Powers

Ablating: Subject is buffered from one negate psionics effect. (Con)

Breath of the Dragon: Breathe fire for 11d4 damage. (Str)

Call Cohort: Teleport cohort to manifester's location. (Dex)

Ethereal Jaunt: Become ethereal for 1 round/level. (Dex)

Improved Vigor: Gain 13 temporary hit points. (Str)

Shield of Prudence: Gain a +6 insight bonus to AC. (Wis)

Suspend Life: Manifester's life functions slow to imperceptibility. (Str)

SPELL DESCRIPTIONS

Spell Format

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, and Descriptors

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to. Any Descriptors that apply to the spell also appear on this line, [in brackets].

Schools and Subschools: Abjuration, Conjunction (Calling, Creation, Healing, Summoning, Teleportation), Divination (Scrying), Enchantment (Charm, Compulsion), Evocation, Illusion (Figment, Glamer, Pattern, Phantasm, Shadow), Necromancy, Transmutation, Universal

Descriptors: acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

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. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Classes Abbreviations: Brd (bard); Clr (cleric); Drd (druid); Pal (paladin); Rgr (ranger); Sor (sorcerer); Wiz (wizard).

Domains: Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

Components

A spell's components are what you must do or possess to cast it.

Components: V (Verbal), S (Somatic), M (Material), F (Focus), DF (Divine Focus), XP (XP Cost).

Specifics for material, focus, and XP components are given at the end of the descriptive text. If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbrevia-

tion before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

Casting Time

How long it takes to cast the spell. Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

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.

Target or Targets/Effect/Area

The number of creatures, dimensions, volume, weight, and so on, that the power affects.

Duration

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

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

Saving Throw

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.

Spell Resistance

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.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found.

Alphabetizing

Greater [Spell Name]

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells arcane sight, command, dispel magic, glyph of warding, invisibility, magic fang, magic weapon, planar ally, planar binding, prying eyes, restoration, scrying, shadow conjuration, shadow evocation, shout, and teleport.

Lesser [Spell Name]

Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells confusion, geas, globe of invulnerability, planar ally, planar binding, and restoration.

Mass [Spell Name]

Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells bear's endurance, bull's strength, cat's grace, charm monster, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, eagle's splendor, enlarge person, fox's cunning, heal, hold monster, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, invisibility, owl's wisdom, reduce person, and suggestion.

Spells

Acid Arrow

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round + 1 round per three levels

Saving Throw: None

Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

Acid Fog

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Acid Splash

Conjuration (Creation) [Acid]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Aid

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Air Walk

Transmutation [Air]

Level: Air 4, Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an *antimagic field*.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Alarm

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Arcane Focus: A tiny bell and a piece of very fine silver wire

Align Weapon

Transmutation [see text]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Align weapon makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Alter Self

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 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 Disguise 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.

Analyze Dweomer

Divination

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Animal Growth

Transmutation

Level: Drd 5, Rgr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Drd 2, Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: One day/level

Saving Throw: None; see text

Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

Animal Shapes

Transmutation

Level: Animal 7, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

As *polymorph*, except you *polymorph* up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. (The desecrate spell doubles this limit)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Animate Objects

Transmutation

Level: Brd 6, Chaos 6, Clr 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One Small object per caster level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a *permanency* spell.

Animate Plants

Transmutation

Level: Drd 7, Plant 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Animate Rope

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

Antilife Shell

Abjuration

Level: Animal 6, Clr 6, Drd 6

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Antimagic Field

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

Antipathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

Arcane Material Component: A lump of alum soaked in vinegar.

Antiplant Shell

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Arcane Eye

Divination (Scrying)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

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.

Arcane Mark

Universal

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

Arcane Sight

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. 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 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a *permanency* spell.

Arcane Sight, Greater

Divination

Level: Sor/Wiz 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Astral Projection

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Atonement

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Augury

Divination

Level: Clr 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

Weal (if the action will probably bring good results).

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

Awaken

Transmutation

Level: Drd 5

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You *awaken* a tree or animal to humanlike sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened).

The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

Baleful Polymorph

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

As *polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Bane

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Banishment

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

Barkskin

Transmutation

Level: Drd 2, Rgr 2, Plant 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear's Endurance

Transmutation

Level: Clr 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bear's Endurance, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Mass bear's endurance works like *bear's endurance*, except that it affects multiple creatures.

Bestow Curse

Necromancy

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the subject. Choose one of the following three effects.

-6 decrease to an ability score (minimum 1).

-4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish spell*.

Bestow curse counters *remove curse*.

Binding

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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 animal*, *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 an *antipathy* 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* or *Mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, 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: Sor/Wiz 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.

Blade Barrier

Evocation [Force]

Level: Clr 6, Good 6, War 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Blasphemy

Evocation [Evil, Sonic]

Level: Clr 7, Evil 7

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Nonevil creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Bless Water

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Bless Weapon

Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a *keen* weapon or a *vorpal* sword.

Blight

Necromancy

Level: Drd 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A

plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Blindness/Deafness

Necromancy

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Blink

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Break Enchantment

Abjuration

Level: Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Bull's Strength

Transmutation

Level: Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Bull's Strength, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *bull's strength*, except that it affects multiple creatures.

Burning Hands

Evocation [Fire]

Level: Fire 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Call Lightning

Evocation [Electricity]

Level: Drd 3

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Call Lightning Storm

Evocation [Electricity]

Level: Drd 5

Range: Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any *fear* effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Cat's Grace

Transmutation

Level: Brd 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

Cat's Grace. Mass

Transmutation

Level: Brd 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *cat's grace*, except that it affects multiple creatures.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 1, Clr 1, Death 1, Sor/Wiz 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. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Cause fear counters and dispels *remove fear*.

Chain Lightning

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Changestaff

Transmutation

Level: Drd 7

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Your touched staff

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You change a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the

casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer

Evocation [Chaotic]

Level: Chaos 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1d6 rounds); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds.

A slowed creature can take only a single standard action or move action on each of its turns, plus free actions as normal. In addition, it takes a -2 penalty to AC, attack rolls, damage rolls, and Reflex saves. A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Charm Animal

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Target: One animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Monster

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 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 Monster, Mass

Enchantment (Charm) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 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 Metal

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal*.

Chill Touch

Necromancy

Level: Sor/Wiz 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.

Circle of Death

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Clairaudience/Clairvoyance

Divination (Scrying)

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor

doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

Clenched Fist

Evocation [Force]

Level: Sor/Wiz 8, Strength 8

Components: V, S, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Cloak of Chaos

Abjuration [Chaotic]

Level: Chaos 8, Clr 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as protection from law does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Clone

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Cloudkill

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Color Spray

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 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

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Command, Greater

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 5

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Command Plants

Transmutation

Level: Drd 4, Plant 4, Rgr 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a 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.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Command Undead

Necromancy

Level: Sor/Wiz 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.

Commune

Divination

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

XP Cost: 100 XP.

Commune with Nature

Divination

Level: Animal 5, Drd 5, Rgr 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Comprehend Languages

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M/DF

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. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

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

Cone of Cold

Evocation [Cold]

Level: Sor/Wiz 5, Water 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

Confusion

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Trickery 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component: A set of three nut shells.

Confusion, Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

This spell causes a single creature to become confused for 1 round. See the *confusion* spell, above, to determine the exact effect on the subject.

Consecrate

Evocation [Good]

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the consecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *desecrate*.

Material Component: A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Contact Other Plane

Divination

Level: Sor/Wiz 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 powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers 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 power 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 deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

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

Contact Other Plane

Plane Contacted	Avoid Int/ Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01–34 (01–68)	35–62 (69–75)	63–83 (76–98)	84–100 (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, demideity	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, lesser deity	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, intermediate deity	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, greater deity	DC 16/5 weeks	01–88	89–90	91–99	100

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.

Contagion

Necromancy [Evil]

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion's normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str ¹
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

¹ Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Contingency

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed circumstances occur.

If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the contingency to work.

Continual Flame

Evocation [Light]

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Material Component: You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

Control Plants

Transmutation

Level: Drd 8, Plant 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Control Undead

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

Control Water

Transmutation [Water]

Level: Clr 4, Drd 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for raise water) or a pinch of dust (for lower water).

Control Weather

Transmutation

Level: Air 7, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Control Winds

Transmutation [Air]

Level: Air 5, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell’s area.

A *downdraft* blows from the center outward in equal strength in all directions.

An *updraft* blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

A *rotation* causes the winds to circle the center in clockwise or counterclockwise fashion.

A *blast* simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Create Food and Water

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn’t go bad as the food does.

Create Greater Undeal

Necromancy [Evil]

Level: Clr 8, Death 8, Sor/Wiz 8

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undeal Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

Create Undeal

Necromancy [Evil]

Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

You may create less powerful undead than your level would allow if you choose. Created

undeal are not automatically under the control of their animator. If you are capable of commanding undeal, you may attempt to command the undeal creature as it forms.

Caster Level	Undeal Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undeal to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Create Water

Conjuration (Creation) [Water]

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: Conjuration spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom

Conjuration (Summoning)

Level: Drd 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

When you utter the spell of creeping doom, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Material Component: A vial of tears.

Crushing Hand

Evocation [Force]

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *grasping hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a move action.

Clerics who cast this spell name it for their deities.

Arcane Material Component: The shell of an egg.

Arcane Focus: A glove of snakeskin.

Cure Critical Wounds

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Cure Critical Wounds. Mass

Conjuration (Healing)

Level: Clr 8, Drd 9, Healing 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

Cure Light Wounds

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Light Wounds. Mass

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other cure spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: Clr 0, Drd 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Cure Moderate Wounds, Mass

Conjuration (Healing)

Level: Brd 6, Clr 6, Drd 7

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

Cure Serious Wounds

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

Cure Serious Wounds, Mass

Conjuration (Healing)

Level: Clr 7, Drd 8

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

Curse Water

Necromancy [Evil]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Dancing Lights

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 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.

Dancing lights can be made permanent with a *permanency* spell.

Darkness

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

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.

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

Darkvision

Transmutation

Level: Rgr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *permanency* spell.

Material Component: Either a pinch of dried carrot or an agate.

Daylight

Evocation [Light]

Level: Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

‘Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 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: Brd 2, Sor/Wiz 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.

‘Death Knell

Necromancy [Death, Evil]

Level: Clr 2, Death 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

‘Death Ward

Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

‘Deathwatch

Necromancy [Evil]

Level: Clr 1

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

‘Deep Slumber

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Range: Close (25 ft. + 5 ft./2 levels)

This spell functions like *sleep*, except that it affects 10 HD of creatures.

‘Deeper Darkness

Evocation [Darkness]

Level: Clr 3

Duration: One day/level (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the darkness lasts longer.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

‘Delay Poison

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

‘Delayed Blast Fireball

Evocation [Fire]

Level: Sor/Wiz 7

Duration: 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has

been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

⌘ Demand

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *sending*, but the message can also contain a suggestion (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

⌘ Desecrate

Evocation [Evil]

Level: Clr 2, Evil 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a desecrated area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

Material Component: A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

⌘ Destruction

Necromancy [Death]

Level: Clr 7, Death 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

⌘ Detect Animals or Plants

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant 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 Chaos

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Creature/Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil 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 Good

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

Detect Law

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Magic

Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 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.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

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 magic can be made permanent with a *permanency* spell.

Detect Poison

Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

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 Scrying

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet.

Detect Secret Doors

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

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 can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you.

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

Detect Snares and Pits

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits 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: Brd 2, Knowledge 2, Sor/Wiz 2

Components: V, S, F/DF

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.

Detect Undead

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect undead 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 Material Component: A bit of earth from a grave.

Dictum

Evocation [Lawful, Sonic]

Level: Clr 7, Law 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonlawful creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Slowed, deafened
Up to caster level -5	Paralyzed, slowed, deafened
Up to caster level -10	Killed, paralyzed, slowed, deafened

Deafened: The creature is deafened for 1d4 rounds.

Slowed: The creature is slowed, as by the slow spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *dictum*.

Dimension Door

Conjuration (Teleportation)

Level: Brd 4, Sor/Wiz 4, Travel 4

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dimensional Anchor

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock

Abjuration

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Diminish Plants

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two versions.

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle.

You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters *plant growth*.

This spell has no effect on plant creatures.

Discern Lies

Divination

Level: Clr 4, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

Discern Location

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Disguise Self

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 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.

Disintegrate

Transmutation

Level: Destruction 7, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Arcane Material Component: A lodestone and a pinch of dust.

Dismissal

Abjuration

Level: Clr 4, Sor/Wiz 5

Components: V, S, DF

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 Chaos

Abjuration [Lawful]

Level: Clr 5, Law 5, Pal 4

This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

Abjuration [Good]

Level: Clr 5, Good 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell.

Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Good

Abjuration [Evil]

Level: Clr 5, Evil 5

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law

Abjuration [Chaotic]

Level: Chaos 5, Clr 5

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

Dispel Magic

Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 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. An interdimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

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 30-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.

Dispel Magic, Greater

Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Displacement

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.

Material Component: A small strip of leather twisted into a loop.

Disrupt Undead

Necromancy

Level: Sor/Wiz 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.

Disrupting Weapon

Transmutation

Level: Clr 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

Divination

Divination

Level: Clr 4, Knowledge 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Power

Evocation

Level: Clr 4, War 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

Dominate Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Doom

Necromancy [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Dream

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Eagle's Splendor

Transmutation

Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Eagle's Splendor, Mass

Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

Earthquake

Evocation [Earth]

Level: Clr 8, Destruction 8, Drd 8, Earth 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature

caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Elemental Swarm

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Endure Elements

Abjuration

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 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.

Energy Drain

Necromancy

Level: Clr 9, Sor/Wiz 9

Saving Throw: Fortitude partial; see text for enervation

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Enervation

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Enlarge Person

Transmutation

Level: Sor/Wiz 1, Strength 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal

their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Enlarge Person. Mass

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.

Entangle

Transmutation

Level: Drd 1, Plant 1, Rgr 1

Components: V, S, DF

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.

Enthrall

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: 1 hour or less

Saving Throw: Will negates; see text

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The

speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Entropic Shield

Abjuration

Level: Clr 1, Luck 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Erase

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Ethereal Jaunt

Transmutation

Level: Clr 7, Sor/Wiz 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.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Etherealness

Transmutation

Level: Clr 9, Sor/Wiz 9

Range: Touch; see text

Targets: You and one other touched creature per three levels

Duration: 1 min./level (D)

Spell Resistance: Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Expeditions Retreat

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

Explosive Runes

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion.

Note: Magic traps such as explosive runes are hard to detect and disable. A rogue (only) can use the Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes.

Eyebite

Necromancy [Evil]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

Fabricate

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

Faerie Fire

Evocation [Light]

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within a 5-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

False Life

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).

Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

False Vision

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Arcane Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Material Component: Either the heart of a hen or a white feather.

Feather Fall

Transmutation

Level: Brd 1, Sor/Wiz 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-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who

its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Find the Path

Divination

Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor.

Find Traps

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that find traps grants no ability to disable the traps that you may find.

Finger of Death

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The subject might die from damage even if it succeeds on its saving throw.

Fire Seeds

Conjuration (Creation) [Fire]

Level: Drd 6, Fire 6, Sun 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

Fire Shield

Evocation [Fire or Cold]

Level: Fire 5, Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Arcane Material Component: A bit of phosphorus for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield.

Fire Storm

Evocation [Fire]

Level: Clr 8, Drd 7, Fire 7

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

Fire Trap

Abjuration [Fire]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A fire trapped item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire trapped object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's fire trap or DC 29 for the arcane version).

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Fireball

Evocation [Fire]

Level: Sor/Wiz 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.

Flame Arrow

Transmutation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

Flame Blade

Evocation [Fire]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelikey beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

Flame Strike

Evocation [Fire]

Level: Clr 5, Drd 4, Sun 5, War 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Flaming Sphere

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

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.

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

Flare

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 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 for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Flesh to Stone

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Only creatures made of flesh are affected by this spell.

Material Component: Lime, water, and earth.

Fly

Transmutation

Level: Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Arcane Focus: A wing feather from any bird.

Floating Disk

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the

disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

Fog Cloud

Conjuration (Creation)

Level: Drd 2, Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Forbiddance

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, *astral travel*, *ethereal travel*, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Forcecage

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

Forceful Hand

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, F

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus: A sturdy glove made of leather or heavy cloth.

Foresight

Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell.

You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

Fox's Cunning

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

Fox's Cunning, Mass

Transmutation

Level: Brd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox's cunning*, except that it affects multiple creatures.

Freedom

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

Freedom of Movement

Abjuration

Level: Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

Freezing Sphere

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

Gaseous Form

Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Component: A bit of gauze and a wisp of smoke.

Gate

Conjuration (Creation or Calling)

Level: Clr 9, Sor/Wiz 9

Components: V, S, XP; see text

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.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other 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. This use of the spell has an XP cost (see below).

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.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

XP Cost: 1,000 XP (only for the calling creatures function).

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Geas, Lesser

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

Gentle Repose

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

Ghost Sound

Illusion (Figment)

Level: Brd 0, Sor/Wiz 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.

Ghost sound can be made permanent with a *permanency* spell.

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

Ghoul Touch

Necromancy

Level: Sor/Wiz 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). A *neutralize poison* spell removes the effect from a sickened creature, and 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.

Giant Vermin

Transmutation

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

Glibness

Transmutation

Level: Brd 3

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a divination is attempted against you that would detect your lies or force you to speak the truth the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the divination does not detect your lies or force you to speak only the truth.

Glitterdust

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a –40 penalty on Hide checks.

Material Component: Ground mica.

Globe of Invulnerability

Abjuration

Level: Sor/Wiz 6

This spell functions like lesser globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

Globe of Invulnerability, Lesser

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted dispel magic spell, but not by an area dispel magic. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Glyph of Warding

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

Glyph of Warding, Greater

Abjuration

Level: Clr 6

This spell functions like *glyph of warding*, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower.

Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Goodberry

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Good Hope

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels *crushing despair*.

Grasping Hand

Evocation [Force]

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Grease

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Material Component: A bit of pork rind or butter.

Guards and Wards

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)

Saving Throw: See text

Spell Resistance: See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet 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). *Saving Throw:* None. *Spell Resistance:* No.

Arcane Locks: All doors in the warded area are *arcane locked*. *Saving Throw:* None. *Spell Resistance:* No.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. *Saving Throw:* Reflex negates; see text for *web*. *Spell Resistance:* No.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. *Saving Throw:* None. *Spell Resistance:* Yes.

Lost Doors: One door per caster level is covered by a *silent image* to appear as if it were a plain wall. *Saving Throw:* Will disbelief (if interacted with). *Spell Resistance:* No.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights in four corridors.* You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. *Saving Throw:* None. *Spell Resistance:* No.

2. *A magic mouth in two places.* *Saving Throw:* None. *Spell Resistance:* No.

3. *A stinking cloud in two places.* The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. *Saving Throw:* Fortitude negates; see text for *stinking cloud*. *Spell Resistance:* No.

4. *A gust of wind in one corridor or room.* *Saving Throw:* Fortitude negates. *Spell Resistance:* Yes.

5. *A suggestion in one place.* You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. *Saving Throw:* Will negates. *Spell Resistance:* Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mage's disjunction* destroys the entire *guards and wards* effect.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

Focus: A small silver rod.

Guidance

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Gust of Wind

Evocation [Air]

Level: Drd 2, Sor/Wiz 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 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.

Gust of wind can be made permanent with a *permanency* spell.

Hallow

Evocation [Good]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a magic circle against evil effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bane*, *bleed*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility*, *purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

Hallucinatory Terrain

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A stone, a twig, and a bit of green plant.

Halt Undead

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Material Component: A pinch of sulfur and powdered garlic.

Harm

Necromancy

Level: Clr 6, Destruction 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*.

Haste

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Material Component: A shaving of licorice root.

Heal

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

Heal Mass

Conjuration (Healing)

Level: Clr 9, Healing 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

Heal Mount

Conjuration (Healing)

Level: Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

Heat Metal

Transmutation [Fire]

Level: Drd 2, Sun 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

Heat metal counters and dispels *chill metal*.

Helping Hand

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The *ghostly hand* has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Heroes' Feast

Conjuration [Creation]

Level: Brd 6, Clr 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Heroism

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Hide from Animals

Abjuration

Level: Drd 1, Rgr 1

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Hide from Undead

Abjuration

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Hideous Laughter

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Hold Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Target: One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Monster, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

Hold Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold Person, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

Hold Portal

Abjuration

Level: Sor/Wiz 1

Component: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One portal, up to 20 sq. ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

Holy Aura

Abjuration [Good]

Level: Clr 8, Good 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as protection from evil does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite

Evocation [Good]

Level: Good 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword

Evocation [Good]

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a magic circle against evil effect (as the spell). If the magic circle ends, the

sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bleed weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]

Level: Clr 7, Good 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nongood creature within the area that hears the holy word suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level	-1 Blinded, deafened
Up to caster level	-5 Paralyzed, blinded, deafened
Up to caster level	-10 Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

Horrid Wilting

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Arcane Material Component: A bit of sponge.

Hypnotic Pattern

Illusion [Pattern] [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V (Brd only), S, M; see text

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.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

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

Hypnotism

Enchantment [Compulsion] [Mind-Affecting]

Level: Brd 1, Sor/Wiz 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.

Ice Storm

Evocation [Cold]

Level: Drd 4, Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen

check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component: A pinch of dust and a few drops of water.

Identify

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Illusory Script

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as illusory script.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A lead-based ink (cost of not less than 50 gp).

Illusory Wall

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue with Spell Ability

Evocation

Level: Clr 4, Magic 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

Implosion

Evocation

Level: Clr 9, Destruction 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Imprisonment

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

Incendiary Cloud

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

Inflict Critical Wounds

Necromancy

Level: Clr 4, Destruction 4

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

Inflict Critical Wounds. Mass

Necromancy

Level: Clr 8

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

Inflict Light Wounds

Necromancy

Level: Clr 1, Destruction 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Light Wounds. Mass

Necromancy

Level: Clr 5, Destruction 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Inflict Minor Wounds

Necromancy

Level: Clr 0

Saving Throw: Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

Inflict Moderate Wounds

Necromancy

Level: Clr 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Moderate Wounds, Mass

Necromancy

Level: Clr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

Inflict Serious Wounds

Necromancy

Level: Clr 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

Inflict Serious Wounds, Mass

Necromancy

Level: Clr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from a continuous confusion effect, as the spell.

Remove curse does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Insect Plague

Conjuration (Summoning)

Level: Clr 5, Drd 5

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Instant Summons

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand.

First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

Interposing Hand

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Focus: A soft glove.

Invisibility

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

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 such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

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

Invisibility, Greater

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

Invisibility, Mass

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

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

Invisibility Purge

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

Invisibility Sphere

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Area: 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Iron Body

Transmutation

Level: Earth 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Ironwood

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 minute/lb. created

Range: 0 ft.

Effect: An ironwood object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shaped into the form of the intended ironwood object.

Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Jump

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Keen Edge

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the *keen edge* spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Knock

Transmutation

Level: Sor/Wiz 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 an 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.

Know Direction

Divination

Level: Brd 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Legend Lore

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

Levitate

Transmutation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

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.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Lightning Bolt

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

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

Material Component: A bit of fur and an amber, crystal, or glass rod.

Limited Wish

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.

Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.

Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.

Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.

Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.

Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a limited wish duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

XP Cost: 300 XP or more (see above).

Liveoak

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant.

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Duration: 10 min./level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.

Locate Object

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2

Components: V, S, F/DF

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.

Longstrider

Transmutation

Level: Drd 1, Rgr 1, Travel 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Lullaby

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures within a 10-ft.-radius burst

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Mage Armor

Conjuration (Creation) [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Focus: A piece of cured leather.

Mage Hand

Transmutation

Level: Brd 0, Sor/Wiz 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.

Mage's Disjunction

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *anti-magic field*. If the *anti-magic field* survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage's Faithful Hound

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text

Saving Throw: None

Spell Resistance: No

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

Mage's Lucubration

Transmutation

Level: Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Mage's Magnificent Mansion

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

Mage's Private Sanctum

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a *permanency* spell.

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mage's Sword

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of $\times 2$.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *Mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

Magic Aura

Illusion (Glamer)

Level: Brd 1, Magic 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

Magic Circle against Chaos

Abjuration [Lawful]

Level: Clr 3, Law 3, Pal 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Magic Circle against Evil

Abjuration [Good]

Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

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

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood 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. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

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, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities*) can simply leave the circle through that means. You can prevent the creature's extradimensional 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 Spellcraft 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.

This spell is not cumulative with *protection from evil* and vice versa.

Arcane 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 Circle against Good

Abjuration [Evil]

Level: Clr 3, Evil 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

Magic Circle against Law

Abjuration [Chaotic]

Level: Chaos 3, Clr 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called creature.

Magic Fang

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a *permanency* spell.

Magic Fang, Greater

Transmutation

Level: Drd 3, Rgr 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a *permanency* spell.

Magic Jar

Necromancy

Level: Sor/Wiz 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 *protection from evil* 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: Sor/Wiz 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.

Magic Mouth

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or *invisibility* does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

Magic Stone

Transmutation

Level: Clr 1, Drd 1, Earth 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Magic Vestment

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Magic Weapon

Transmutation

Level: Clr 1, Pal 1, Sor/Wiz 1, War 1

Components: V, S, DF

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 (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Magic Weapon, Greater

Transmutation

Level: Clr 4, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Arcane Material Component: Powdered lime and carbon.

Major Creation

Conjuration (Creation)

Level: Sor/Wiz 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal ¹	1 round/level

¹ Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Major Image

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Make Whole

Transmutation

Level: Clr 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mark of Justice

Necromancy

Level: Clr 5, Pal 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: Yes

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a mark of justice cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Maze

Conjuration (Teleportation)

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the *maze* disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the *maze*, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Meld into Stone

Transmutation [Earth]

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial

destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals you 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wine-skin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

Message

Transmutation [Language-Dependent]

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the *message*. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The *message* does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the *message* can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Focus: A short piece of copper wire.

Meteor Swarm

Evocation [Fire]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

Mind Blank

Abjuration

Level: Protection 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Fog

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 30 minutes and 2d6 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a -10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Minor Creation

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same sort of item you plan to create with minor creation.

Minor Image

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Miracle

Evocation

Level: Clr 9, Luck 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).

Duplicate any other spell of 7th level or lower.

Undo the harmful effects of certain spells, such as *feblemind* or *insanity*.

Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following.

Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.

Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.

Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the miracle spell; see above).

Mirage Arcana

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration +1 hour/level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Illusion (Figment)

Level: Brd 2, Sor/Wiz 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.)

Misdirection

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

Mislead

Illusion (Figment, Glamer)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

You become invisible (as *improved invisibility*, a glamer), and at the same time, an illusory double of you (as *major image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per level, regardless of concentration.

Mnemonic Enhancer

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

Prepare: You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Material Component: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 gp value.

Modify Memory

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4

Components: V, S

Casting Time: 1 round; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced.

Change the details of an event the subject actually experienced.

Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

Moment of Prescience

Divination

Level: Luck 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one *moment of prescience* active on you at the same time.

Mount

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Transmutation [Earth]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Neutralize Poison

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration—the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component: A bit of charcoal.

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Nondetection

Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect spells*. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

Obscure Object

Abjuration

Level: Brd 1, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

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 or a *crystal ball*. 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).

Arcane Material Component: A piece of chameleon skin.

Obscuring Mist

Conjuration (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 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, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Open/Close

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object weighing up to 30 lb. or portal that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Focus: A brass key.

Order's Wrath

Evocation [Lawful]

Level: Law 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Overland Flight

Transmutation

Level: Sor/Wiz 5

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Owl's Wisdom

Transmutation

Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

Owl's Wisdom, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

Passwall

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Pass without Trace

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Permanency

Universal

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	XP Cost
Arcane sight	11th	1,500 XP
Comprehend languages	9th	500 XP
Darkvision	10th	1,000 XP
Detect magic	9th	500 XP
Read magic	9th	500 XP
See invisibility	10th	1,000 XP
Tongues	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	XP Cost
Enlarge person	9th	500 XP
Magic fang	9th	500 XP
Magic fang, greater	11th	1,500 XP
Reduce person	9th	500 XP
Resistance	9th	500 XP
Telepathic bond ¹	13th	2,500 XP

¹ Only bonds two creatures per casting of permanency.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	XP Cost
Alarm	9th	500 XP
Animate objects	14th	3,000 XP
Dancing lights	9th	500 XP
Ghost sound	9th	500 XP
Gust of wind	11th	1,500 XP
Invisibility	10th	1,000 XP
Mage's private sanctum	13th	2,500 XP
Magic mouth	10th	1,000 XP
Phase door	15th	3,500 XP
Prismatic sphere	17th	4,500 XP
Prismatic wall	16th	4,000 XP
Shrink item	11th	1,500 XP
Solid fog	12th	2,000 XP
Stinking cloud	11th	1,500 XP
Symbol of death	16th	4,000 XP
Symbol of fear	14th	3,000 XP
Symbol of insanity	16th	4,000 XP
Symbol of pain	13th	2,500 XP
Symbol of persuasion	14th	3,000 XP
Symbol of sleep	16th	4,000 XP
Symbol of stunning	15th	3,500 XP
Symbol of weakness	15th	3,500 XP
Teleportation circle	17th	4,500 XP
Wall of fire	12th	2,000 XP
Wall of force	13th	2,500 XP
Web	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

XP Cost: See tables above.

Permanent Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Duration: 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

You create a *phantasmal image* of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A *phantom steed* has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the *phantom steed* disappears. A *phantom steed* has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability).

12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed (average maneuverability).

Phantom Trap

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Phase Door

Conjuration (Creation)

Level: Sor/Wiz 7, Travel 8

Components: V

Casting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They 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, and hit points don't qualify.

Phase door can be made permanent with a *permanency* spell.

Planar Ally

Conjuration (Calling) [see text for lesser planar ally]

Level: Clr 6

Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

XP Cost: 250 XP.

Planar Ally, Greater

Conjuration (Calling) [see text for lesser planar ally]

Level: Clr 8

Effect: Up to three called 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 ally*, 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. The creatures agree to help you and request your return payment together.

XP Cost: 500 XP.

Planar Ally, Lesser

Conjuration (Calling) [see text]

Level: Clr 4

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called elemental or outsider of 6 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

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

XP Cost: 100 XP.

Planar Binding

Conjuration (Calling) [see text for lesser planar binding]

Level: Sor/Wiz 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: Sor/Wiz 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: Sor/Wiz 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 against evil*) 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 through 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.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Plane Shift

Conjuration (Teleportation)

Level: Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Plant Growth

Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters *diminish plants*.

This spell has no effect on plant creatures.

Poison

Necromancy

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Polar Ray

Evocation [Cold]

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

Polymorph

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Material Component: An empty cocoon.

Polymorph Any Object

Transmutation

Level: Sor/Wiz 8, Trickery 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor ¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

¹Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantite. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute water to dust*, or *transmute rock to mud*.

Arcane Material Component: Mercury, gum arabic, and smoke.

Power Word Blind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 200 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Power Word Kill

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Power Word Stun

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Prayer

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies and foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

Prestidigitation

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcast-

Prismatic Wall

Color	Order	Objects/Effects Blocked	Effect on Creature	Negated By
Red	1st	Stops nonmagical ranged weapons.	Deals 20 points of fire damage (Reflex half).	Cone of cold
Orange	2nd	Stops magical ranged weapons.	Deals 40 points of acid damage (Reflex half).	Gust of wind
Yellow	3rd	Stops poisons, gases, and petrification.	Deals 80 points of electricity damage (Reflex half).	Disintegrate
Green	4th	Stops breath weapons.	Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	Passwall
Blue	5th	Stops divination and mental attacks.	Turned to stone (Fortitude negates).	Magic missile
Indigo	6th	Stops all spells.	Will save or become insane (as insanity spell).	Daylight
Violet	7th	Energy field destroys all objects and effects. ¹	Creatures sent to another plane (Will negates).	Dispel magic

¹ The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

ers. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prismatic Sphere

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4x10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

Prismatic sphere can be made permanent with a *permanency* spell.

Prismatic Spray

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays; roll twice more, ignoring any "8" results.	

Prismatic Wall

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide, 2 ft./level high

Duration: 10 min./level (D)

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* cannot dispel the wall or anything beyond it. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

Prismatic wall can be made permanent with a *permanency* spell.

Produce Flame

Evocation [Fire]

Level: Drd 1, Fire 2

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If

an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Material Component: A bit of fleece and jade dust worth 25 gp.

Project Image

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll), which costs 5 gp to create.

Protection from Arrows

Abjuration

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

Protection from Chaos

Abjuration [Lawful]

Level: Clr 1, Law 1, Pal 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

Protection from Energy

Abjuration

Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Protection from Evil

Abjuration [Good]

Level: Clr 1, Good 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*).

The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane 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.

Protection from Good

Abjuration [Evil]

Level: Clr 1, Evil 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

Protection from Law

Abjuration [Chaotic]

Level: Chaos 1, Clr 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

Protection from Spells

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Prying Eyes

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a number of semitangible, visible magical orbs (called “eyes”) equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

Prying Eyes, Greater

Divination

Level: Sor/Wiz 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye’s* maximum Spot modifier is +25 instead of +15.

Purify Food and Drink

Transmutation

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pyrotechnics

Transmutation

Level: Brd 2, Sor/Wiz 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 the creature leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it 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.

Quench

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a quench spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 4

Components: V (Brd only), S, M, F; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration +1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 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. An affected creature that fails its save is fascinated by the pattern.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.

Focus: A crystal prism.

Raise Dead

Conjuration (Healing)

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would

reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of at least 5,000 gp.

Ray of Enfeeblement

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Ray of Exhaustion

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Ray of Frost

Evocation [Cold]

Level: Sor/Wiz 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

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Divination

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 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. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

Reduce Animal

Transmutation

Level: Drd 2, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing animal of Small, Medium, Large, or Huge size

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

Reduce Person

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Reduce Person, Mass

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

Refuge

Conjuration (Teleportation)

Level: Clr 7, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires gems worth 1,500 gp.

Regenerate

Conjuration (Healing)

Level: Clr 7, Drd 9, Healing 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reincarnate

Transmutation

Level: Drd 4

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	–2
26	Gnoll	+4	+0	+2
27–38	Gnome	–2	+0	+2
39–42	Goblin	–2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	–2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	–4	+2	–2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	–2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remove Blindness/Deafness

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels *blindness/deafness*.

Remove Curse

Abjuration

Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 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. *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*.

Remove Disease

Conjuration (Healing)

Level: Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration

Level: Brd 1, Clr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels *cause fear*.

Remove Paralysis

Conjuration (Healing)

Level: Clr 2, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Repel Metal or Stone

Abjuration [Earth]

Level: Drd 8

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line from you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Repel Vermin

Abjuration

Level: Brd 4, Clr 4, Drd 4, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Repel Wood

Transmutation

Level: Drd 6, Plant 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line-shaped emanation from you

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can lose it as a move action and drop it as a free action.) If a spear is

planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Repulsion

Abjuration

Level: Clr 7, Protection 7, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

Resilient Sphere

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 min./level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Resistance

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Arcane Material Component: A miniature cloak.

Resist Energy

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Restoration

Conjuration (Healing)

Level: Clr 4, Pal 4

Components: V, S, M

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoration does not restore levels or Constitution points lost due to death.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Restoration, Greater

Conjuration (Healing)

Level: Clr 7

Components: V, S, XP

Casting Time: 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Restoration, Lesser

Conjuration (Healing)

Level: Clr 2, Drd 2, Pal 1

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Resurrection

Conjuration (Healing)

Level: Clr 7

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected). This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Reverse Gravity

Transmutation

Level: Drd 8, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

Righteous Might

Transmutation

Level: Clr 5, Strength 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

Rope Trick

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of rope from 5 ft. to 30 ft. long

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment.

Rusting Grasp

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Sanctuary

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scare

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature per three levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level or 1 round; see text for cause fear

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). 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. The spell affects each subject according to its Hit Dice.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.

13 or more: Confused for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Material Component: A small crystal prism.

Scorching Ray

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Screen

Illusion (Glamer)

Level: Sor/Wiz 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination (Scrying)

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any)

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

If the save fails, you can see (but not hear) the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Scrying, Greater

Divination (Scrying)

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Duration: 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Sculpt Sound

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Searing Light

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8).

An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Secret Chest

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: Sixty days or until discharged

Saving Throw: None

Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

Secret Page

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the secret page.

A *comprehend languages* spell alone cannot reveal a secret page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Material Component: Powdered herring scales and will-o'-wisp essence.

Secure Shelter

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M, F; see text

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Focus: The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

See Invisibility

Divination

Level: Brd 3, Sor/Wiz 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.

See *invisibility* can be made permanent with a *permanency* spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Seeming

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Sending

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Component: A short piece of fine copper wire.

Sepia Snake Sigil

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text

Saving Throw: Reflex negates

Spell Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One willing creature or object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

Material Component: A basilisk eyelash, gum arabic, and a dram of whitewash.

Shades

Illusion (Shadow)

Level: Sor/Wiz 9

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

Shadow Conjuration

Illusion (Shadow)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level (5th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large.

A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

Shadow Conjuration, Greater

Illusion (Shadow)

Level: Sor/Wiz 7

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

Shadow Evocation

Illusion (Shadow)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

Shadow Evocation, Greater

Illusion (Shadow)

Level: Sor/Wiz 8

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

Shadow Walk

Illusion (Shadow)

Level: Brd 5, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler

Conjuration (Creation)

Level: Drd 9, Plant 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

Duration: Seven days or seven months (D); see text

Saving Throw: None

Spell Resistance: No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Shapechange

Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than twice your caster level in Hit Dice (to a maximum of 50 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Shatter

Evocation [Sonic]

Level: Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component: A chip of mica.

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.

Shield of Faith

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Shield of Law

Abjuration [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

Abjuration

Level: Clr 2, Pal 2, Protection 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Shillelagh

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp

Evocation [Electricity]

Level: Sor/Wiz 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).

Shout

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A *shout* spell cannot penetrate a *silence* spell.

Shout, Greater

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, F

Range: 60 ft.

Saving Throw: Fortitude partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Arcane Focus: A small metal or ivory horn.

Shrink Item

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: One day/level; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence

Illusion (Glamer)

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)

Saving Throw: Will negates; see text or none (object)

Spell Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Silent Image

Illusion (Figment)

Level: Brd 1, Sor/Wiz 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.

Simulacrum

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a *simulacrum* of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the *simulacrum* remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A *simulacrum* has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a *simulacrum*.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the *simulacrum* to be created.

XP Cost: 100 XP per HD of the *simulacrum* to be created (minimum 1,000 XP).

Slay Living

Necromancy (Death)

Level: Clr 5, Death 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage + 1 point per caster level.

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 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.

Sleet Storm

Conjuration (Creation) [Cold]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

Slow

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

Material Component: A drop of molasses.

Snare

Transmutation

Level: Rgr 2, Drd 3

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop

that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Soften Earth and Stone

Transmutation [Earth]

Level: Drd 2, Earth 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Duration: 1 min./level

Spell Resistance: No

This spell functions like *fog cloud*, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Song of Discord

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures within a 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Soul Bind

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Sound Burst

Evocation [Sonic]

Level: Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Arcane Focus: A musical instrument.

Speak with Animals

Divination

Level: Brd 3, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead

Necromancy [Language-Dependent]

Level: Clr 3

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Speak with Plants

Divination

Level: Brd 4, Drd 3, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spectral Hand

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spell Immunity

Abjuration

Level: Clr 4, Protection 4, Strength 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Immunity, Greater

Abjuration

Level: Clr 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spellstaff

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

Focus: The staff that stores the spell.

Spell Turning

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created.

Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Arcane Material Component: A small silver mirror.

Spider Climb

Transmutation

Level: Drd 2, Sor/Wiz 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.

Spike Growth

Transmutation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike growth can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for *spike growth* cast by a ranger).

Spike Stones

Transmutation [Earth]

Level: Drd 4, Earth 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*.

Spiritual Weapon

Evocation [Force]

Level: Clr 2, War 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows.

Chaos: Battleaxe

Evil: Light flail

Good: Warhammer

Law: Longsword,

Statue

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Status

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stinking Cloud

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a *permanency* spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Stone Shape

Transmutation [Earth]

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Stoneskin

Abjuration

Level: Drd 5, Earth 6, Sor/Wiz 4, Strength 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Component: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

Stone Tell

Divination

Level: Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

Stone to Flesh

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Storm of Vengeance

Conjuration (Summoning)

Level: Drd 9, Clr 9

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain 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). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance's* save DC + the level of the spell the caster is trying to cast.

Suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 2, Sor/Wiz 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.

Suggestion. Mass

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

Summon Instrument

Conjuration (Summoning)

Level: Brd 0

Components: V, S

Casting Time: 1 round

Range: 0 ft.

Effect: One summoned handheld musical instrument

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

Summon Monster I

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can com-

municate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Summon Monster II

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 2, Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 3, Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster IV

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 4, Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 5, Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 6, Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster

1st Level

Monster	Alignment
Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise ¹	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus ¹	CE
Fiendish snake, Small viper	CE

2nd Level

Monster	Alignment
Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid ¹	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium ¹	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE

3rd Level

Monster	Alignment
Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level

Monster	Alignment
Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large ¹	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5th Level

Monster	Alignment
Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat ¹	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level

Monster	Alignment
Celestial polar bear	LG
Celestial orca whale ¹	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus ¹	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE

7th Level

Monster	Alignment
Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale ¹	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus ¹	CE
Fiendish girallon	CE

8th Level

Monster	Alignment
Celestial dire bear	LG
Celestial cachalot whale ¹	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Fiendish giant squid ¹	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE

9th Level

Monster	Alignment
Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark ¹	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

¹ May be summoned only into an aquatic or watery environment.

Summon Monster VII

Conjuration (Summoning) [see text for summon monster I]

Level: Clr 7, Sor/Wiz 7

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII

Conjuration (Summoning) [see text for summon monster I]

Level: Clr 8, Sor/Wiz 8

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

Conjuration (Summoning) [see text for summon monster I]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II

Conjuration (Summoning)

Level: Drd 2, Rgr 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3, Rgr 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Animal 4, Drd 4, Rgr 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VII

Conjuration (Summoning) [see text]

Level: Drd 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]

Level: Animal 8, Drd 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally IX

Conjuration (Summoning) [see text]

Level: Drd 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Swarm

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

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

Summon Nature's Ally

1st Level

Creature
Dire rat
Eagle (animal)
Monkey (animal)
Octopus ¹ (animal)
Owl (animal)
Porpoise ¹ (animal)
Snake, Small viper (animal)
Wolf (animal)

2nd Level

Creature
Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Shark, Medium ¹ (animal)
Snake, Medium viper (animal)
Squid ¹ (animal)
Wolverine (animal)

3rd Level

Creature
Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion
Owl, giant [NG]
Satyr [CN; without pipes]
Shark, Large ¹ (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Thoqqua

4th Level

Creature
Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Salamander, flamebrother [NE]
Sea cat ¹
Shark, Huge ¹ (animal)
Snake, Huge viper (animal)
Tiger (animal)
Tojanida, juvenile ¹
Unicorn [CG]
Xorn, minor

5th Level

Creature
Arrowhawk, adult
Bear, polar (animal)
Dire lion
Elasmosaurus ¹ (dinosaur)
Elemental, Large (any)
Griffon
Janni (genie)
Rhinoceros (animal)
Satyr [CN; with pipes]
Snake, giant constrictor (animal)
Nixie (sprite)
Tojanida, adult ¹
Whale, orca ¹ (animal)

6th Level

Creature
Dire bear
Elemental, Huge (any)
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant ¹ (animal)
Pixie ² (sprite) [NG; no special arrows]
Salamander, average [NE]
Whale, baleen ¹
Xorn, average

7th Level

Creature
Arrowhawk, elder
Dire tiger
Elemental, greater (any)
Djinni (genie) [NG]
Invisible stalker
Pixie ² (sprite) [NG; with sleep arrows]
Squid, giant ¹ (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot ¹ (animal)
Xorn, elder

8th Level

Creature
Dire shark ¹
Roc
Salamander, noble [NE]
Tojanida, elder

9th Level

Creature
Elemental, elder
Grig (sprite) [NG; with fiddle]
Pixie (sprite) [NG; with sleep and memory loss arrows]
Unicorn, celestial charger

¹ May be summoned only into an aquatic or watery environment.

² Can't cast *irresistible dance*.

pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Arcane Material Component: A square of red cloth.

Sunbeam

Evocation [Light]

Level: Drd 7, Sun 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst

Evocation [Light]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fail its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Component: A piece of sunstone and a naked flame.

Symbol of Death

Necromancy [Death]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* 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, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a DC 19 Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent symbol of death that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

Symbol of Fear

Necromancy [Fear, Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

Note: Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 8

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Pain

Necromancy [Evil]

Level: Clr 5, Sor/Wiz 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Persuasion

Enchantment (Charm) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Sor/Wiz 5

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of sleep* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Stunning

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Sor/Wiz 7

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

Note: Magic traps such as *symbol of stunning* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of stunning* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Weakness

Necromancy

Level: Clr 7, Sor/Wiz 7

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Sympathetic Vibration

Evocation [Sonic]

Level: Brd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus: A tuning fork.

Sympathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

Telekinesis

Transmutation

Level: Sor/Wiz 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 (if a wizard) or Charisma modifier (if a sorcerer) 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 (if a wizard) or Charisma modifier (if a sorcerer). 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).

Telekinetic Sphere

Evocation [Force]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Telepathic Bond

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Material Component: Pieces of eggshell from two different kinds of creatures.

Teleport

Conjuration (Teleportation)

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleport Object

Conjuration (Teleportation)

Level: Sor/Wiz 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

Teleport, Greater

Conjuration (Teleportation)

Level: Sor/Wiz 7, Travel 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleportation Circle

Conjuration (Teleportation)

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).

Temporal Stasis

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

Time Stop

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Tiny Hut

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Tongues

Divination

Level: Brd 2, Clr 4, Sor/Wiz 3

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Touch of Fatigue

Necromancy

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: No

Spell Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Transformation

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A *potion of bull's strength*, which you drink (and whose effects are subsumed by the spell effects).

Transmute Metal to Wood

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

Transmute Mud to Rock

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Component: Sand, lime, and water.

Transmute Rock to Mud

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

Transport via Plants

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other touched willing creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Trap the Soul

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree Shape

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

Tree Stride

Conjuration (Teleportation)

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

True Resurrection

Conjuration (Healing)

Level: Clr 9

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

True Seeing

Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

True Strike

Divination

Level: Sor/Wiz 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.

Undeath to Death

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Area: Several undead creatures within a 40-ft.-radius burst

Saving Throw: Will negates

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

Undetectable Alignment

Abjuration

Level: Brd 1, Clr 2, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Unhallow

Evocation [Evil]

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

Unholy Aura

Abjuration [Evil]

Level: Clr 8, Evil 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as protection from good does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

Unholy Blight

Evocation [Evil]

Level: Evil 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous (1d4 rounds); see text

Saving Throw: Will partial

Spell Resistance: Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

Unseen Servant

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: A piece of string and a bit of wood.

Vampiric Touch

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Veil

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.

Ventriloquism

Illusion (Figment)

Level: Brd 1, Sor/Wiz 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.

Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min.

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Vision

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

XP Cost: 100 XP.

Wail of the Banshee

Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

Wall of Fire

Evocation [Fire]

Level: Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. square/level; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

Wall of Stone

Conjuration (Creation) [Earth]

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

Wall of Thorns

Conjuration (Creation)

Level: Drd 5, Plant 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with

an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Small wooden object/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

Water Breathing

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Water Walk

Transmutation [Water]

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Waves of Exhaustion

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Web

Conjuration (Creation)

Level: Sor/Wiz 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 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist 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 Escape Artist 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.

Web can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Material Component: A bit of spider web.

Weird

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Whirlwind

Evocation [Air]

Level: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures when-

ever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Whispering Wind

Transmutation [Air]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Transmutation [Air]

Level: Clr 6, Drd 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wind Wall

Evocation [Air]

Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Component: A tiny fan and a feather of exotic origin.

Wish

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.

Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.

Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.

Duplicate any other spell of 5th level or lower even if it's of a prohibited school.

Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.

Create a nonmagical item of up to 25,000 gp in value.

Create a magic item, or add to the powers of an existing magic item.

Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.

Revive the dead. A *wish* can bring a dead creature back to life by duplicating a resurrection spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.

Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Wood Shape

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Word of Chaos

Evocation [Chaotic, Sonic]

Level: Chaos 7, Clr 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonchaotic creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, confused, stunned, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

Word of Recall

Conjuration [Teleportation]

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within

a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Zone of Silence

Illusion [Glamer]

Level: Brd 4

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a zone of silence.

Zone of Truth

Enchantment [Compulsion] [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

POWER DESCRIPTIONS

Power Format

Each power description follows the same format.

Name

This is the name by which the power is generally known. Powers might be known by other names in some locales, and psionic characters often have different names for their powers.

Discipline and Descriptors

This is the discipline to which the power belongs. Any descriptors that apply are given here [in brackets]. This line also has the Ability the Power is based on, (in parentheses).

Disciplines: Clairsentience, Metacreativity, Psychokinesis, Psychometabolism, Psychoportation, and Telepathy. The key ability score for each discipline is given (in parentheses) for ease of calculating target DCs.

Descriptors: Acid, chaotic, cold, compulsion*, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and telepor-tation.

*Compulsion is treated as a subschool of the Enchantment school of magic, but is used as a descriptor here to the same effect.

Level

This is the strength level of the power, ranging from 0-level (talents) through 9th level (the most powerful). This entry notes which classes can manifest this power. A power's level affects the DC for any saving throw allowed against the power.

Display

This gives the type of display that accompanies manifestation of the power.

Displays: Au (Audible), Ma (Material), Me (Mental), Ol (Olfactory), and Vi (Visible).

Manifestation Time

The time required to manifest the power.

Range

The maximum distance from the manifester at which the power can affect a target.

Target or Targets/Effect/Area

The number of creatures, dimensions, volume, weight, and so on, that the power affects.

Duration

How long the power lasts.

Saving Throw

Whether a power allows a saving throw, what type of saving throw it is, and the effect of a successful saving throw.

Power Resistance

Whether power resistance (PR) resists the power.

Power Points

The power's cost to manifest. Talents (0-level powers) cost 1 power point to manifest after a character uses up his or her allotted free manifestations per day.

Descriptive Text

This portion of the power description details what the power does and how it works. If one of the previous portions of the description included "(see text)," this is where the explanation is found.

Notes

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. (Creatures with only Hit Dice, not classes, have character levels equal to their Hit Dice.)

Manifester Level: A power's effect and duration often depend on manifester level, which is the manifester's psionic class level. Creatures with no classes have a manifester level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: "Creatures" and "characters" are used synonymously in these power descriptions.

Powers that Look Like Spells: A power with the same name as a spell has the same effect as that spell. The difference is that psionic powers are spell-like abilities.

Powers

Ablating

Psychokinesis (Con)

Level: Psion 6/Psychic Warrior 6

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11

The manifester creates a psychokinetic shield around the subject that bolsters its powers' chance to survive a *negate psionics* power (or *dispel magic* spell). When ablating is manifested on a creature or object, add +6 to the DC of the negation check or dispel check for each ongoing power subject to *negate psionics*. Thus, the DC for each power check is equal to 11 + the power-to-be-negated's manifester level +6. *Ablating* ends when its duration expires or after a *negate psionics* is manifested on its subject.

Negate psionics can negate *ablating*, but against a targeted negation, *ablating* is always checked last. Against an area negation, *ablating* is checked according to its level.

Adamant Grasp

Psychometabolism (Str)

Level: Psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 9

All the manifester's grapple checks receive a +10 competence bonus while the duration lasts.

Adapt Body

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

The manifester can adapt his or her body to hostile environments. The manifester chooses the environment at the time he or she manifests the power. The manifester can adapt to underwater, extremely hot, extremely cold, and even airless environments, allowing him or her to survive like a creature native to that environment, if any. The manifester can breathe and move, and takes no damage simply from being in that environment. The manifester can somewhat adapt to extreme environments such as acid, lava, fire, electricity, and other volatile areas. Any environment that normally directly deals 1 or more dice of damage per round is too extreme for this power (although it subtracts the first die of damage from the total dealt per round).

An attack form does not constitute an environment.

Affinity Field

Psychometabolism (Str)

Level: Psion 9

Display: Vi, Ma

Manifestation Time: 1 action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 10 minutes (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 17

While the duration lasts, affected creatures feel all physical forces (damage and healing) that the manifester feels. Hit point gain or loss persists after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or less, but all magic and psionic effects transferred to others fade at the end of this power's duration, although instantaneous effects remain

Amplified Invisibility

Psychokinesis (Con)

Level: Psion 4

Display: Ma

Target: You or creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Power Points: 7

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If manifest on someone else, neither the manifester nor his or her allies can see the subject, unless the manifester can normally see invisible things or employ psionics 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. Any part of an item that the subject carries but that extends more than 10 feet from her becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The power ends the second time the subject attacks any creature. For purposes of this power, an "attack" includes any power 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 negate the power. Causing harm indirectly is not an attack. Note that powers that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible attacker gains a +2 bonus on his attack roll (for the two attacks, either melee or ranged, that are allowed before becoming visible), and the defender against such an attack loses any Dexterity bonus to Armor Class.

Greater, Lesser, Improved, Mass, Minor, Major, and True Powers

Any power whose name starts with greater, lesser, improved, mass, minor, major, or true is alphabetized under the second word in the name, and thus appears near other powers with similar effects. This is true even for powers for which there is no "regular" version.

Anchored Navigation

Clairsentience (Wis)

Level: Psion 4

Display: Ol, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 7

While the duration lasts, the manifester is aware of his or her exact distance and route (physical or psychoportive) back to a fixed starting point. The manifester must designate the “anchored” starting point when first manifesting the power. To designate other anchored starting points, the manifester must manifest additional anchored navigation powers.

This power also allows *teleport* to return the manifester to the fixed point with no chance of error. Moreover, this power allows normal telepathic communication (assuming the manifester has a power or ability that grants telepathic communication) with any receptive beings within a 60-foot radius of the fixed point, regardless of distance. Use of *anchored navigation* is confined to the plane of existence where it was manifest.

Anchored Navigation, Improved

Clairsentience (Wis)

Level: Psion 7

Display: Ol, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 day/level

Saving Throw: None

Power Resistance: No

Power Points: 13

While the duration lasts, the manifester is aware of his or her exact distance and route (physical or psychoportive) back to a fixed starting point. The manifester must designate the “anchored” starting point when first manifesting the power. To designate other anchored starting points, the manifester must manifest additional anchored navigation powers.

This power is useful for all Psychoportation powers (and in the minimum time for the method of travel utilized). Moreover, this power allows normal telepathic communication with any receptive beings within a 60-foot radius of the fixed point, regardless of distance. Use of anchored navigation extends across all planar boundaries.

Animal Affinity

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 3

The manifester forges a psychometabolic affinity with a chosen kind of animal (“animal” is a creature type), from which he or she emulates one ability score.

The manifester can emulate only one ability score per manifestation of animal affinity, although multiple manifestations can affect the character, as long as each emulates different ability scores. Any of the six ability scores can be enhanced in this fashion. The manifester can increase his or her own ability score by a maximum of 1d4+1 points.

Apopsi

Telepathy (Cha)

Level: Psion 9

Display: Vi, Ma, Au

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living psionic creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17

The manifester deletes 1d4 powers permanently from the subject’s mind. The manifester specifies the level of each power, and the DM randomly determines which of the subject’s powers is actually deleted. *Psychic surgery* may be used to restore the lost power, but it must be performed within 1 week of losing the power.

Astral Construct I

Metacreativity (Int)

Level: Psion 1

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates one 1st-level astral construct of solidified ectoplasm that attacks the manifester’s enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester’s opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct II

Metacreativity (Int)

Level: Psion 2

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

This power creates one 2nd-level astral construct or 1d3 1st-level astral constructs of solidified ectoplasm that attacks the manifester’s enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester’s opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct III

Metacreativity (Int)

Level: Psion 3

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

This power creates one 3rd-level astral construct, 1d3 2nd-level astral constructs, or 1d4+1 1st-level astral constructs of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct IV

Metacreativity (Int)

Level: Psion 4

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

This power creates one 4th-level astral construct, 1d3 3rd-level astral constructs, or 1d4+1 astral constructs of lower level of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct V

Metacreativity (Int)

Level: Psion 5

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

This power creates one 5th-level astral construct, 1d3 4th-level astral constructs, or 1d4+1 astral constructs of lower level of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct VI

Metacreativity (Int)

Level: Psion 6

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11

This power creates one 6th-level astral construct, 1d3 5th-level astral constructs, or 1d4+1 astral constructs of lower level of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct VII

Metacreativity (Int)

Level: Psion 7

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 13

This power creates one 7th-level astral construct, 1d3 6th-level astral constructs, or 1d4+1 astral constructs of lower level of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct VIII

Metacreativity (Int)

Level: Psion 8

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 15

This power creates one 8th-level astral construct, 1d3 7th-level astral constructs, or 1d4+1 astral constructs of lower level of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to

attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Construct IX

Metacreativity (Int)

Level: Psion 9

Display: Vi, Ma

Manifestation Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more astral constructs, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 17

This power creates one 9th-level astral construct, 1d3 8th-level astral constructs, or 1d4+1 astral constructs of lower level of solidified ectoplasm that attacks the manifester's enemies. It appears where the manifester designates and acts immediately, on his or her turn. It attacks the manifester's opponents to the best of its ability. The manifester can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power and dissipates at the end of its turn.

It is not necessary to learn a lower-level astral construct power before learning a higher-level version.

Astral Projection

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 30 minutes

Range: Touch

Targets: You plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17

This power allows the manifester to project an astral body into another plane altogether. The manifester can bring the astral forms of other creatures with him or her, provided the creatures are linked in a circle with the manifester at the time of the manifestation. These fellow travelers are dependent upon the manifester and must accompany him or her at all times. If something happens to the manifester during the journey, the companions are stranded wherever he or she left them.

The manifester projects his or her astral self into the Astral Plane, leaving his or her physical body behind on the Material Plane in a state of suspended animation. The power projects an astral copy of the manifester and all he or she wears or carries onto the Astral Plane. Since the Astral Plane touches upon every other plane, the manifester can travel astrally to other planes. The manifester then leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence he or she has chosen to enter.

On the Astral Plane or any outer plane, the astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially. Very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain, the cord simply returns to the person's body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The manifester and companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until they choose to return their spirits to their physical bodies. The power lasts until the manifester desires to end it, or until it is terminated by some outside means, such as *negate psionics* manifested upon either the physical body or the astral form, or the destruction of the body back on the Material Plane (which kills the character).

Astral Steed

Psychoportation (Dex)

Level: Psion 3

Display: Ma

Manifestation Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 5

The manifester calls a quasi-real, horselike creature from the Astral Plane. The steed can be ridden only by the manifester or by the one person for whom the manifester specifically calls the mount. An astral steed does not fight, but all normal animals shun it and refuse to attack it.

The mount has an Armor Class of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per manifester level. If it loses all its hit points, the steed disappears. An astral steed has a speed of 20 feet per manifester level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per manifester level.

These mounts gain certain powers according to manifester level. A mount's abilities include those of mounts of lower manifester levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can ride over water as if it were firm, dry ground.

12th Level: The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The mount cannot simply take off and fly. It can only ride horizontally across the air. After 1 round in the air, the mount falls.

14th Level: The mount can fly at its speed. It has a maneuverability rating of average.

Attraction

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 1

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester plants a compelling attraction in the mind of the subject. The attraction can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession. The subject can still recognize danger, but will not flee unless the threat is immediate. If the manifester makes the subject feel an attraction to the manifester, he or she can't command the subject indiscriminately, although he or she will be willing to listen to the manifester (even if the subject disagrees). This power grants the manifester a +4 bonus to his or her Charisma modifier when dealing with the subject.

Augury

Clairsentience (Wis)

Level: Psion 2

Display: Ol, Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

An *augury* can tell whether a particular action will bring good or bad results for the manifester in the immediate future.

The base chance for receiving a meaningful reply is 70%, plus 1% per manifester level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, the manifester gets one of four results:

Weal (if the action will probably bring good results).

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that don't have especially good or bad results).

If the power fails, the manifester gets the "nothing" result. A psion who gets the "nothing" result has no way to tell whether it resulted from a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the *augury*. Thus, it might miss the long-term consequences of the contemplated action. All auguries manifested by the same person about the same action use the same die roll result as the first augury.

Aura Alteration

Telepathy (Cha) [Mind-Affecting]

Level: Psion 6

Display: Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous or 10 minutes/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

The manifester can disguise the subject's aura (alignment), level, or remove compulsions such as *crisis of breath*, *fatal attraction*, curses, *geases*, and *quests*. *Aura alteration* can also sever all charm and compulsion powers of 6th level or lower that might affect a target.

If disguising the subject's alignment or level, the power has a duration of 10 minutes/level. The manifester may change the subject's alignment by only one degree. The manifester may adjust the subject's apparent level by a number equal to one-half the manifester's own level (rounded down).

If attempting to cleanse the subject's aura, the duration is instantaneous. When *aura alteration* is manifested, the subject gains another saving throw against the affliction at the original DC, but with a +2 bonus on his or her roll. The manifester can remove the afflictions noted above, and may be able to remove others at the DM's discretion.

Aura Sight

Clairsentience (Wis)

Level: Psion 4

Display: Vi

Manifestation Time: 1 action

Range: 30 ft.

Area: 30-ft.-radius emanation, centered on you

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester discerns auras. The amount of information revealed depends on how long the character studies a particular area.

1st round: Presence of good or evil auras in the area. The manifester can't pin an aura to a particular object or individual at this stage.

2nd round: Number of auras (creatures, objects, powers, or spells) in the area.

3rd round: The owner of each aura is revealed, unless the individual is somehow hidden. If the manifester's character level is 5 or more levels below a target's actual experience level or HD, the manifester is "overwhelmed" by its presence and stunned for 1 round, and the power ends.

Aversion

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The manifester plants a powerful aversion in the mind of the subject. The aversion can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to avoid the object of its implanted aversion. If a physical object, he or she will not approach within 30 feet of it. If a word, he or she will not utter or think it, if an action he or she will not perform it, and if an event he or she will not attend it.

If not taking a taboo action directly threatens the subject, he or she may perform the action at a -2 morale penalty on any attack rolls, ability checks, or skill checks involved.

Baleful Teleport

Psychoportation (Dex) [Teleportation]

Level: Psion 5

Display: Vi, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any object or creature whose weight does not total more than 300 lb./level

Saving Throw: Will half

Power Resistance: Yes

Power Points: 9

The manifester psychoportively disperses minuscule portions of the subject, dealing 9d6 points of damage. Targets are protected from the effects of a *baleful teleport* by *dimensional anchor*.

Banishment

Psychoportation (Dex)

Level: Psion 6

Display: Au, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

Banishment enables the manifester to force extraplanar creatures out of his or her home plane. Up to 2 HD of creatures per manifester level can be banished. To target a creature, the manifester must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, he or she gains +1 on your manifester level check to overcome the target's PR (if any) and +2 on the saving throw DC.

At the DM's option, certain rare items might work twice as well (+2 to penetrate resistance and +4 to the power's DC).

Biocurrent

Psychokinesis (Con)

Level: Psion 1

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two living creatures who are no more than 15 ft. apart

Duration: Concentration, up to 1 minute/level (see text)

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 1

The manifester's body produces an arc of electricity that targets a primary foe for 1d4 points of electricity damage per round that the character meets the requirements (see below). Electricity also arcs off the primary foe to strike one additional foe initially within 15 feet of the primary foe, or who subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes also take 1d4 points of damage per round the duration lasts. Should either the primary or secondary foe fall to below 0 hit points, *biocurrent's* electrical arc randomly re-targets another primary and secondary foe while the duration continues. Targeted foes may move or make a saving throw each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

Maintaining *biocurrent* is a full-round action (the manifester is limited to only 5-foot steps and no other actions). If the manifester takes damage while maintaining *biocurrent*, he or she must make a successful Concentration check. If any of these requirements are not met, the electrical arc winks out.

Biocurrent, Greater

Psychokinesis (Con)

Level: Psion 6

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any four living creatures that are no more than 15 ft. apart

Duration: Concentration, up to 1 minute/level (see text)

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 11

The manifester's body produces an arc of electricity that targets a primary foe for 6d6 points of electricity damage per round that the character meets the requirements (see below). Electricity also arcs off the primary foe to strike additional foes initially within 15 feet of the primary foe, or who subsequently move within 15 feet

of the primary foe while the duration lasts. Secondary foes also take 6d6 points of damage per round the duration lasts. Should either the primary or secondary foe fall to below 0 hit points, *greater biocurrent's* electrical arc randomly re-targets another primary and secondary foe while the duration continues. Targeted foes may move or make a saving throw each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

Maintaining *greater biocurrent* is a full-round action (the manifester is limited to only 5-foot steps and no other actions). If the manifester takes damage while maintaining *greater biocurrent*, he or she must make a successful Concentration check. If any of these requirements are not met, the electrical arc winks out.

Biofeedback

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

The manifester takes a portion of any attack that deals damage as points of subdual damage equal to his or her Strength modifier. This power is not retroactive to wounds received prior to manifesting *biofeedback*.

Biofeedback, Improved

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

The manifester takes a portion of any attack that deals damage as points of subdual damage equal to twice his or her Strength modifier. This power is not retroactive to wounds received prior to manifesting *biofeedback*.

Bite of the Tiger

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 5

The power grants the manifester a bite attack (which does not draw an attack of opportunity) with a base damage of 2d8 points. This power can be used in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with multiple attacks gained through level advancement.

Bite of the Wolf

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 1

The power grants the manifester a bite attack (which does not draw an attack of opportunity) with a base damage of 1d8 points. This power can be used in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with multiple attacks gained through level advancement.

Body Adjustment

Psychometabolism (Str)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

The manifester cures him or herself of 3d6 points of damage.

Alternatively, the manifester can focus on a disease or poison. He or she must manifest *body adjustment* separately for each different condition. If used against a disease, the next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + the character's manifester level. If used against a poison, the secondary Fortitude save (usually made 1 minute after the first exposure to poison) gains a bonus equal to 4 + the character's manifester level. Multiple uses of *body adjustment* for use against poison or disease do not stack.

Finally, a character can use *body adjustment* to heal 2 points of temporary ability damage. The manifester doesn't gain all three benefits from a single manifestation of this power.

Body Adjustment, Lesser

Psychometabolism (Str)

Level: Psion 1

Power Points: 3

Power Points: 1

The manifester cures him or herself of 1d8 points of damage.

Alternatively, the manifester can gain a +1 bonus on his or her next Fortitude save against poison or disease.

Finally, a character can use *body adjustment* to heal 1 point of temporary ability damage. The manifester doesn't gain all three benefits from a single manifestation of this power.

Body Equilibrium

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

The manifester can adjust his or her body equilibrium to correspond with any solid or liquid that you stand on. Thus, he or she can walk on water, quicksand, or even a spider's web without sinking or breaking through (this does not confer any resistance to particularly sticky webs). The character can move at his or her normal speed, but cannot run (x4 speed) on an unfirm surface without sinking or breaking through. If the character falls while using this power, damage from the impact is halved.

Bolt

Metacreativity (Int)

Level: Psion 0/Psychic Warrior 0

Display: Ma

Manifestation Time: 1 action

Range: 0 ft.

Effect: A nonmagical bolt, arrow, or sling bullet

Duration: 2 rounds

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester creates a single, nonmagical, standard-size cross-bow bolt, arrow, or sling bullet, which dissipates into its constituent ectoplasmic particles when the duration lapses.

Brain Lock

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can defend against physical attacks (Dexterity bonus to AC still applies), but otherwise can't move, and can't use psionic powers.

A brain locked flyer cannot flap its wings and falls. A swimmer can't swim and may drown.

Breath of the Dragon

Psychometabolism (Str) [Fire]

Level: Psion 6/Psychic Warrior 6

Display: Vi (see text), Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

The manifester breathes forth fire, originating from his or her mouth and extending outward in a cone. This attack deals 11d4 points of fire damage.

Brilliant Blast

Psychokinesis (Con)

Level: Psion 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Long (400 ft. + 40ft./level)

Area: A 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 9

The manifester focuses ambient light into a blast dealing 9d4 points of heat damage to all creatures within the area. Unattended objects also take damage.

Burning Ray

Metacreativity (Int) [Fire]

Level: Psion 2

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A ray of burning ectoplasm projects from the manifester's brow. The manifester must succeed at a ranged touch attack to strike a target with the ray, which deals 3d6 points of fire damage.

Burst

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Power Points: 1

The subject receives a burst of speed. The subject has a speed equal to his or her original speed +10 on his or her next round of actions.

A psionic character can manifest this power instantly on him or herself, quickly enough to gain the benefit of the speed increase in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. If manifested on another creature, the manifestation time is 1 action.

Call Cohort

Psychoportation (Dex) [Teleportation]

Level: Psychic Warrior 6

Display: Ma, Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Your cohort, if any

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 11

Call cohort teleports the manifester's cohort to him or her from any distance within a plane (but not between planes). A cohort is gained with the Leadership feat. The manifester determines the arrival point of the cohort at any point within close range. If the cohort is not separated from the character when he or she manifests this power, it instead allows the character to teleport the cohort from one point to another within close range.

Call Weaponry

Psychoportation (Dex) [Teleportation]

Level: Psion 1/Psychic Warrior 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Effect: 1 unattended weapon (see text)

Duration: 1 hour/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 1 (see text)

The manifester calls a weapon "from thin air" into his or her waiting hand (actually, it is a real weapon hailing from some other random location in the multiverse). The manifester doesn't have to see or know of a weapon to call it—in fact, he or she can't ever

call a specific weapon. The character just specifies the type. If the specified weapon type is one the manifester can call at his or her level, it appears. If the character calls a projectile weapon, it comes complete with 3d6 bolts, arrows, or sling bullets, as appropriate (the ammunition does not have an enhancement bonus, even at 10th level and above). If the character relinquishes his or her grip on the weapon for 2 or more rounds, it automatically returns to wherever it originally came from.

As the manifester's level increases, he or she can summon better and better weapons, although the power point cost is also greater.

Level	Weapons	Power Points
1–3	Simple	1
4–6	Martial	3
7–9	Exotic	7
10–12	+1 enhancement	11
13–15	+2 enhancement	13
15–17	+3 enhancement	15
18–20	+4 enhancement	17

Weapons with enhancement bonuses are assumed to be psionic, unless the manifester specifies otherwise. Weapons gained by *call weaponry* are distinctive due to the low hum they emit.

Catapsi

Telepathy (Cha) [Mind-Affecting]

Level: Psion 5/Psychic Warrior 5

Display: Vi, Me

Manifestation Time: 1 action

Range: Medium 100 feet

Area: 100-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 9

Catapsi makes it more difficult for other psionic characters to manifest their powers (the character is not affected by his or her own *catapsi* manifestation). All psionic activity within the area requires twice as many power points to manifest, unless opponents make a successful Will save each time they manifest a power. Freely manifesting 0-level powers takes 1 full round, instead of 1 action, in a *catapsi* field. If two or more fields of *catapsi* overlap, one field cancels out the other (determine randomly).

Catfall

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

The manifester recovers instantly from a fall and can absorb some damage from falling. The character lands on his or her feet no matter how far he or she falls, and the first 3 points of falling damage are treated as subdual damage.

A psionic character can manifest this power instantly, quickly enough to save him or herself if the character unexpectedly falls. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Chameleon

Psychometabolism (Str)

Level: Psion 2

Display: OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 3

The manifester receives a +10 enhancement bonus on Hide checks.

Charm Monster

Telepathy (Cha) [Charm, Mind-Affecting]

Level: Psion 3

Target: One living creature

Duration: 1 day/level

Power Points: 5

This power makes a creature regard the manifester as his or her trusted friend and ally. If the creature is currently being threatened or attacked by the manifester or allies, however, he or she receives a +5 bonus on his or her saving throw.

The power does not enable the manifester to control the charmed creature as if he or she was an automaton, but he or she perceives the manifester's words and actions in the most favorable way. The manifester can try to give the subject orders, but must win an opposed Charisma check to convince him or her to do anything he or she would not ordinarily do. (Retries are not allowed.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the manifester or apparent allies that threatens the charmed creature breaks the power.

The manifester does not need to be able to speak the subject's language to communicate with him or her.

Charm Person

Telepathy (Cha) [Charm, Mind-Affecting, Language-Dependent]

Level: Psion 1

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

This power makes a humanoid of Medium-size or smaller regard the manifester as his or her trusted friend and ally. If the creature is currently being threatened or attacked by the manifester or allies, however, he or she receives a +5 bonus on his or her saving throw.

The power does not enable the manifester to control the charmed person as if he or she was an automaton, but he or she perceives the manifester's words and actions in the most favorable way. The manifester can try to give the subject orders, but must win an opposed Charisma check to convince him or her to do anything he or she would not ordinarily do. (Retries are not allowed.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the manifester or apparent allies that threatens the charmed person breaks the power. Note also that the manifester must speak the person's language to communicate commands, or else be good at pantomiming.

Clairaudience/Clairvoyance

Clairsentience (Wis)

Level: Psion 2

Display: Vi, Au

Manifestation Time: 1 action

Range: See text

Effect: Psionic sensor

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

Clairaudience/clairvoyance enables the manifester to concentrate upon some locale and hear or see (manifester's choice) almost as if he or she were there. Distance is not a factor, but the locale must be known—a place familiar to the manifester or an obvious one. The power does not allow psionically enhanced senses to work through it. If the chosen locale is magically or psionically dark, the manifester sees nothing. If it is naturally pitch black, the manifester can see in a 10-foot radius around the center of the power's effect. Lead sheeting, magical protection or psionic protection blocks the power, and the manifester senses that the power is so blocked. The power creates an invisible sensor that can be dispelled or negated. The power functions only on the manifester's current plane of existence.

Clairtangency

Psychokinesis (Con)

Level: Psion 5

Display: Vi, Au, Me

Manifestation Time: 1 action

Range: See text

Area: See text

Duration: Up to 1 minute/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

The manifester can emulate a *far hand* or *far punch* effect at any distance, simultaneously emulating *clairaudience/clairvoyance*. The manifester can concentrate upon some locale and see almost as if he or she were there. Distance is not a factor, but the locale must be known—a place familiar to the manifester or an obvious one. Once the manifester is gazing upon a particular location, he or she may use an effect similar to either *far hand* or *far punch* (the manifester doesn't need to manifest either power). *Clairtangency's* duration is up to 1 minute/level when used with a *far hand* effect, but it expires as soon as a *far punch* effect is used.

Clairtangency, Improved

Psychokinesis (Con)

Level: Psion 8

Display: Vi, Au, Me

Manifestation Time: 1 action

Range: See text

Area: See text

Duration: Up to 1 minute/level (see text) (D)

Saving Throw: None

Power Resistance: No

Power Points: 15

The manifester can emulate *telekinesis* at any distance, simultaneously emulating *clairaudience/clairvoyance*. The manifester can concentrate upon some locale and see almost as if he or she were there. Distance is not a factor, but the locale must be known—a place familiar to the manifester or an obvious one. Once the manifester is gazing upon a particular location, he or she may use an effect similar to *telekinesis* (the manifester doesn't need to manifest the power). *Improved clairtangency's* duration is up to 1 minute/level when the *telekinesis* effect is used as a sustained force, but it expires immediately after a violent thrust.

Claws of the Bear

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 3

The power grants the manifester a claw attack (which does not draw an attack of opportunity) with a base damage of 1d12. This power can be used in conjunction with feats, powers, or spells allowing additional attacks in 1 round, and it can be used with multiple attacks gained through level advancement.

Claws of the Vampire

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

The power grants the manifester a claw attack (which does not draw an attack of opportunity) with a base damage of 1d8. Simultaneously, the manifester heals as many points of damage as he or she deals with claws of the vampire. This power can be used in conjunction with feats, powers, or spells allowing additional attacks in one round, and it can be used with multiple attacks gained through level advancement.

Cocoon, Mass

Metacreativity (Int)

Level: Psion 7

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 10-ft. cube-sized cocoon

Duration: 2 hours/level

Saving Throw: None

Power Resistance: No

Power Points: 13

This power cocoons several creatures (or a single large creature that fits in a 10-foot cube) in a mass of writhing, tightening ectoplasm. The power fails if the subject cannot fit inside the area. The subject can still breathe but is otherwise helpless, being unable to see or take any physical actions. The subject cannot speak because the ectoplasmic strands muffle sounds, but the subject's nostrils are clear. The subject can execute purely mental actions (such as manifesting powers). The writhing, regenerating nature of the cocoon prevents its occupant from making a physical bid for escape. *Teleport* and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. The *mass cocoon* resists *negate psionics*, but it can be disintegrated or destroyed through brute force (it has hardness 25 and 100 hit points).

Combat Precognition

Clairsentience (Wis)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester gains a +1 insight bonus to AC. If he or she is caught flat-footed, this bonus to AC does not apply.

Combat Prescience

Clairsentience (Wis)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

The manifester gains a +2 insight bonus on his or her attack roll.

Compression

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

The manifester shrink up to 10% per manifester level, decreasing by this amount in height, width, and depth (to a maximum reduction of 50%). Weight decreases by approximately the cube of the size decrease as follows:

Height Decrease	Weight Decrease
-10% (x0.9)	-30% (x0.7)
-20% (x0.8)	-50% (x0.5)
-30% (x0.7)	-60% (x0.4)
-40% (x0.6)	-80% (x0.2)
-50% (x0.5)	-90% (x0.1)

The character's equipment also shrinks. His or her hit points, Armor Class, and attack rolls do not change, but Strength decreases along with size. For every 10% of reduction, the character's Strength score suffers an enlargement penalty of -1, to a minimum score of 1.

Multiple psionic or magical effects that decrease size do not stack.

Conceal Thoughts

Telepathy (Cha)

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

The manifester protects his or her thoughts from analysis. While the duration lasts, the feat *Psychic Inquisitor* fails to operate against the character, and he or she gains a +20 circumstance bonus on Bluff checks against those attempting to discern his or her true intentions with Sense Motive. The character also gains a +4 bonus on his or her saving throw against any power used to read his or her mind.

Concussion

Psychokinesis (Con)

Level: Psion 2

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One individual

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 3

The target is pummeled with telekinetic force for 3d6 points of damage. The manifester may choose to have the power deal an equal amount of subdual damage instead.

Concussion always affects a subject within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects are also damaged by the power.

Concussion, Greater

Psychokinesis (Con)

Level: Psion 3

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One individual

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 5

The target is pummeled with telekinetic force for 5d6 points of damage. The manifester may choose to have the power deal an equal amount of subdual damage instead.

Greater concussion always affects a subject within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects are also damaged by the power.

Concussion, Lesser

Psychokinesis (Con)

Level: Psion 1

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One individual

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 1

The target is pummeled with telekinetic force for 1d6 points of damage. The manifester may choose to have the power deal an equal amount of subdual damage *instead*.

Lesser concussion always affects a subject within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects cannot be damaged by the power.

Concussion, Mass

Psychokinesis (Con)

Level: Psion 4

Display: Ma

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. radius sphere

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 7

All creatures and objects within the area are pummeled for 7d4 points of damage. The manifester may choose to have the power deal an equal amount of subdual damage instead.

Concussion, True

Psychokinesis (Con)

Level: Psion 7

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One individual

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 13

The target is pummeled with telekinetic force for 13d6 points of damage. The manifester may choose to have the power deal an equal amount of subdual damage instead.

True concussion always affects a subject within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects cannot be damaged by the power.

Cone of Sound

Psychokinesis (Con) [Sonic]

Level: Psion 3

Display: Vi, Au (see text)

Manifestation Time: 1 action

Range: 60 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

The manifester releases a focused scream of sonic energy that deals 5d4 points of damage to each creature within its area. (*Cone of sound* doesn't work in an area of magical silence.)

Unattended objects also take damage, and the sonic energy can break fragile items. If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

Confidante

Telepathy (Cha)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature who is initially no more than 30 ft. away

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17, XP cost

The manifester forges a permanent telepathic bond with another creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

XP Cost: 2,000 XP.

Contingency

Metacreativity (Int)

Level: Psion 7

Display: OI

Manifestation Time: At least 10 minutes (see text)

Range: Personal

Target: You

Duration: 1 day/level or until discharged

Power Points: 13

The manifester can place another power upon his or her person so that the latter power comes into effect under some condition the manifester dictates when manifesting *contingency*. The *contingency* power and the power it is to bring into effect are manifested at the same time. The 10-minute manifestation time is the minimum total for both manifestations; if the companion power has a manifestation time longer than 10 minutes, use that manifestation time instead.

The power to be brought into effect by the *contingency* must be one that affects the manifester's person and be of a power level no higher than one-third the character's manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear, although they can be general. The *contingency* immediately brings into effect the second power, the latter being "manifested" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole power complex (*contingency* and the companion power) may fail when called on. The companion power occurs based solely on the stated conditions, regardless of whether the character wants it to.

Only one *contingency* power can be in use at a time; if a second is manifested, the first one (if still active) is negated.

Control Air

Psychokinesis (Con)

Level: Psion 2

Display: Me

Manifestation Time: 1 action

Range: 1,000 feet + 500 ft./level

Area: 1,000-ft.-radius spread + 500 ft./level

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 3

The manifester has some control over wind speed and direction. The speed of air within the area can be increased or decreased by up to 10 +5/level miles per hour. The manifester can alter the direction of any wind that moves at this speed or less by up to 90 degrees from its original direction.

Control Body

Psychokinesis (Con)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: Concentration, up to 1 minute/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 3

The manifester controls the actions of any humanoid that is Medium-size or smaller. *Control body* doesn't require mental contact with the subject. The manifester can force the subject to perform, although the manifester has only rudimentary control over the subject's limbs. The manifester can make the subject stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult, and power manifestation is not possible.

The manifester can force the subject to engage in combat, but its attack roll and AC are not its own. The controlled subject's attack bonus is equal to the manifester's base attack bonus + the subject's Strength modifier (or Dexterity modifier if a ranged attack) with a -4 circumstance penalty applied. The controlled subject cannot make attacks of opportunity against creatures the subject threatens. The controlled subject's AC gains no benefit from his or her Dexterity score, but he or she does gain a positive benefit, if any, equal to half the manifester's Dexterity modifier.

Subjects resist this control, and those forced to take actions against their natures receive one new saving throw with a morale bonus of +2. The manifester needs to see the subject to control it.

While the subject's body is under control, the subject's mind is not. Creatures that can trigger abilities by an act of will alone can continue to do so. Attempting to manifest powers in this fashion requires a Concentration check for each power manifested against a DC of 10 + the level of the power the subject attempts to manifest.

Control Flames

Psychokinesis (Con)

Level: Psion 2

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One nonmagical fire source up to 1 sq. ft./level (see text)

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 3

The manifester controls the intensity or movements of one fire source. A nonmagical fire source can be controlled if its bed or base is equal to or less than 1 square foot/level; larger fires cannot be controlled. The manifester can freely switch control between fire sources, or change the character of control, while maintaining concentration, but only one specified change can be made to one fire source in a round. When control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved beyond its original bed).

Increase/Decrease Flame: The manifester can increase a fire's size by up to 1 square foot/level. Each 1-square-foot expansion increases the potential damage the flames can deal by +1. The manifester can increase a fire's size beyond the original area, as long as it was equal to or smaller than the allowed size to begin with. The manifester can artificially keep a fire burning that would normally expire for lack of fuel, but dousing a controlled fire in sufficient water still puts it out.

The manifester can decrease the intensity of a flame by 1 square foot/level. Each such decrease in flame intensity causes a -1 reduction to its damage potential (to a minimum of 1 point). Reducing a fire's size to zero extinguishes it - permanently.

Animate Fire: The manifester can make a fire move as if a living creature. An animated fire moves with a speed of 30 feet. It can have a crude humanoid or crude shape (or something more artistic, with an appropriate Craft [sculpting] check against a DC set by the DM), as long as the fire's overall volume does not exceed its original volume. A fire that moves away from its fuel or its original bed dies as soon as control over it lapses. The animated fire can attack a target, using the controller's base attack bonus to deliver touch attacks. A successful attack has a chance to set the foe on fire (the foe must roll a Reflex save [DC 15] to avoid this). Normally the victim is allowed a Reflex save each round to put out the flames; otherwise the fire burns for another 1d6 points of damage. Additional hits by the animated fire mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Control Light

Psychokinesis (Con)

Level: Psion 1

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 9 10-ft. cubes + 3 10-ft. cubes/level

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 1

The manifester can increase or decrease total illumination in an area by up to 20% per manifester level. This increases or decreases overall effective range of vision for characters and creatures dependent on light by the same percentage. Decreasing the ambient light in an area by 100% renders those with normal and low-light vision blind within the affected area. The change in intensity can be gradual or sudden.

Decreasing ambient light grants circumstance bonuses to Hide checks in the area by +1 for each 40% graduation. The manifester can increase the ambient light in the area to such intensity that it blinds for 1 round every normally sighted creature in the area that fails a Fortitude save.

Control Object

Psychokinesis (Con)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One nonmagical, unattended object weighing up to 100 pounds

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester can move inanimate objects, almost as if they were alive. Live vegetation may not be controlled in this fashion, nor may already animate objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements. If rigid, it makes creaking, groaning, or grating sounds as the character controls it. The object can move with a speed of 10 feet. A controlled object that attacks an opponent has one slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Note: The manifester may attempt to "control" a normal lock, making it move in such a way as to attempt to unlock itself. Using this power in this fashion grants a +4 competence bonus on Open Lock checks involving that particular lock.

Control Shadow

Psychokinesis (Con)

Level: Psion 0/Psychic Warrior 0

Display: Ol

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Shadow cast by any object or creature with a total area of up to 100 sq. ft.

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester controls the shadow cast by anyone or anything. The controlled shadow is like a puppet that parodies imagined actions of the object or creature casting the shadow, even if the subject stands still. The manifester can even make the shadow move away from its source, so long as it is cast along a wall or flat surface and remains within range.

Control Sound

Psychokinesis (Con)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 5

The manifester shapes and alter existing sounds. The manifester can target one sound or a group of related sounds. A sound as quiet as a snapping finger can be controlled, but no quieter. The character can substitute any nonmagical sound he or she has heard for the target sound. The manifester can change the words of a speaker into inarticulate babble or into other words entirely. If The manifester attempts to exactly duplicate the voice of a specific individual, or an inherently terrifying sound, he or she must

succeed at a Bluff check with a +5 circumstance bonus opposed by the defender's Sense Motive check to avoid arousing suspicion.

The manifester can muffle a sound all the way to nothing, or magnify a sound to such loudness that it can shatter nonmagical objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth). When a sound is destructively magnified in this manner, all applicable objects within a 3-foot radius of the originating sound are smashed into dozens of pieces. Objects weighing more than 1 pound per manifester level are not affected. Alternatively, the manifester can modulate a sound so that it affects only a single item of the appropriate material weighing up to 10 pounds per manifester level, if within 5 feet of the originating sound. Crystalline creatures of any weight take 1d6 points of damage per manifester level (maximum 10d6) if within 5 feet of the originating sound.

Create Food and Water

Metacreativity (Int)

Level: Psion 3

Display: Au, Ma

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 1 day

Duration: 1 day (see text)

Saving Throw: None

Power Resistance: No

This power fashions highly nourishing, if rather bland, food. The food decays and becomes inedible within 24 hours. The water created by this power is just like clean rain water. The water doesn't go bad as the food does.

Create Sound

Psychokinesis (Con)

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sounds (see text)

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester creates a volume of sound that arises, recedes, approaches, or remains at a fixed place. The character chooses what type of sound the power creates when first manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on the character's level. A manifester can produce as much noise as four normal humans per manifester level (maximum twenty humans). The noise produced can be virtually any type of sound within the volume limit. If the sound created is a specific message, only a few words can be created, and they repeat over and over until the duration expires or is dismissed. If the manifester attempts to exactly duplicate the voice of a specific individual, or an inherently terrifying sound, he or she must succeed at a Bluff check with a +2 circumstance bonus opposed by the defender's Sense Motive check to avoid arousing suspicion. *Create sound* can be used as a basis for *control sound* effects.

Creation, Major

Metacreativity (Int)

Level: Psion 5

Display: Ma

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: An unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: See text

Saving Throw: None

Power Resistance: No

Power Points: 9

The manifester creates a nonmagical, nonpsionic, unattended object of nonliving, vegetable or mineral matter. The volume of the item created cannot exceed 1 cubic foot per manifester level. The manifester must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component in a spell causes the spell to fail.

The duration of the created item varies with its relative hardness and rarity:

Hardness and Rarity	Duration
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Mithral	2 rounds/level
Adamantine	1 round/level

Creation, Minor

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 minute

Range: 0 ft.

Effect: An unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per manifester level. The manifester must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component in a spell causes the spell to fail.

Creation, True

Metacreativity (Int)

Level: Psion 8

Display: Ma

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: An unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15, XP cost

The manifester creates a nonmagical, nonpsionic, unattended object of nonliving, vegetable or mineral matter. The volume of the item created cannot exceed 1 cubic foot per manifester level. The manifester must succeed at an appropriate skill check to make a complex item.

Items created are permanent and cannot be negated by *dispelling magic* or negating powers. For all intents and purposes, these items are completely real.

XP Cost: The XP cost equals 10 times the cost of the item in gold pieces, or a minimum of 1 XP.

Crisis of Breath

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 3

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature of Huge size or smaller

Duration: 2 rounds/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The manifester compels the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically breathe in again while the power's duration lasts. Those who choose to consciously control their breathing each round (in an attempt to regain some air) are limited only to partial actions during that round as they gasp for breath.

Affected creatures can choose to take action normally, but each round they do so they risk blacking out from lack of oxygen. They must succeed at a Constitution check (DC 10) every round that passes without a breath to remain conscious. Every round that goes by without a breath, the DC increases by 1, but the DC drops back to 10 if a normal breath is taken.

If a subject fails a Constitution check, it is staggered (0 hp). The following round it drops to -1 hit points and is dying, unless the duration lapses first. Failing a lapse in the power's duration, the subject dies on the third round.

Danger Sense

Clairsentience (Wis)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

The manifester gains a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to AC against attacks by traps.

Darkvision

Clairsentience (Wis)

Level: Psion 2/Psychic Warrior 2

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 3

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Daze

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 0/Psychic Warrior 0

Display: Me, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

This power clouds the mind of a humanoid of Medium-size or smaller so that he or she takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but he or she can't move, use psionic powers, cast spells, and so on.

Demoralize

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Ol, Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures, no two of which are more than 15 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester's enemies receive a -1 morale penalty on all saving throws, attack rolls, and skill checks. Allies are unaffected.

Destiny Dissonance

Clairsentience (Wis) [Mind-affecting]

Level: Psion 1

Display: Ma, Me

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes

Power Points: 1

At the manifester's touch the subject takes 1d8 points of subdual damage. This touch attack, charged with a psionic power, is treated as an armed attack.

Detect Poison

Clairsentience (Wis)

Level: Psion 0

Display: Ol

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-foot cube

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester determines whether a creature, object, or area has been poisoned or is poisonous. The manifester can determine the exact type of poison with a successful Wisdom check (DC 20). A character with the Alchemy skill may additionally try an Alchemy check at DC 20.

Note: The power 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 Psionics

Clairsentience (Wis)

Level: Psion 0/Psychic Warrior 0

Display: Vi, Au

Manifestation Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester detects psionic auras. The amount of information revealed depends on how long he or she studies a particular area or subject:

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the strongest aura. An overwhelming aura stuns the manifester for 1 round and the power ends.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the manifester can make Psicraft checks to determine the discipline involved in each. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect.)

Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Functioning Power (Power Level)	Psionic Item (Manifester Level)	Aura Strength
0-level or lingering aura	Lingering aura	Dim
1st–3rd	1st–5th	Faint
4th–6th	6th–11th	Moderate
7th–9th	12th–20th	Strong
10th+ (deity-level)	21st+ (artifact)	Overwhelming

Aura Strength: An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Original Strength	Duration of Lingering Aura
Faint	1d6 minutes
Moderate	1d6x10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

If an aura falls into more than one category, detect psionics indicates the stronger of the two.

Time Aura Lingers: How long the aura lingers depends on its original strength:

Note: Each round, the manifester can turn to detect things in a new area. The manifester can tell the difference between magical and psionic auras. The power 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 Remote Viewing

Clairsentience (Wis)

Level: Psion 4

Display: Vi, Me

Manifestation Time: 1 action

Range: 120 ft.

Area: A 120-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester immediately becomes aware of any attempt to observe him or her by means of *clairaudience/clairvoyance* or *remote viewing*. The power's effect radiates from the manifester and moves as he or she moves. The power also reveals the use of other means of viewing, including magical scrying. The manifester knows the location of every psionic sensor within the power's area.

If the viewing attempt originates within the area, the manifester also knows its location. If the attempt originates outside this range, the manifester and the remote viewer immediately make opposed Remote View checks. (A Remote View check is the same as an Intelligence check for a creature without the Remote View skill. If opposing magical scrying, the manifester's Remote View check is opposed by the opponent's Scry check.) If the manifester at least matches the remote viewer's result, the manifester gets a visual image of the remote viewer and a sense of the remote viewer's direction and distance from the manifester (accurate to within one-tenth the distance).

Detect Thoughts

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Vi, Me

Manifestation Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates (see text)

Power Resistance: No

Power Points: 3

The manifester detects surface thoughts. The amount of information revealed depends on how long the manifester studies 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 mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents the manifester from reading its thoughts, and the manifester must manifest detect thoughts again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that the manifester can pick up.

Intelligence	Mental Strength
1–2	Animal
3–5	Very low
6–9	Low
10–11	Average
12–15	High
16–17	Very high
18–21	Genius
22–25	Supra-genius
26+	Godlike

Note: Each round, the manifester can turn to detect thoughts in a new area. The power 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.

Detonation

Psychokinesis (Con)

Level: Psion 9

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One individual

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes (object)

Power Points: 17

The target is pummeled with telekinetic force for 17d6 points of damage. The manifester may choose to have the power deal an equal amount of subdual damage instead.

Detonation always affects a subject within range that the manifester can see, even if the subject is in melee or has partial cover or concealment.

Dimensional Anchor

Psychoportation (Dex)

Level: Psion 4

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Power Resistance: Yes

Power Points: 7

A ray springs from the manifester's hand. The manifester must make a ranged touch attack to hit the target. Any creature or object struck is covered with a ectoplasmic film that completely blocks bodily extradimensional travel. Forms of movement barred by the dimensional anchor include those granted by spells such as *astral projection*, *blink*, *dimension door*, *dimension slide*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *phase door*, *plane shift*, *shadow walk*, *dream walk*, *teleport*, and similar spell-like, magical, or psionic abilities. The *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the power is manifested, nor does it block extradimensional perception or attack forms. *Dimensional anchor* does not prevent astral constructs from disappearing at the end of an *astral construct* power.

Dimensional anchor protects a subject from the effects of *baleful teleport*.

Dimension Door

Psychoportation (Dex) [Teleportation]

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures (see text)

Duration: Instantaneous

Power Points: 7

The manifester instantly transfers him or herself from the character's current location to any other spot within range. The character always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction. The character can bring along up to 500 pounds of nonliving matter or 250 pounds of living matter. After using this power, the manifester can't take any other actions until his or her next turn.

If the character arrives in a place that is already occupied by a solid body, he or she becomes trapped in the Astral Plane. Each round that the character is trapped in the Astral Plane in this way, he or she may make a Will save (DC 25) to return to the Material Plane at a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, make a Will save each minute to appear in a free space within 1,000 feet. If there is no free space within 1,000 feet, the character is stuck on the Astral Plane until rescued.

Dimension Slide

Psychoportation (Dex)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2levels)

Target: You (see text)

Duration: Instantaneous

Power Points: 5

The character instantly transfers him or herself from the character's current location to any other spot within range that the character can see directly. The character arrives at exactly the spot desired, if he or she can see it. A character cannot *dimension slide* through solid objects; even a curtain blocks *dimension slide*. A character cannot bring along more than his or her medium load carrying capacity, nor can a character bring along any living

matter that weighs more than 20 pounds. After using this power, the character can't take any other actions until his or her next turn.

If the character somehow attempts to transfer him or herself to a location occupied by a solid body, the power simply fails to function.

Disable

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester broadcasts a compulsion that convinces one or more creatures that they are disabled (at 0 hit points). Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the power's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures affected by the power believe that they have somehow been reduced to 0 hit points, and must act accordingly. Creatures that do attempt to take actions immediately pierce the compulsion, and may act normally. Creatures that attempt to heal themselves or who receive healing are likewise freed of the compulsion, and if they are not otherwise wounded, the healing is wasted. Creatures who are attacked and take damage are also instantly freed of the compulsion. When the duration ends, the creatures' hit points "return" to their previous level (as they perceive the true state of their health).

Note: Extra hit points are irrelevant for determining how many HD a creature has.

Disintegrate

Psychokinesis (Con)

Level: Psion 6

Display: Vi, Au, Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Power Resistance: Yes

Power Points: 11

A ray springs from the manifester's finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The manifester must make a successful ranged touch attack to hit. Up to a 10-foot cube of nonliving matter is affected, so the power disintegrates only part of any very large object or structure targeted. The ray affects even magical and psionic matter or energy of a magical or psionic nature, but not areas that negate psionics or magic. A creature or object that makes a successful Fortitude save is only partially affected. It suffers 5d6 points of damage instead of disintegrating. Only the first creature or object struck can be affected (that is, the ray only affects one target per manifestation).

Dismissal

Psychoportation (Dex)

Level: Psion 4

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

This power forces an extraplanar creature back to its proper plane. Add the creature's HD to its saving throw and subtract the manifester's level as well. If the power succeeds, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dismiss Ectoplasm

Metacreativity (Int)

Level: Psion 4

Display: Vi, Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: No

Power Points: 7

The manifester dismisses creatures or objects composed of ectoplasm, or that were formerly composed of ectoplasm. The power affects everything in a 30-foot radius. Creatures that fail their saving throw dissipate into so much constituent ectoplasm, which evaporates in the course of 1 round. Unattended objects automatically fail their saving throws unless they are psionically enhanced in some fashion, in which case they save as psionic items. Characters in ectoplasmic form who fail their saving throws may be displaced. Roll d%: On a 01–50 result they are physically shifted to a random location in the Astral Plane, and on 51–00 they are destroyed outright.

Displacement

Psychometabolism (Str)

Level: Psion 3/Psychic Warrior 3

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 5

The manifester appears to be about 2 feet away from his or her true location. The character benefits from a 50% miss chance as if he or she had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the character normally. *True seeing* reveals the character's true location.

Dissipating Touch

Psychoportation (Dex) [Teleportation]

Level: Psion 1

Display: Au, Vi (see text)

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

The manifester's mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. A successful melee touch attack deals 1d8 points of damage. This touch attack, charged with a psionic power, is treated as an armed attack.

Dissolution

Psychokinesis (Con)

Level: Psion 9

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None (see text)

Power Resistance: Yes

Power Points: 17

A creature or object the manifester selects is disintegrated, leaving behind only a trace of fine dust. *Dissolution* affects up to a 50-foot cube of nonliving, nonmagical matter whose hardness is less than 15. A creature or object that makes a successful Fortitude save is only partially affected, taking 10d6 points of damage instead of disintegrating.

Dissolving Touch

Psychometabolism (Str) [Acid]

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 7

The manifester's touch (or bite) is corrosive. The manifester deals 7d6 points of acid damage to any creature or object he or she touches. If making an unarmed attack, or using any of the bite or claw powers, this damage is in addition to any other damage dealt. If the manifester successfully grapples or pin a foe, the manifester's grasp deals 10d6 points of acid damage. If the manifester can entirely enclose an object (or a very small creature) in the grip of both hands, the manifester deals 12d6 points of damage.

This acid denatures 1 round after use, losing all efficacy and ability to deal damage. The manifester is immune to his or her own acid.

Distract

Telepathy (Cha) [Mind-Affecting]

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

Subjects of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -1 penalty.

Divert Teleport

Psychoportation (Dex) [Teleportation]; and

Psychokinesis (Con) [Teleportation]

Level: Psion 7

Display: Vi

Manifestation Time: See text

Range: Medium (100 ft. + 10 ft./level)

Area: A circle, centered on you, with a radius of 100 ft. + 10 ft./level

Effect: Diverts the teleportation of any object or creature whose weight does not total more than 300 lb./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (foils diversion)

Power Resistance: Yes (foils diversion)

Power Points: 13

The manifester senses the use of various Psychoportation powers and similar spells within the area. The manifester senses the use of these powers whether or not he or she can directly see them. When sensing the use of a specified effect, the manifester knows exactly where the creature is using the power. Specified powers include *dimension door*, *dimension slide*, *ethereal jaunt*, *ethereality*, *fly*, *spider climb*, *teleport*, and possibly others. The manifester can divert the final destination of any teleportation made by others within the area. This is a free action, like manifesting a quickened power, and counts toward the limit of one quickened power per round. The manifester can divert the destination of both incoming and outgoing teleports, both psionic and magical. The manifester must overcome the power resistance of creatures that possess it for a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For purposes of this power, “divert” means the manifester chooses the actual destination of any teleportation he or she can affect. The destination chosen must be a location to which the manifester has previously teleported.

Divination

Clairsentience (Wis)

Level: Psion 4

Display: Vi, Me

Manifestation Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

Divination can provide a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

The base chance for a correct divination is 70% + 1% per manifester level. The DM adjusts the chance if unusual circumstances require it. If the dice roll fails, the manifester knows the power failed, unless specific psionics or magic yielding false information is at work.

Multiple divinations about the same action by the same manifester use the same dice roll result as the first *divination* and yield the same answer each time.

Domination

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 4

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

The manifester can control the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject’s mind. If the manifester and the subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject’s abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of *domination* or negate it.

Domination, Greater

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 5

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

The manifester can control the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject’s mind. The manifester can generally force the subject to perform as he or she desires, within the limits of the subject’s abilities, regardless of whether the manifester shares a language with the subject. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of *domination* or negate it.

Domination, Lesser

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 3

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

The manifester can control the actions of any humanoid of Medium-size or smaller with who the manifester shares a common language. The manifester establishes a telepathic link with the subject's mind. The manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to *control it*.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

Domination, Mass

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 7

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

The manifester can control the actions of any humanoids of Medium-size or smaller, regardless of language. The manifester establishes a telepathic link with the subjects' mind. The manifester can generally force the subjects to perform as he or she desires, within the limits of the subjects' abilities. The manifester can give different directions to different creatures. The manifester knows what the subjects are experiencing but does not receive direct sensory input from them.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subjects are on the same plane. The manifester need not see the subjects to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link over a subject so warded, but it does not prevent the establishment of domination or negate it.

Domination, True

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 8

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

The manifester can control the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject's mind. If the manifester and the subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a penalty of -10. If the subject fails the save, the action is carried out, but on a success the power is broken. Obviously self-destructive orders may be carried out if the above save is failed. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

Dream Travel

Psychoportation (Dex)

Level: Psion 8

Display: Vi

Manifestation Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

The manifester and any creature touched are drawn into the region of dreams. The manifester can take more than one creature along (subject to the level limit), but all must be touching each other. The characters physically enter the land of dreams, leaving nothing behind.

For every minute the character moves through dream, he or she can "wake" to find him or herself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering the dream world, moving the desired distance, and then stepping back into the waking world. The manifester knows where he or she will come out in the waking world.

Dream travel can also be used to travel to other planes that contain creatures who dream, but this requires crossing into the dreams of outsiders. This is a potentially perilous proposition, at the DM's option. Transferring to another plane of existence requires 1d4 hours on an uninterrupted journey.

Any creatures touched by the manifester when *dream travel* is manifested also make the transition to the borders of unconscious thought. They may opt to follow the character, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned). Creatures unwilling to accompany the character into the region of dreams receive a Will save, negating the effect if successful.

Duodimensional Hand

Psychometabolism (Str)

Level: Psion 3

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 5

The manifester's hand becomes two-dimensional, making it razor-sharp. Instead of bludgeoning damage, the manifester's unarmed attacks do slashing or piercing damage (manifester's choice), but the damage potential does not increase. Additionally, the hand is now psionically keen, increasing its critical threat range to 17–20. If a combination of powers would allow the character to manifest duodimensional hand on a weapon, the threat range can be increased to no more than 17–20, but the damage multiplier is that of the weapon.

Note: The third spatial component of the hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this power is ineffective.

Ectoplasmic Armor

Metacreativity (Int)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

The subject is covered in ectoplasmic armor that provides a +10 armor bonus to AC. Other armor cannot be worn at the same time as *ectoplasmic armor*. If the subject takes off the ectoplasmic armor, it immediately dissipates. Treat *ectoplasmic armor* as leather armor for purposes of armor check penalty or speed reduction. Because the armor is composed of astral ectoplasm (emulating force for the purposes of this power), incorporeal creatures can't bypass it the way they do normal armor.

Ectoplasmic Cocoon

Metacreativity (Int)

Level: Psion 2

Display: Ma, Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 3

Strands of ectoplasm wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, being unable to see or take any physical actions. The subject cannot speak because the ectoplasmic strands muffle sounds, but the subject's nostrils are clear. The subject can execute purely mental actions (such as manifesting powers). The writhing, regenerating nature of the cocoon prevents its occupant from making a physical bid for escape. However, cutting or damaging a large enough strand can free the cocooned victim. The strands have hardness 17 and 30 hit points.

Creatures that are cocooned high in the air fall, and cocooned swimmers may drown.

Ectoplasmic Form

Psychometabolism (Str)

Level: Psion 3

Display: OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 2 minutes/level (D)

Power Points: 5

The manifester and all his or her gear become a mass of ectoplasm that generally conforms to the character's normal shape. The character gains damage reduction 20/+1. The character's material armor (including natural armor) becomes worthless, although size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The character becomes immune to poison and critical hits. A character cannot attack or manifest powers while in ectoplasmic form. The character loses supernatural abilities, if any, while in ectoplasmic form.

The character cannot run, but can swim with a +15 circumstance bonus to the Swim skill. The character can pass through small holes or narrow openings, even mere cracks, along with all the character is wearing or holding in his or her hands while the duration persists.

Ectoplasmic Shambler

Metacreativity (Int)

Level: Psion 5

Display: Ma, Au, OI (see text)

Manifestation Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: One ectoplasmic construct, 60 ft. wide and up to 30 ft. high

Duration: 1 minute/level

Saving Throw: See text

Power Resistance: No

Power Points: 9

The manifester fashions a many-legged mass of ectoplasm called an ectoplasmic shambler. The shambler moves as the character directs it at a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 10 feet, and manifesting powers (or casting spells) within the shambler's "belly" is impossible. Creatures enveloped by the shambler, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within the shambler. A strong wind that blows against the shambler reduces its speed to 0 during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet.

Ecto Puppet

Metacreativity (Int)

Level: Psion 2

Display: Au, Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A "tethered" astral construct of the highest level you can manifest

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3

This power manifests an astral construct that is visibly tethered to the manifester, and the manifester directly controls its actions. It appears within 5 feet of the character and can move up to the noted range. The "tether" consists of light connecting the character's hands with its forelimbs. Except for being visibly tethered, the astral construct is as normal.

The power creates an astral construct of the highest level possible, corresponding to the highest-level *astral construct* power the manifester knows. As a consequence of the direct control, the construct gains a +2 enhancement bonus to Strength and Dexterity, and a +2 enhancement bonus on Will saves.

The cost to manifest *ecto puppet* is equal to the cost of the *astral construct* power being emulated +2.

Elfsight

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

The manifester gains low-light vision for the duration of the power. If *elfsight* is used in conjunction with *my light*, the character can see twice as far as indicated in the latter power's description.

Empathic Transfer

Psychometabolism (Str)

Level: Psion 1

Display: Ma, Au

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 1

When a character manifests this power, he or she can transfer up to 8 points of damage per manifester level from the subject creature to him or herself.

Alternatively, the manifester can absorb one poison or one disease afflicting the subject creature into him or herself. When the character absorbs a poison or disease, he or she does not absorb the damage done previously dealt by the affliction, but does take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, the character can choose to transfer up to 1 point of temporary ability damage per manifester level from the subject to him or herself.

Empathy

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester detects the surface emotions of any creature he or she can see that is in range. The character can sense basic needs, drives, and emotions.

Emulate Power

Clairsentience (Wis)

Level: Psion 7

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 13, XP cost

When manifesting *emulate power*, the manifester chooses any other power, regardless of discipline or whether he or she knows the power, of 6th level or less, and duplicate its effect as if the character had manifested that power.

XP Cost: 300 XP or the XP requirement of the emulated power, whichever is greater.

Emulation. Greater

Clairsentience (Wis)

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17, XP cost

When manifesting *greater emulation*, the manifester chooses any other power, regardless of discipline or whether he or she knows the power, of 8th level or less, and duplicate its effect as if the character had manifested that power.

XP Cost: 5000 XP or the XP requirement of the emulated power, whichever is greater.

Energy Barrier

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text)

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Power Points: 9

The manifester's body assimilates and converts energy attacks to harmless light. The character gains resistance 10 to a specific energy attack. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points) from specified energy attacks, it is discharged. Specified energy attacks include powers and spells that deal acid, cold, electricity, fire, and sonic damage. When the character absorbs damage, he or she radiates visible light for a number of rounds equal to the points of damage successfully ignored. The light is strong enough to illuminate a 60-foot-radius area.

Energy Conversion

Psychometabolism (Str)

Level: Psion 7

Display: Vi (see text)

Range: Personal and Medium (100 ft. + 10 ft./level)

Target: You and one object or creature

Duration: 10 minutes/level or until discharged

Power Points: 13

The manifester's body assimilates and converts energy attacks to a ray. The character gains resistance 10 to a specific energy attack. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points) from speci-

fied energy attacks, it is discharged. Specified energy attacks include powers and spells that deal acid, cold, electricity, fire, and sonic damage. The character can discharge stored energy in a ray as a single ranged touch attack. This is a standard action. The ray is composed of the energy type absorbed. The character can choose to fire the ray prior to complete saturation of the energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of hit points equal to the total number of hit points successfully ignored by the energy barrier.

Ethereal Jaunt

Psychoportation (Dex)

Level: Psion 6/Psychic Warrior 6

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 11

The manifester becomes ethereal, along with his or her equipment. The character is in a place called the Ethereal Plane that overlaps the normal, physical, Material Plane. When the power expires, the character returns to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, the character can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and magical abjurations affect the character normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If the character ends the power and becomes material while inside a material object, he or she is shunted off to the nearest open space and suffers 1d6 points of damage per 5 feet so traveled.

Etherealness

Psychoportation (Dex)

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

Range: Touch (see text)

Targets: You and one other touched creature/3 levels

Duration: 1 minute/level (D)

Power Resistance: Yes

Power Points: 13

The manifester and other creatures joined by linked hands (along with their equipment) become ethereal. Besides him or herself, the manifester can bring one creature per three manifester levels to the Ethereal Plane. Once ethereal, the creatures need not stay together. When the power expires, all affected creatures in the Ethereal Plane return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, the character can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and magical abjurations affect the character normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If the power ends and creatures become material while inside a material object, they are shunted off to the nearest open space and suffer 1d6 points of damage per 5 feet so traveled.

Etherealness, Improved

Psychoportation (Dex)

Level: Psion 8 Display: Vi

Manifestation Time: 1 action

Range: Touch (see text)

Targets: You and one other touched creature/3 levels

Duration: 10 minutes/level (D)

Power Resistance: Yes

Power Points: 15

The manifester and other creatures joined by linked hands (along with their equipment) become ethereal. Besides him or herself, the manifester can bring one creature per three manifester levels to the Ethereal Plane. Once ethereal, the creatures need not stay together. When the power expires, all affected creatures in the Ethereal Plane return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, the character can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and magical abjurations affect the character normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If the power ends and creatures become material while inside a material object, they are shunted off to the nearest open space and suffer 1d6 points of damage per 5 feet so traveled.

Expanded Vision

Clairsentience (Wis)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester is granted a 315-degree arc of sight, allowing him or her some slight vision of creatures that might otherwise fully flank the character. Opponents flanking the character gain only a +1 bonus on their attack rolls instead of +2 (although rogues can still take sneak attacks). All the character's Spot checks gain a +1 enhancement bonus. Concurrently, the character suffers a -2 enhancement penalty against all gaze attacks while the power persists.

Expansion

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 3

The manifester grows up to 10% per manifester level, increasing by this amount in height, width, and depth (to a maximum growth of 100%). Weight increases by approximately the cube of the size increase as follows:

Height Increase	Weight Increase
+10% (x1.1)	+30% (x1.3)
+20% (x1.2)	+70% (x1.7)
+30% (x1.3)	+120% (x2.2)
+40% (x1.4)	+170% (x2.7)
+50% (x1.5)	+240% (x3.4)
+60% (x1.6)	+310% (x4.1)
+70% (x1.7)	+390% (x4.9)
+80% (x1.8)	+480% (x5.8)
+90% (x1.9)	+590% (x6.9)
+100% (x2.0)	+700% (x8.0)

Equipment worn or carried is also enlarged. If insufficient room is available for the desired growth, the character bursts weak enclosures. However, the character's larger size is constrained without harm by stronger materials. The character cannot crush him or herself.

The character's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the character gains a +1 enlargement bonus to Strength.

Multiple psionic or magical effects that increase size do not stack. Psionic and magical properties are not enhanced with this power.

Fabricate

Metacreativity (Int)

Level: Psion 4

Display: Ma

Manifestation Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 1 cubic yard/level (see text)

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester converts material of one sort into a product that is of the same material. Creatures and psionic or magic items cannot be created or altered by *fabricate*. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to 1 cubic foot per manifester level instead of 1 cubic yard.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, and so on).

Manifesting requires 1 full round per cubic yard (or cubic foot) of material to be affected by the power.

Fabricate, Improved

Metacreativity (Int)

Level: Psion 6

Display: Ma

Manifestation Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cubic yd./level

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 11

The manifester converts material of one sort into a product that is of the same material. Creatures and psionic or magic items cannot be created or altered by *fabricate*. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to 10 cubic feet per manifester level instead of 10 cubic yards.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, and so on).

Manifesting requires 1 full round per cubic yard (or cubic foot) of material to be affected by the power.

False Sensory Input

Telepathy (Cha) [Mind-Affecting]

Level: Psion 3

Display: Me

Manifestation Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The manifester has a limited ability to falsify one of the subject's senses. The subject thinks he or she sees, hears, smells, tastes or feels something other than what his or her senses actually report. The manifester can't fabricate a sensation where none exists, nor make the subject completely oblivious to a sensation, but the manifester can falsify the specifics of one sensation for different specifics. The manifester can switch between senses he or she falsifies round by round. The manifester can't alter a sensation's "intensity" by more than 50%. If this power is used to distract an enemy psion who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

Far Hand

Psychokinesis (Con)

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A nonmagical, unattended object weighing up to 5 pounds

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester can lift and move an object at will from a distance. As a move-equivalent action, the character can move the object up to 15 feet in any direction, though the power ends if the distance between the character and the object ever exceeds the power's range.

Far Punch

Psychokinesis (Con)

Level: Psion 0/Psychic Warrior 0

Display: Vi, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One individual

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

The target is buffeted with telekinetic force for 1 point of damage.

Far punch always affects a target within range that the manifester can see, even if the target is in melee or has partial cover or concealment. However, a *shield* spell protects the target. Inanimate objects cannot be damaged by the power.

Fatal Attraction

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 4

Display: Me (detectable only by victim)

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

The manifester plants a hidden death-urge impulse in the subject's unconscious. The impulse slowly takes root and reinforces itself in the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within. The subject's companions, if any, may each make one Wisdom check on the final day of the time period to notice that the subject seems unaccountably dour and fatalistic.

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject looks for the quickest, most likely method to end his or her life and attempts to do so. If nothing better offered itself, the subject would attempt to perform a coup de grace on him or herself. If the subject had no weapon, he or she would attempt to batter him or herself to death on a wall or other surface. If the subject goes through with a method but fails to die, he or she can make another Fortitude save against the original DC to break the compulsion. Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

Fate Link

Telepathy (Cha)

Level: Psion 3

Display: OI

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The manifester temporarily links the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If either dies, the other must immediately succeed at a Fortitude save or gain a number of negative levels equal to the character level of the creature that died (minimum one). All other effects are not transferred by the *fate link*. A manifester could attempt to create a chain of fate linked creatures, if desired.

Fate of One

Clairsentience (Wis)

Level: Psion 4

Display: Me, Vi

Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

The manifester gains limited omniscience, allowing the character to reroll a saving throw, attack roll, or skill check, and use the better of the two rolls for the result.

A character can manifest this power instantly, quickly enough to gain its benefits in a clutch situation. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Feather Fall

Psychopotation (Dex)

Level: Psion 1

Display: Au

Manifestation Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level

Duration: Until landing or 1 round/level

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 1

The creatures or objects affected fall slowly. The rate of fall is instantly changed to a mere 60 feet per round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the power is in effect. However, when the duration expires, a normal rate of fall occurs.

A character can manifest this power instantly, quickly enough to save him or herself if he or she unexpectedly falls. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

This power has no special effect on ranged weapons unless they are falling quite a distance. If manifested on a falling item, the item does half normal damage based on weight (1d6 per 400 pounds) with no bonus for the height of the drop.

The power works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feel Light

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

The manifester experiences light translated through tactile sensation (by touch). The character's entire body becomes a receiver for light. The character's field of vision does not change, but if he or she has darkvision, sight is not translated to touch via feel light.

If the character's eyes are working normally, the expanded view gives a +1 enhancement bonus on all Spot and Search checks. If this power is used in conjunction with hear light, the bonus is +2.

Feel Sound

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

The manifester experiences sound translated through tactile sensation (by touch). The character's range of hearing does not change. If the character's ears are working normally, the expanded reception gives a +1 enhancement bonus on all Listen checks. If this power is used in conjunction with see sound, the bonus is +2.

Finger of Fire

Metacreativity (Int) [Fire]

Level: Psion 0

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

A ray of burning ectoplasm projects from the manifester's finger. The character must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of fire damage.

Firefall

Metacreativity (Int) [Fire]

Level: Psion 1

Display: Vi (see text)

Manifestation Time: 1 action

Range: 20 ft.

Area: 10-ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 1

Notes of unstable ectoplasm flare and dissipate explosively within the area designated. Any creature in the area takes 1d4 points of fire damage. Flammable materials such as cloth, paper, parchment, thin wood, and so on, burn if the flames touch them. A character can extinguish burning items as a full-round action.

Fission

Psychometabolism (Str)

Level: Psion 7

Display: OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

The manifester can divide him or herself, creating a duplicate up to 5 feet away. The duplicate thinks and acts exactly as the character does and follows the character's orders, although it will not do anything the character wouldn't do him or herself. The duplicate has all the character's abilities but none of the equipment. The duplicate has all the character's hit points, half his or her power points (figured after deducting the cost of this power), and other physical traits the character had at the time he or she manifested the power. Powers, spells, or other effects affecting the character do not affect the duplicate.

When the duration expires or when the character dismisses the power, the character and his or her duplicate rejoin, no matter how far from each other they are. The character takes half of the damage the duplicate has suffered at the time of rejoining. This can't bring the character to -10 hit points or less. Also, the character loses half of the power points the duplicate used up. If either the character or the duplicate dies before the duration expires, there is no rejoining; however, the survivor (either the original or the duplicate) gains one negative level.

Flaming Shroud

Metacreativity (Int)

Level: Psion 6

Display: Ma (see text)

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature of Large size or smaller

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 11

The manifester wraps the subject in a shroud of burning ectoplasm. If the target fails its Reflex save, it suffers 11d6 points of fire damage.

Float

Psychoportation (Dex)

Level: Psion 0/Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Any object or creature whose weight does not total more than 300 lb./level

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester can mentally support one creature or object in water or similar liquid at will from a distance. The character cannot move the floating object, but if the subject of the power is animate, it can move through the water without fear of submerging (or drowning, if an unskilled swimmer). The power ends if the distance between the character and the subject ever exceeds the power's range.

Fly

Psychoportation (Dex)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 5

The power's subject can fly at a speed of 90 feet (60 feet if the creature wears medium or heavy armor). The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability is good. Using the *fly* power requires as much concentration as walking, so the subject can attack or manifest powers normally. The subject of *fly* can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the duration expire while the subject is still aloft, the psionic effect fails slowly. The subject drops 60 feet per round for 1d6 rounds. If it reaches the ground in this time, it is safe. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since negating a power effectively ends it, the subject falls immediately if *fly* is negated.

Fly, Improved

Psychoportation (Dex)

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 11

The power's subject can fly at a speed of 180 feet (150 feet if the creature wears medium or heavy armor). The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability is good. Using the *fly* power requires as much concentration as walking, so the subject can attack or manifest powers normally. The subject of *fly* can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the duration expire while the subject is still aloft, the psionic effect fails slowly. The subject drops 60 feet per round for 1d6 rounds. If it reaches the ground in this time, it is safe. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since negating a power effectively ends it, the subject falls immediately if *fly* is negated.

Forced Mindlink

Telepathy (Cha)

Level: Psion 4

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature who is initially no more than 30 ft. away

Duration: 10 minutes/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

The manifester forges a telepathic bond with another creature, which must have an Intelligence score of 6 or higher. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). While the bond can be forced on an unwilling creature, it does not compel the creature to respond through the bond.

Foresight

Clairsentience (Wis)

Level: Psion 8

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal or touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (see text)

Power Resistance: No or Yes (harmless)

Power Points: 15

The manifester gains a powerful sixth sense in relation to him or herself or another. Once the power is manifested, the character receives instantaneous warnings of impending danger or harm to the subject of the power. If the manifester is the subject, he or she is never surprised or flat-footed. In addition, the power gives a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever the manifester would lose a Dexterity bonus to AC.

When another creature is the object of the power, the manifester receives warnings about that creature. The manifester must communicate what he or she learns to the other creature for

the warning to be useful, and it can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate power) can all be accomplished before some danger befalls the power's subject, provided the manifester acts on the warning without delay. The subject, however, does not gain the insight bonus to AC or Reflex saves.

Freedom of Movement

Psychoportation (Dex)

Level: Psion 4

Display: Au

Manifestation Time: 1 action

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No or Yes (harmless)

Power Points: 7

This power enables the manifester or the creature touched to move and attack normally for the duration of the power, even under the influence of psionics that usually impedes movement.

The power also allows a character to move and attack normally while underwater, even with cutting weapons and smashing weapons, provided that the weapon is wielded in the hand rather than hurled. The power does not, however, allow water breathing without further appropriate psionic adaptation.

Genesis

Metacreativity (Int)

Level: Psion 9

Display: Ma

Manifestation Time: 1 week (8 hours/day)

Range: 10-ft. radius/level (see text)

Effect: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17

The manifester creates a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

This power should be manifested only while the manifester is on the Ethereal or Astral Plane.

At first, the fledgling plane grows at a rate of 1 foot in radius per day to an initial maximum radius of 10 feet per manifester level. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases dramatically to only 1/2 inch in radius per week (just over 2 feet per year).

The environment within the demiplane is determined by the manifester when genesis is first manifested, reflecting most any desire the psion can visualize, as long as the DM approves (although no environmental effect within the plane can duplicate effects greater than those of 3rd-level powers). Factors such as solid ground, air, water, and temperature must be determined by the manifester. This power cannot create life, nor can it create construction; such particulars must be introduced to the demiplane in some other fashion. All demiplanes created with *genesis* are in contact with the Astral and Ethereal Planes.

Antigenesis: It is possible to manifest genesis on normal planes and demiplanes, but only the most perverse or evil shaper would consider doing so. If genesis is manifested within a normal plane or demiplane, the power takes effect according to the speed noted above; however, the energies of the new plane are exactly canceled by the energies of the original plane, creating a growing dead spot like on the original plane. The expanding boundary of the dead spot utterly wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level plain of inert dust. Living things that pass the boundary of the growing dead spot are not directly harmed. But plants can find no sustenance in the dust of the dead spot,

marine creatures die even more quickly when water turns to dust, and mobile animals know enough to leave the area alone. An *antigenesis* wave dies out after 100d10 years, or can be canceled by yet another manifestation of *genesis*.

Glide

Psychoportation (Dex)

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 3

The power's subject can glide through the air with a speed of 20 feet (10 feet if the creature wears medium or heavy armor). The subject can only fly upward at a speed of 5 feet but may descend at a speed of 50 feet. The gliding subject's maneuverability is poor. Using the *glide* power requires as much concentration as running, so the subject cannot attack or manifest powers normally. The subject of *glide* cannot carry aloft more weight than its medium load carrying capacity, plus any armor it wears.

Should the duration expire while the subject is still aloft, the psionic effect fails slowly. The subject drops 50 feet per round for 1d6 rounds. If it reaches the ground in that time, it is safe. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since negating a power effectively ends it, the subject falls immediately if *glide* is negated.

Graft Weapon

Psychometabolism (Str)

Level: Psion 5/Psychic Warrior 5

Display: OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 9

The manifester permanently attaches any weapon—mundane, psionic, or magical—onto the end of one of his or her arms. The weapon becomes a natural extension of the arm, and that hand is nowhere to be seen. If the character is proficient with the weapon, he or she adds +1 to all attack and damage rolls while using the weapon (this stacks with all other bonuses, including those granted by Weapon Focus and Weapon Specialization). The grafted weapon becomes subject to powers that normally do not effect equipment, such as expansion. More importantly, since the weapon is a natural part of the character's body, powers that normally only enhance unarmed attacks and touch attacks now apply to the grafted weapon.

However, the character loses the use of one hand and receives a -2 competence penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorphose the character (or just his or her hands) can ignore the grafted weapon or alter it normally, at the manifester's discretion. If the weapon takes damage, the character takes the damage as well. If the character is healed, so is the grafted weapon. If the weapon is destroyed, the character loses 2 points of Constitution; the ability damage persists until the character can graft another weapon or restore his or her natural anatomy (see below).

A character can change out weapons by using this power again. If the character manifests this power without any weapon, his or her natural anatomy returns (but the character can't use this power to recover a limb lost through some other mishap).

Grease

Metacreativity (Int)

Level: Psion 1

Display: OI

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. ¥ 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Power Resistance: No

Power Points: 1

A *grease* power covers a solid surface with a layer of slippery grease. Any creature entering the area or caught in it when the power is manifested must make a successful Reflex save or slip, skid, and fall. Those who successfully save can move at half speed across the surface. However, those who remain in the area must each make a new saving throw each round to avoid falling and to be able to move. The DM should adjust saving throws by circumstance.

The power can also be used to create a greasy coating on an item. Material objects not in use are always affected by this power, while objects wielded or employed by creatures receive a Reflex save to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the greased item.

Hammer

Psychometabolism (Str)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Until discharged

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

This power charges the manifester's touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This touch attack, charged with a psionic power, is treated as an armed attack.

Hear Light

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

The manifester experiences light translated through auditory sensation (by hearing). The character can see what his or her eyes would normally reveal, but if the character has darkvision, sight is not translated to sound via hear light.

If the character's eyes are working normally, the expanded view gives you a +1 enhancement bonus on all Spot and Search checks. If this power is used in conjunction with *feel light*, the bonus is +2.

Hustle

Psychometabolism (Str)

Level: Psychic Warrior 1

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Effect: 1 extra partial action

Power Points: 1

The manifester can take an extra partial action, but must wait until his or her next round's worth of actions to do so. In effect, the character gives up a standard action on the round he or she manifests this power, but gains an extra partial action on the following round. This benefit counts as an enhancement bonus.

Hypercognition

Clairsentience (Wis); and

Psychometabolism (Str)

Level: Psion 8

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15

The manifester makes lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in his or her mind. The character can make reasonable statements about a person, place, or object, seemingly from very little knowledge.

The nature of the knowledge gained concerning the subject of the analysis is subject to the DM's discretion but might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or object, or even a conclusion concerning a dilemma that the character's conscious mind is unable to produce.

The DM may ask for an Intelligence check to receive the desired information (DM secretly determines the DC). Intelligence checks made with the aid of *hypercognition* have a +30 bonus.

Identify

Clairsentience (Wis)

Level: Psion 1

Display: Me, Ma

Manifestation Time: 8 hours

Range: Touch

Target: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

This power determines the single most basic function of a psionic item, including how to activate that function (if appropriate), and how many charges are left (if any).

If a psionic item has multiple different functions that are equally basic, identify determines the lowest-level function. If these functions are also of equal level, the DM decides randomly which is identified.

Immovability

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

The manifester is almost impossible to move. The character's weight does not vary; instead, he or she mentally attaches him or herself to the underlying fabric of the plane. Thus, the character could conceivably anchor him or herself in midair. The character opposes any attempt to be moved by a Strength check modified by a bonus equal to three times the character's manifester level. Once immovable, the character can't move to a new location unless he or she first dismisses the power or its duration expires.

While the character is immovable, he or she loses all Dexterity bonuses to AC. Neither can the character attack or make any other movement. However, the character's anchored body gains damage reduction 20/+3.

Incarnate

Metacreativity (Int)

Level: Psion 5

Display: Ma

Manifestation Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent (see text)

Saving Throw: None

Power Resistance: No

Power Points: 9, XP cost

The manifester invests other powers with self-sustaining energy so that they become permanent. The manifester must be at least the minimum level required to manifest the power. This power has no effect on powers that already create a permanent effect. A character can't incarnate a power with no duration or a duration of instantaneous. A character can't incarnate a power that has an XP cost of its own, nor can a character incarnate a power of level 6 or higher. The manifester must expend XP when manifesting this power. A character can never expend so much XP that doing so would drop the character one or more levels (though a character could forgo gaining a level in order to incarnate a particularly costly power). The XP costs vary depending on the target.

Incarnate can be negated by a higher-level psion who also manifests *incarnate* or by use of *psionic surgery*.

The DM may not allow some powers to become permanent through *incarnate*. The manifester knows before attempting to incarnate a power if it can or cannot be made permanent.

XP Cost: To make a power permanent in regard to the manifester's self, he or she must expend a number of XP equal to the power's level x 300. To make a power permanent in regard to another creature, the manifester must expend a number of XP equal to the power's level x 600. To make a power permanent on an object or location, the manifester must expend a number of XP equal to the power's level x 900.

Inertial Barrier

Psychokinesis (Con)

Level: Psion 4/Psychic Warrior 4

Display: Au, Me

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

The subject gains damage reduction 10/+5. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged. *Inertial barrier* also absorbs up to half the damage from a fall. Damage absorbed from a fall counts toward discharging the effect. The psychokinetic barrier delays the effects of gases in the atmosphere for 2d4 rounds.

InFLICT Pain

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Au

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

This telepathic strike deals 3d6 points of damage.

InKling

Clairsentience (Wis)

Level: Psion 0

Display: Ol, Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

An *inkling* can tell whether a particular action will bring good or bad results for the manifester in the immediate future.

The base chance for receiving a meaningful reply is 50%, plus 1% per manifester level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *inkling* succeeds, the manifester gets one of four results:

Weal (if the action will probably bring good results).

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that don't have especially good or bad results).

If the power fails, the manifester gets the "nothing" result. A psion who gets the "nothing" result has no way to tell whether it resulted from a failed or successful *inkling*.

The *inkling* can see into the future only about half an hour, so anything that might happen after that does not affect the *inkling*. Thus, it might miss the long-term consequences of the contemplated action. All *inklings* manifested by the same person about the same action use the same die roll result as the first *inkling*.

Note: A character may only manifest *inkling* a number of times per day equal to his or her Wisdom modifier +1, regardless of further payment of power points or number of free manifestations left in the day.

Insanity

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 7

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

Creatures affected by this power are permanently insane and constantly behave randomly, as indicated on the following table:

d10 roll	Action
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if uninterested. Attackers are not at any special advantage when attacking them. Actions are checked at the beginning of each creature's turn. Any insane creature that is attacked automatically attacks its attackers on its next turn.

Only *psychic chirurgery* and other extreme measures can restore the subject's sanity.

Intrusive Sense Link

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject creature senses what the manifester senses. Only one sense is linked, and the manifester may not switch between senses with the same manifestation. Once sense link is manifested, the link persists even if the subject creature moves out of the original manifestation range (but the link does not work across planes). The manifester does not control the creature, nor can the manifester communicate with it via this power.

The manifester must concentrate to access the sense link. If he or she does not concentrate, that sense returns to the manifester's own immediate surroundings. The powers of the manifester's senses could be enhanced by other powers or items, if desired, allowing the subject creature the same enhanced sense. A successful *negate psionics* manifested on the manifester or the linked creature ends the power. With respect to the subject creature's own blindness, deafness, and so on, the manifester is an independent sensory organ. When linked to the manifester, the subject may make his or her own perception checks, such as Spot and Listen, regardless of the manifester's Spot and Listen results, if any.

This power can be used to damage the subject. For example, if the manifester links taste and then eats something particularly foul (DM's discretion), the subject creature must make another Will save against the original DC or be stunned for 1 round. If the manifester eats something that causes damage, the subject creature takes no damage but must make a saving throw against the original DC or be stunned for 1d2 rounds. Likewise, if the manifester links sight and is subject to a gaze attack, so is the subject.

Invisibility

Psychokinesis (Con)

Level: Psion 2

Display: None

Manifestation Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If a character manifests the power on someone else, neither the character nor allies can see the subject, unless they can normally see invisible things or employ psionics 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. Any part of an item that the subject carries but that extends more than 10 feet from her becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The power ends if the subject attacks any creature. For purposes of this power, an "attack" includes any power 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 negate the power. Causing harm indirectly is not an attack. Note that powers that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible attacker gains a +2 bonus on his or her attack roll (for the single attack, either melee or ranged, that he or she is allowed before becoming visible), and the defender against such an attack loses any Dexterity bonus to Armor Class.

Invisibility Purge

Clairsentience (Wis)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

The manifester is surrounded with a sphere with a radius of 5 feet per manifester level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Iron Body

Psychometabolism (Str)

Level: Psion 8

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

This power transforms the manifester's body into living iron.

The manifester gains damage reduction 50/+3. He or she is immune to blindness, critical hits, damage to ability scores (except if that damage comes as a result of psionic combat), deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect his or her physiology or respiration, because you have no physiology or respiration while this power is in effect. The manifester only suffers half damage from acid

and fire of all kinds. However, he or she also becomes vulnerable to all special attacks that affect iron golems.

The manifester gains a +6 enhancement bonus to his or her Strength score, but suffers a -6 enhancement penalty to Dexterity as well (to a minimum Dexterity score of 1), and his or her speed is reduced to half normal. The manifester cannot drink (and thus can't use potions), nor play wind instruments.

The manifester's unarmed attacks deal 1d6 points of normal damage, and the character is considered "armed" when making unarmed attacks (a Small manifester instead deals 1d4 points of damage).

The character's weight increases by a factor of 10, causing him or her to sink in water. However, the character could survive the crushing pressure and lack of air at the bottom of the ocean, while the power lasts.

Knock

Psychoportation (Dex)

Level: Psion 2

Display: Ma

Manifestation Time: 1 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

Power Resistance: No

Power Points: 3

The *knock* power opens stuck, barred, locked, or psionically locked doors (and magically held and 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 psionically locked door, the power does not remove the *psionic lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or becomes stuck again on its own. *Knock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each power can undo up to two means of preventing egress through a portal.

Know Direction

Clairsentience (Wis)

Level: Psion 0/Psychic Warrior 0

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

The manifester instantly knows which way is north. If in a place where magnetic field lines do not specify north, the manifester may know the direction of a preeminent landmark, at the DM's discretion. The character only knows the direction of north immediately after manifesting this power. Subsequent movement could confuse matters once again.

Know Location

Clairsentience (Wis)

Level: Psion 1

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

The manifester generally knows where he or she is. The power reveals general information about the character's location. The information is usually no more detailed than a summary that

locates you according to a prominent local landmark. Subsequent movement could confuse matters once again.

Levitate

Psychoportation (Dex)

Level: Psion 2/Psychic Warrior 2

Display: Ol

Manifestation Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

Levitate allows the manifester to move him or herself, another creature, or an object up and down as the manifester wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move-equivalent action. The manifester cannot move the recipient horizontally, but the recipient push or pull themselves along surfaces (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds him or herself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Matter Agitation

Psychokinesis (Con)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 2 rounds/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

The manifester can excite the structure of a nonmagical object, heating it to the point of combustion over time. If the manifester shifts focus to another object, the first object cools and the second object begins to heat up.

1st Round: Readily flammable materials ignite. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd Round: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

The manifester can continue to agitate a chosen surface area up to the duration of the power if concentration holds, but can only deal a maximum of 1d6 points of damage against a living or undead subject.

Matter Manipulation

Psychokinesis (Con)

Level: Psion 8

Display: Au, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 1 cu. ft./level of inanimate material

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15, XP cost

The manifester can weaken or strengthen the substance of an object or structure. The power can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. The manifester can increase or decrease an object's hardness by up to 5 from its base hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness per increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness per decreased hardness (to a minimum of 1 hit point/inch of thickness). A manifester can't decrease the hardness (or the hit points) of an object that already has a hardness of 0.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Metal increased to hardness 15 would possess the strength qualities of mithral. Metal manipulated to hardness 20 would share the special characteristics of a weapon or armor forged of adamantine. Hardening adamantine to 25 is possible, but this confers no benefits other than a higher hardness and more hit points/inch of thickness. A manifester can also harden or weaken a preforged weapon, armor, or other finished item.

XP Cost: The item's final hardness x100 XP.

Matter Rearrangement

Psychokinesis (Con)

Level: Psion 5

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Nonmagical metal objects weighing up to a total of 1/10 pound, each no more than 1 inch from another

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 9, XP cost

The manifester can transmute one metal into another. The power can affect a metal object up to 1/10 pound, or several metal objects whose total weight does not exceed 1/10 pound. In practical terms, 1/10 pound equals five standard coins.

XP Cost: The XP cost equals the gp value of the newly transmuted metal, or a minimum of 1 XP.

Metabolism, True

Psychometabolism (Str)

Level: Psion 9

Display: Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Power Points: 17

The manifester regenerates 10 hit points every round for 1 minute.

Metaconcert

Telepathy (Cha) [Mind-Affecting]

Level: Psion 5

Display: Vi (see text)

Manifestation Time: 1 minute

Range: 10 feet

Target: You and up to fifteen other psions who also know metaconcert

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

The manifester links his or her psychic might with other psions, creating an entity more powerful than the sum of its parts. All participants (up to sixteen total, including the manifester) must be willing; thus, saving throws and power resistance do not apply. Once linked, all the participant's power points flow into a collective pool, the total of which is 20% more than the sum of the participants' pools. When the power is manifested, one individual is chosen as the lead mind by mutual consent of the other participants. Until the power ends, this "conductor" directs the efforts of the group. Visually, misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity constructed by *metaconcert*. This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each individual psion making up the entity provides a cumulative +1 bonus to DCs set when manifesting a power (including using a psionic attack mode) and a cumulative +1 bonus when making saving throws against powers (including Will saves against psionic attack modes). If the psionic entity takes temporary ability damage from a psionic attack, the total is divided up among all the members as they see fit.

Once linked, the participants must remain within a 20-foot-diameter area, and as a group may only move at a speed of 10 feet. Participants can willingly drop out before the overall *metaconcert* ends, but they come away with 0 power points. Participants who accidentally move beyond the range of the power or who are forcibly removed also end up with 0 power points.

When *metaconcert* ends normally or is dismissed, remaining power points in the pool are evenly divided among all the participants (round down). A manifester does not leave a *metaconcert* with more power points than he or she joined in with.

Metafaculty

Clairsentience (Wis)

Level: Psion 9

Display: Vi, Ol, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None (see text)

Power Resistance: See text

Power Points: 17, XP cost

The manifester gains exceptional insight concerning any individual or creature whom he or she has previously detected via any other Clairsentience or Telepathy power. For purposes of this power, "exceptional insight" includes a name, a mental image of the subject, the subject's alignment, and the subject's location (an image of the subject's current location that is good enough to teleport to as if studied carefully). Powers, special abilities, and spells do not protect against metafaculty's ability to find the truth, not even mind blank or spells such as wish.

XP Cost: The manifester expends a number of XP equal to the total level (or HD) of the individual focused on x 500. A character can never expend so much XP using *metafaculty* that he or she would lose a level. If that would be the case, *metafaculty* simply fails to work.

Metamorphosis

Psychometabolism (Str)

Level: Psion 5

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

The manifester change his or her form to that of another creature or inanimate object. The new form can range in size from Diminutive to one size larger than the character's normal form, and can have no more hit dice than the character has, and in any case the assumed form cannot have more than 15 hit dice. A character cannot change into constructs, elementals, outsiders, or undead unless the character is already one of these types.

Upon changing, the character regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the character further). If slain, the character reverts to his or her original form, though he or she remains dead.

The character acquires the physical and natural abilities of the creature he or she has metamorphosed into while retaining his or her own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (not extraordinary or supernatural abilities), and similar gross physical qualities. A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not psionic or magical flight and other psionic or magical forms of travel. Extremely high speeds for certain creatures are the result of extraordinary magical or psionic ability, so they are not granted by this power. (In general, non-flying speeds greater than 60 and flying speeds greater than 120.) Other mundane abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The character's new scores and faculties are average ones for the race or species into which he or she has been transformed. The character cannot transform into an exceptional or templated creature.

The character retains his or her Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change to Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses, as well as the DCs for affected powers.) The character retains his or her own type, extraordinary abilities, psionics, spells, and spell-like abilities, but not supernatural abilities.

The character does not gain the supernatural abilities or the extraordinary abilities of the new creature.

When the *metamorphosis* occurs, the character's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the equipment changes to match the new form and retains its properties.

If the character attempts to take the form of a complex object, he or she must make an appropriate Craft skill check. The character cannot metamorphose into inherently psionic or magical materials or objects, or any object with a hardness of 15 or greater. The character also cannot take the form of a psionically animated mechanism or any sort of object formed of ectoplasm.

As an inanimate object, the character loses all mobility; however, he or she retains the ability to manifest powers normally. The character can take damage as an object (but the object's natural hardness, if any, protects the character).

The character can freely designate the new form's minor physical qualities within the normal ranges for a creature of that type. The new form's significant physical qualities are also under the character's control, but must fall within the norms for the new form's species.

The character is effectively disguised as an average member of the new form's race. If the character uses this power to create a disguise, he or she gets a +10 bonus on his or her Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being metamorphosed. A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Metaphysical Weapon

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

A weapon gains a +3 enhancement bonus on attack and damage rolls. The enhanced weapon glows with pale silver radiance (not sufficient to provide illumination). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, the power can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group. Projectiles (but not thrown weapons) lose their enhancement when used.

Metaphysical Weapon, Lesser

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 1

A weapon gains a +1 enhancement bonus on attack and damage rolls. The enhanced weapon glows with pale radiance (not sufficient to provide illumination). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, the power can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group. Projectiles (but not thrown weapons) lose their enhancement when used.

Microcosm

Telepathy (Cha) [Charm, Mind-Affecting]

Level: Psion 9

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One living creature or one or more creatures within a 15-foot-radius sphere

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 17

When *microcosm* is manifested, it can target either a single creature or a group.

Targeted: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply and will eventually die of thirst and starvation without aid. However, the subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested as an area effect, it sends creatures in a 15-foot-radius sphere into their own (unlinked) catatonias. It affects only creatures that have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first until the next creature would put the total over the 300 hit point limit. (Creatures with negative hit points count as having 0 hit points.)

Manifesting *microcosm* a second time on a subject can turn its sensory pathways outward once more. Otherwise, only very powerful psionic powers or similar effects (such as *psychic surgery* or the spell *greater restoration*) can undo the mental crosswiring that creates a private world.

Mind Blank

Telepathy (Cha)

Level: Psion 8

Display: Ol

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 15

The subject is totally protected from all devices and power that detect, influence, or read emotions or thoughts. This protects against all mind-affecting powers and effects, as well as information gathering by Clairsentience powers or effects (except *metafaculty*). *Mind blank* even foils extraordinary powers and spells (such as *limited wish*, *miracle*, and *wish*) when they are used in such a way as to affect the subject's mind or to gain information about him or her. In the case of *remote viewing* or *scrying* that scans an area that the creature is in, the power works but the creature simply isn't detected. *Remote viewing* and *scrying* attempts that are targeted specifically at the subject do not work at all.

Mind blank is not effective against psionic attack modes.

Mindlink

Telepathy (Cha)

Level: Psion 3

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are initially more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

The manifester forges a telepathic bond with other creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Mindlink, Lesser

Telepathy (Cha)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature who is initially no more than 30 ft. away

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester forges a telepathic bond with another creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Mind Probe

Telepathy (Cha) [Charm]

Level: Psion 5

Display: Vi, Ma, Au

Manifestation Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 9

All the subject's memories and knowledge are accessible to the manifester, from memories deep below the surface to those still easily called to mind. The manifester can learn the answer to one question per round, to the best of the subject's knowledge. The manifester can also probe a sleeping subject, though the subject may make a Will save against the DC of the mind probe to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The manifester poses the questions telepathically, and the answers to those questions are imparted directly to the manifester's mind. The manifester and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the questions.

Creatures protected by *mind blank* are immune to *mind probe*.

Mind Seed

Telepathy (Cha) [Charm, Mind-Affecting]

Level: Psion 8

Display: Ma

Manifestation Time: 3 rounds

Range: 5 feet

Target: One humanoid of Medium-size or smaller

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15, XP cost

The manifester impresses the totality of his or her psyche into a subject's subconscious. If successfully implanted, the seed of the manifester's mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on the manifester's mannerisms. Any time before the seven-day deadline, the *mind seed* can be purged from the subject's mind with *psychic surgery* or the spell *greater restoration* (manifesting *mind seed* again also cleanses the mind).

When integration is complete (after seven days), the subject becomes the manifester in mind as he or she was when he or she manifested the power but eight levels lower in experience. The subject does not possess any of the manifester's physical statistics or equipment, but does possess his or her ability scores in Intelligence, Wisdom, and Charisma as they were eight levels earlier. The subject also knows the powers the manifester knew at the appropriate level.

As soon as the subject becomes the manifester's mental duplicate, the two personalities begin to diverge. Although the subject starts off with the manifester's experiences, he or she possesses his or her original "soul" and physical body and is free to develop his or her own personality based on its own experiences. Thus, the subject is not the manifester's slave or servant, but instead an NPC in his or her own right who shares the manifester's earlier memories.

Protection from evil or a similar spell or power can prevent a manifester from implanting *mind seed*.

XP Cost: 3,000 XP.

Mind Store

Metacreativity (Int)

Level: Psion 8

Display: Ma (see text)

Manifestation Time: 10 minutes

Range: Touch

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15

This power makes a storage crystal containing the essence of the manifester's living mind (this power can't be used on a dead subject). Until such time as the manifester perishes, the storage crystal is utterly inert. If the manifester is slain at some later date, his or her soul transfers into the storage crystal, which begins to dimly glow. Upon transference, the manifester's physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the storage crystal works over any distance, physical or extradimensional, unless some sort of special planar geometry supersedes the transfer.

Once the storage crystal is activated by the manifester's physical body's demise, the character has the abilities of a psycrystal of the appropriate level, plus all the powers he or she knew and the power points possessed when mind store was manifested, but at one level lower. The character has thirty days to grow an organic body, after which time his or her sentience fades and the character's soul passes on if it hasn't entered a new body.

To grow a body, the character (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, and slowly molded

and transformed into a living, breathing body that is an exact duplicate of the character's body at the time he or she manifested mind store (the crystal itself slowly breaks down and becomes a part of the new organic body). When the ten days are completed, the character completely and totally inhabits the new body. The character possesses all the abilities he or she possessed when mind store was manifested, at one level lower, but the character has none of his or her equipment. If the growing body is struck for any amount of damage, it is destroyed and the character's soul passes on.

Conceivably, a character could manifest *mind switch* to utilize a temporary body, but only an evil psion would smash the storage crystal with an imbedded mind in order to permanently usurp the subject's organic body (unless the subject is, itself, irredeemably evil).

Mind Switch

Telepathy (Cha)

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: You and one other living Medium-size or smaller creature

Duration: Until you return to your body

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 11

The manifester can attempt to take control of a nearby living creature, forcing its mind (and soul) into the manifester's body. The manifester may move his or her mind back into his or her own body whenever he or she desires (which returns the subject's mind to its own body). The power ends when the manifester sends his or her mind back to his or her own body.

Attempting to switch minds is a full-round action. It is blocked by *protection from evil* or a similar magical or psionic ward. The manifester possesses the body and forces the creature's mind into the manifester's body unless it succeeds at a Will save.

If successful, the manifester's life force occupies the host body, and the host's life force takes over the manifester's. The manifester can call on rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (as can it in the manifester's body). Each retains his or her own alignment, Intelligence, Wisdom, and Charisma scores, class, level, skills, base attack bonus, base saving throw bonuses, hit points (regardless of new Constitution score), power points (if any), and power resistance (if any). Each gains the new body's Strength, Constitution, and Dexterity scores (including modifiers based on these abilities), as well as natural (but not magical) armor. Neither gains the other's special abilities.

As a standard action, the manifester can return to his or her own body, if within range (which ends the power).

If the manifester's new body is slain, he or she returns to his or her own body, if within range, and the life force of the original body departs. If the new body is slain beyond the range of the power, the manifester dies, but the switched creature lives on in the manifester's body permanently. If the manifester's body is slain while inhabited by the power's subject, it dies, and the manifester continues to inhabit the new body permanently. Any life force with nowhere to go is treated as slain.

A successful targeted *negate psionics* manifested on either switched body causes both minds to return to their original bodies, if within range. If they are out of range, *negate psionics* has no effect.

Mindwipe

Telepathy (Cha)

Level: Psion 4

Display: Vi, Ma, Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

This power bestows one negative level per two manifester levels (maximum five negative levels) to the subject.

If the subject has at least as many negative levels as HD, he or she dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of power, spells, or special abilities). The creature also loses 5 hit points. Additionally, a psionic character or creature loses one power from his or her highest available level (a spellcaster loses one spell or spell slot from his or her highest available level). Negative levels stack.

Assuming the subject survives, he or she regains lost levels after a number of hours equal to the manifester's manifester level. Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from *mindwipe* don't last long enough to do so.

Missive

Telepathy (Cha)

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature

Effect: Mental message delivered to subject

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester sends a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange. If the manifester and subject do not share a common language, the subject "hears" meaningless mental syllables.

Monster Domination

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 9

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17

The manifester can control the actions of any living creature. The manifester establishes a telepathic link with the subject's mind. If the manifester and the subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as

long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

My Light

Psychokinesis (Con) [Light]

Level: Psion 0

Display: Au, Vi

Manifestation Time: 1 action

Range: Personal and 20 ft.

Target: You and 20-ft. cone

Duration: 10 minutes/level (D)

Power Points: 1

The manifester's eyes produce a 20-foot-long cone of light. The manifester and other creatures can see normally in the light. If the manifester walks into an area filled with psionic or magical darkness, *my light* goes dark while the manifester stays within it.

Natural Armor

Psychometabolism (Str)

Level: Psion 4

Display: Ol, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

The manifester's skin grows thick ridges, providing a +4 natural armor bonus to AC. Unlike mundane armor, natural armor entails no armor check penalty or speed reduction.

Natural Armor, Lesser

Psychometabolism (Str)

Level: Psion 0

Display: Ol, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

The manifester's skin grows thick ridges, providing a +1 natural armor bonus to AC. Unlike mundane armor, natural armor entails no armor check penalty or speed reduction.

Negate Psionics

Psychokinesis (Con)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One psionic character or creature, or one object; or 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 5

A manifester can use *negate psionics* to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. *Negate psionics* can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. *Negate psionics* affects spell-like abilities just as

it affects powers (and spells). *Negate psionics* cannot undo the effects of any power with instantaneous duration.

The manifester chooses to use *negate psionics* in one of two ways: a targeted negation or an area negation:

Targeted Negation: One object, creature, or power is the target of the power. The manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level (maximum +10) against a DC of 11 + the power-to-be-negated's manifester level.

If the object targeted is a psionic item, make a negation check against the item's manifester level. If successful, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-psionic for the duration of the effect.

A character automatically succeeds in the negation check against any power that character manifest him or herself.

Area Negation: The power affects everything within a 30-foot radius.

For each creature that is the target of one or more powers, make a negation check against the power with the highest manifester level. If that fails, make negation checks against progressively weaker powers until one power is negated (which discharges the negate psionics so far as that target is concerned) or all checks fail. The creature's psionic items are not affected.

For each object that is the target of one or more powers, make negation checks as with creatures. Psionic items are not affected by area negations.

For each ongoing power with an area centered within the negate psionics target area, make a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, make a negation check to end the effect, but only within the area of the *negate psionics*.

Nondetection

Clairsentience (Wis)

Level: Psion 3

Display: None

Manifestation Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

The warded creature or object becomes difficult to detect by Clairsentience powers or psionic and magic items that allow others to view the subject from afar. If a Clairsentience power is attempted against the warded creature or item, the manifester of the Clairsentience power must succeed at a manifester level check (1d20 + manifester level) with a DC of 11 + the manifester level of the psionic creature or character who manifested *nondetection*. If the manifester manifested *nondetection* on him or herself or on an item currently in the manifester's possession, the DC is 15 + manifester level.

If manifested on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Null Psionics Field

Psychokinesis (Con)

Level: Psion 6

Display: Vi, Au

Manifestation Time: 1 action

Range: 10 ft.

Area: A 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: See text

Power Points: 11

An invisible barrier surrounds the manifester and moves with him or her. The space within this barrier is totally impervious to most psionic effects. Likewise, it prevents the functioning of any psionic items or psionic powers within its confines. The field suppresses any powers or psionic effects used within, brought into, or manifested into the area, but does not negate them. Time spent within a *null psionics field* counts against the suppressed power's duration.

Astral constructs wink out if they enter the field (or are inside one when it is created). The construct reappears in the same spot once the null psionics field no longer covers the spot where the construct was. Time spent winked out counts normally against the duration of the power that's maintaining the creature. If the construct has power resistance, when the character manifested the *null psionics field* the character must make a manifester level check (1d20 + manifester level) against the construct's PR to make it wink out.

A psionic weapon does not function psionically within the area, but it is still a weapon (and a masterwork one at that). The power has no effect on constructs that are imbued with psionics during their creation process and are thereafter self-supporting (unlike astral constructs that persist only so long as a power's duration). Undead and outsiders are likewise unaffected (unless summoned). These creatures' psionic powers, spell-like abilities, or supernatural abilities, however, may be temporarily nullified by the field.

A *negate psionics* power does not remove the field. Two or more *null psionics fields* have no appreciable effect on each other. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal psionics such as this.

Note: Should the manifester be larger than the area enclosed by the field, any part of his or her person that lies outside the field is unaffected by the field.

Oak Body

Psychometabolism (Str)

Level: Psion 7

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 13

This power transforms the manifester's body into living oak.

The manifester gains damage reduction 20/+1. He or she is immune to blindness, damage to ability scores, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect physiology or respiration, because the character has no physiology or respiration while this power is in effect. The character only suffers three-quarters damage from acid and cold of all kinds. However, the character also becomes vulnerable to all special attacks that affect wood.

The character gains a +3 enhancement bonus to Strength, but suffers a -3 enhancement penalty to Dexterity as well (to a minimum score of 1), and his or her speed is reduced to half normal. The character cannot drink (and thus can't use potions), nor play wind instruments.

The character's unarmed attacks deal 1d6 points of normal damage, and he or she is considered "armed" when making unarmed attacks (a Small manifester instead deals 1d4 points of damage).

The character's weight increases by a factor of five, but he or she floats in water.

Object Reading

Clairsentience (Wis)

Level: Psion 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Target: One object

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 1

The manifester can learn details of an inanimate object's previous owner. The amount of information revealed depends on how long the manifester studies a particular object.

1st Round: Last owner's race.

2nd Round: Last owner's gender.

3rd Round: Last owner's age.

4th Round: Last owner's alignment.

5th Round: How last owner gained and lost the object.

6th+ Round: Previous-to-last owner's race, and so on.

An object without any previous owners reveals no information. A manifester can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If the manifester reads the same object again, he or she does not pick up where he or she left off in the list of previous owners.

Painful Touch

Psychometabolism (Str)

Level: Psion 2/Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

When the manifester makes a successful unarmed attack that deals damage (or in conjunction with any bite or claw powers), he or she deals an additional 1d6 points of subdual damage to the target.

Phase Door

Psychportation (Dex)

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

Range: Touch

Effect: Ethereal 5-ft. ¥ 8-ft. opening, 1 ft./level deep

Duration: One usage/2 levels

Saving Throw: None

Power Resistance: No

Power Points: 13

The manifester creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except the manifester, and only the manifester can use the passage. The manifester disappears when he or she enters the *phase door* and appears when he or she exits. If the manifester desires, he or she can take one other creature (Medium-size or smaller) through the door. This counts as two uses of the door. The door does not allow light,

sound, psionic effects, or spell effects through it, nor can the manifester see through it without using it. *True seeing* psionics or magical effects reveal a *phase door* but do not allow its use.

A *phase door* is subject to *negate psionics*. If anyone is within the passage when it is negated, he or she is harmlessly ejected out the nearest exit.

A *phase door* can be made permanent with the *incarnate* power. The manifester can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They 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, HD, and hit points don't qualify.

Plane Shift

Psychopotation (Dex)

Level: Psion 7

Display: Au, Me

Manifestation Time: 1 action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

The manifester moves him or herself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight can be affected by the plane shift at the same time. Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, the manifester can reach any other plane, though he or she appears 5 to 500 miles (5d%) from the intended destination.

Note: *Plane shift* transports the creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Poison Sense

Clairsentience (Wis)

Level: Psion 3

Display: OI

Manifestation Time: 1 action

Range: 30 ft.

Target: 30-ft.-radius spread, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

While the duration lasts the manifester becomes aware of the presence of poison within 30 feet of him or her, and its general location. The character can determine the exact type of poison with a successful Wisdom check (DC 16). A character with the Alchemy skill may additionally try an Alchemy check (DC 16).

Note: The power can penetrate barriers of up to 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt.

Polymorph Self

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Ma, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

The manifester changes his or her form to that of another creature. The new form can range in size from Diminutive to one size larger than the character's normal form, and can have no more

hit dice than the character has, and in any case the assumed form cannot have more than 15 hit dice. A character cannot change into constructs, elementals, outsiders, or undead unless the character is already of that type.

Upon changing, the character regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the character further). If slain, the character reverts to his or her original form, though he or she remains dead.

The character acquires the physical and natural abilities of the new form: natural size, physical ability scores (average Strength, Dexterity, and Constitution for the new form's kind), natural armor, natural weapons, and similar gross physical quantities. A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings.

The character does not acquire the extraordinary, supernatural, or spell-like abilities of the new form. The character cannot change into variant form of a creature. Incorporeal or gaseous forms cannot be assumed.

The character retains his or her Intelligence, Wisdom, and Charisma scores, level and class, hit point (despite any change to the character's Constitution score), alignment, base attack bonus and save bonuses. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The character retains his or her extraordinary abilities, spells, and spell-like abilities, but not his or her supernatural abilities (if any). The character can manifest powers, or cast spells for which the character has components, but the character needs a humanlike voice for verbal components and humanlike hands for somatic components.

If the character's new form is a fey, giant, humanoid, shapechanger, or undead, the character's equipment changes to match the new form and retains its properties. Otherwise, it melds into the new form and becomes nonfunctional. Melded material components and focuses cannot be used to cast spells. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The character chooses the form's physical qualities (such as hair color, height, and gender), but they must fall within the normal ranges for the form. The character is effectively disguised as an average member of the new form's race. If the character uses this power to create a disguise, the character gets a +10 bonus on his or her disguise check.

Power Resistance

Clairsentience (Wis)

Level: Psion 5

Display: Ma, Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

This power grants the subject a power resistance (PR) equal to 12 + the manifester's manifester level.

In order to affect a creature that has power resistance with a power, roll the creature's power resistance or higher on 1d20 + manifester level. A creature with power resistance may voluntarily lower it in order to accept a psionic effect.

Power Turning

Psychokinesis (Con)

Level: Psion 7

Display: Vi, Me

Manifesting Time: 1 action

Range: Personal

Target: You

Duration: Until completely expended or 10 minutes/level

Power Points: 13

Powers (and spell-like effects) targeted against the manifester rebound on the original manifester. This power only turns psionic powers that have the manifester as a target. Effect and area powers are not affected. Power turning also fails to affect touch range powers.

From 7 to 10 (1d4+6) power levels are affected by the turning. The DM secretly rolls the exact number. Each power turned subtracts its level from the amount of power turning left.

A power might be only partially turned. Subtract these from the power level of the incoming psionic power. Divide the number of the remaining levels of the incoming power by the power level of the incoming power to see what fraction of the effect gets through. For damaging power, the power turning manifester and the original manifester each suffer a fraction of the damage. For nondamaging powers, each has a proportional chance to be affected.

If the manifester and an attacker are both warded by power turning effects in operation, a resonating field is created. Roll randomly to determine the result:

d%	Effect
01–70	Power drains away without effect.
71–80	Power affects both characters equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both characters go through a rift into another plane.

Precognition

Clairsentience (Wis)

Level: Psion 6

Display: Vi, Au

Manifestation Time: 10 minutes

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 5

The *precognition* power provides the manifester with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year. The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a full-length dream lasting several minutes. In all cases, the DM controls what information is received. Note that if the party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct *precognition* is 80%, plus 1% per manifester level. The DM adjusts the chance if unusual circumstances require it. If the dice roll fails, the manifester knows the power failed, unless specific psionics or magic yielding false information is at work.

Multiple *precognitions* about the same action by the same manifester use the same die roll result as the first *precognition* and yield the same answer each time.

Probability Travel

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 1 minute

Range: Touch

Targets: You plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Power Resistance: Yes

Power Points: 17

This power allows the manifester to travel to the Astral Plane, and from there to other planes. The manifester can bring other creatures with him or her, provided the creatures are linked in a circle with the manifester at the time of the manifestation. These fellow travelers are dependent upon the manifester and must accompany him or her at all times. If something happens to the manifester during the journey, the companions are stranded wherever he or she left them.

The manifester physically travels to the Astral Plane, leaving nothing behind. Since the Astral Plane touches upon every other plane, the manifester can travel astrally to other planes. The manifester then leaves the Astral Plane, entering into the plane of existence he or she has chosen.

Because the manifester and companions are physically on the Astral Plane, they possess no silver cords and thus are not vulnerable to those who might sever them. However, if a character perishes while out journeying amid the planes, he or she is just as dead as if he or she had perished in his or her home plane.

The power lasts until the manifester desires to end it, or until it is terminated by some outside means, such as *negate psionics* manifested upon the manifester.

Prowess

Clairsentience (Wis)

Level: Psychic Warrior 3

Display: Me

Manifestation Time: See text

Range: Personal

Target: You

Power Points: 5

If an enemy provokes an attack of opportunity, the manifester can take it, even if he or she has already taken the allotted number of attacks of opportunity this round. A character may not make two attacks of opportunity against the same target in one round even if using this power, unless the target provokes two separate attacks.

A character can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Psionic Lock

Psychoportation (Dex)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: The door, chest, or portal touched, up to 30 square ft./level in size

Duration: Permanent

Saving Throw: None

Power Resistance: No

Power Points: 3

A *psionic lock* power manifested upon a door, chest, or portal psionically locks it. A manifester can freely pass his or her own lock without affecting it; otherwise, a door or object secured with

psionic lock can be opened only by breaking in or by a successful *negate psionics* or *knock* power. Add +10 to the normal DC to bash open a door or portal affected by this power. Note that *knock* does not remove *psionic lock*; it only suppresses it for 10 minutes.

Psychic Surgery

Telepathy (Cha)

Level: Psion 9

Display: Vi, Au, Me

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17, XP cost (see text)

The manifester can repair psychic damage. He or she can also grant another creature knowledge of powers the manifester knows.

Repair Damage: The manifester can remove any compulsions and charms, even those higher than 6th level. The manifester can remove any ongoing or permanent effect caused by a psychic power with *psychic surgery*, save for hit points. The manifester can also restore all drained levels (or disperse all negative levels) afflicting the subject, regardless of how he or she lost those levels, restoring him or her to the highest level he or she had previously achieved. The drained levels are restored only if the time since the subject lost the level is no more than 1 hour per manifester level. These effects end or are reversed as soon as the manifestation time is completed without need for another saving throw.

The manifester can also remove all psionic effects penalizing the subject's abilities, heal all temporary damage to all ability scores, and restore all points permanently drained from all ability scores. *Psychic surgery* also removes all forms of insanity, confusion, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, the manifester can directly transfer knowledge of a power known to another psionic character. A manifester can't give a character knowledge of a psionic power of a level higher than he or she could normally manifest, but the manifester could give him or her knowledge of a power that is not normally on the character's power list. Knowledge of powers granted through *psychic surgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time the manifester uses *psychic surgery* to implant knowledge of a power in another creature, the manifester pays an XP cost equal to 3,000 x the level of the power implanted.

Psychic Vampire

Psychokinesis (Con)

Level: Psion 5/Psychic Warrior 5

Display: Vi (see text), Me

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 9

The manifester's successful melee touch attack drains 2 power points/level from the foe and transfers them immediately to the manifester. The manifester can't gain more power points than he or she normally has available in a day. The stolen power points remain in the manifester's reserve until used normally. This touch attack, charged with a psionic power, is treated as an armed attack.

Against psionic beings who have no power points, this touch instead deals 1 point of temporary Intelligence, Wisdom, or Charisma damage (manifester's choice). The manifester gains 1 power point from this drain. The power has the same effect on nonpsionic opponents.

Psychofeedback

Psychometabolism (Str)

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute (D)

Power Points: 7

The manifester can use power points to boost his or her Strength, Dexterity, and Constitution modifiers as a free action. While the duration lasts, the manifester can use power points on a round-by-round basis to boost any or all of his or her ability score modifiers by a number equal to half the power points expended for that round as a free action. A manifester could simultaneously boost two scores, or all three, as long as he or she pays the total power point cost. The manifester doesn't have to boost an ability modifier every round to keep the power in effect—as long as the duration lasts, he or she has the potential to boost ability modifiers on any round he or she chooses.

Psycholuminescence

Metacreativity (Int)

Level: Psion 1

Display: Vi (see text), Au

Manifestation Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 1

The object touched begins to glow with a silvery light, shedding light in a 20-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this *psycholuminescence*. The power cannot be manifested on a creature. If the power is manifested on a small object that is then placed inside or under a lightproof covering, the power's effects are blocked until the covering is removed.

Psycholuminescence brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas.

Quintessence

Metacreativity (Int)

Level: Psion 4

Display: Ma (see Text)

Manifestation Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 ounce dollop of quintessence (see text)

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester collapses a bit of time from the continuum, forming a 1-inch-diameter dollop of thick, gooey material called quintessence. A character can smooth a dollop of quintessence around any small object, such as a key, a ring, a seal, or an insignia.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the timestream. This disruption deals 1 point of

damage per round beginning 10 rounds after partial contact begins.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. Removing the protective film is 75% likely to force the quintessence to evaporate back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later usage.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature, which would prevent the damage taken from partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more generate a half-strength *catapsi* effect (DC 16, radius 5 feet, all are affected, including caster).

Recall Agony

Clairsentience (Wis)

Level: Psion 5

Display: Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 9

The target takes 9d6 points of damage as past (or future) wounds impinge briefly on the present.

Recall Death

Clairsentience (Wis) [Death]

Level: Psion 8

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will partial

Power Resistance: Yes

Power Points: 15

The target dies, suffering mortal wounds from his or her past (or future). The target is entitled to a Will save to survive the attack. If she succeeds, she instead sustains 3d6+15 points of damage.

Recall Pain

Clairsentience (Wis)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

The target takes 3d6 points of damage as past (or future) wounds impinge briefly on the present.

Reddopsi

Psychokinesis (Con)

Level: Psion 7

Display: Au, Ol, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Until expended or 10 minutes/level

Power Points: 13

When manifesting *reddopsi*, psionic powers (excluding attack modes) targeted against the manifester rebound on the original manifester. This reverses only powers that have the manifester as a target. Area powers and those that target effects are not affected. *Reddopsi* also fails to reflect touch range powers.

Reddopsi can reverse any power, but ends as soon as it has done so, no matter how minor the power. Should *reddopsi* reverse a power back on a manifester who also is affected by *reddopsi*, the power rebounds once more upon the target.

Rejuvenation

Psychometabolism (Str)

Level: Psion 3

Display: Au

Manifestation Time: 1 minute

Range: Personal

Target: You

Duration: 10 hours

Power Points: 5

Rejuvenation cures 1 point of temporary ability damage per hour, up to a maximum of 10 points. It does not restore permanent ability drain.

Remote Viewing

Clairsentience (Wis)

Level: Psion 3

Display: Au, Vi (see text)

Manifestation Time: 1 hour

Range: See text

Effect: Psionic sensor

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 5

The manifester can see and hear some creature, who may be at any distance. The manifester must succeed at a Remote View check to do so. The difficulty of the task depends on how well the manifester knows the subject and what sort of physical connection (if any) he or she has to that creature. Furthermore, if the subject is on another plane, the manifester gets a -5 penalty on the Remote View check.

This power creates a barely detectable translucent image (roughly similar to the manifester's own, but not enough to allow recognition) located near the subject. Any creature with an Intelligence score of 12 or higher can notice the image with a successful Remote View check (or Intelligence check) against DC 20.

Knowledge	Remote View Check DC
None*	20
Secondhand (Have heard of the subject)	15
Firsthand (Have met the subject)	10
Familiar (Know the subject well)	5

*A manifester must have some sort of connection to a creature whom he or she has no knowledge of.

Connection	Remote View Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, and so on	+10

Missive and *darkvision* can be manifested through *remote viewing*. *Aura sight* can be manifested through *remote viewing*, but with only a 5% chance per manifester level of operating correctly.

Remote View Trap

Clairsentience (Wis)

Level: Psion 6

Display: Vi, Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 11

When others use power, spells, or other means of observing the manifester from afar, this prepared trap gives them a nasty surprise. Prior to an attempt to view the manifester from afar, he or she and the remote viewer immediately make opposed Remote View checks, but the manifester gains a +10 insight bonus on his or her check. (A Remote View check is the same as an Intelligence check for a creature without the Remote View skill. If opposing a magical scrying, the Remote View check is opposed by the opponent's Scry check.) If the manifester meets or beats the remote viewer's result, the manifester is undetected. Moreover, the would-be observer takes 4d4 points of electricity damage. The manifester is aware of the attempt to view him or her, but not of the perpetrator or the perpetrator's location.

Retrieve

Psychoportation (Dex) [Teleportation]

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One object you could hold in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: None (see text)

Power Resistance: No

Power Points: 11

The manifester can teleport an item he or she can see within range directly to his or her hand. If the object is in the possession of or held by an opponent, the manifester makes a disarm attempt using a ranged attack, as if with a weapon the same size as the opponent's. This does not draw an attack of opportunity. The manifester gains a +12 competence bonus on this attack roll.

Schism

Telepathy (Cha)

Level: Psion 3

Display: Vi, Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 5

The manifester's mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. The newly partitioned mind does not control the body physically but is free to take one partial action each round that is completely mental (such as manifesting a power). Both minds communicate with each other telepathically. Both can use psionic powers, even at the same time, although both draw from the same power point pool. All powers manifested by the newly partitioned personality cost a number of power points equal to their standard cost +2.

This effect allows the character to take an extra partial action each round, either before or after his or her regular action, as long as that action is the manifestation of a power or some other nonphysical activity. Manifesting powers in threatened areas still provokes attacks of opportunity.

If the manifester is subjected to a compulsion or charm effect while of two minds, make a second saving throw if the manifester fails the first. If both fail, then *schism* ends and the character is affected normally by the power. If one fails, the other part of the character's mind is still free to act normally.

Note: The spell *haste* does not function on a "split-minded" creature due to its fragmented consciousness. Other spells and powers designated by the DM are likewise unlikely to function, or at the very best, to affect only one of the personalities.

See Invisibility

Clairsentience (Wis)

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

The manifester sees any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

The power does not reveal the method used to obtain invisibility, although an astral traveler is easy to identify if he or she has a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

See Sound

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

The manifester experiences sound translated through visual sensation (by sight). The manifester must be able to see normally or also have *feel light* active. The manifester's eyes convert sound to light: he or she can see sound even in darkness, as long as some noise is present to give objects shape. The manifester is "blinded" in complete silence. The character's range of sight does not change.

If the manifester's ears are working normally, the expanded reception gives a +1 enhancement bonus on all Listen checks. If used in conjunction with *feel light*, the bonus is +2.

Remote Viewing vs. Scrying

Since *Scrying* has been revised to use a saving throw instead of a single-use skill, you might want to eliminate the *Remote View* skill, also, and similarly change *Remote Viewing* to use a saving throw. See *Scrying*, in the *Spell Descriptions*, for how to do this.

Seeing, True

Clairsentience (Wis)

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

This power confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical or psionic darkness, notices secret doors hidden by magic or psionics, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, sees through falsified sensory input, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus his or her vision to see into the Ethereal Plane. The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means. In addition, the power effects cannot be further enhanced with known psionics or magic.

Sending

Psychoportation (Dex)

Level: Psion 5

Display: Me

Manifestation Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Power Resistance: No

Power Points: 9

The manifester contacts a particular creature with whom he or she is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the manifester if it knows him or her. It can answer in like manner immediately. Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence. Even if the *sending* is received, the subject creature is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the manifester is, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably, at the DM's option.)

Sense Link

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester senses what the subject creature senses. Only one sense is linked, and the manifester may not switch between senses with the same manifestation. Once sense link is manifested, the link persists even if the subject creature moves out of the original manifestation range (but the link does not work

across planes). The manifester does not control the creature, nor can the manifester communicate with it via this power.

The manifester must concentrate to access the sense link. If he or she does not concentrate, that sense returns to the manifester's own immediate surroundings. The powers of the subject creature's senses could be enhanced by other powers or items, if desired, allowing the manifester the same enhanced sense. The manifester is subject to any gaze attack met by the subject creature (if the linked sense is sight). A successful negate psionics manifested on the manifester or the linked creature ends the power. With respect to the manifester's own blindness, deafness, and so on, the linked creature is an independent sensory organ. When linked to a subject, the manifester make his or her own perception checks, such as Spot and Listen, regardless of the subject's Spot and Listen results, if any.

Sense Psionics

Telepathy (Cha)

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

Range: 1 mile/level

Area: 1 mile/level radius emanation centered on you

Duration: 1 hour/level

Saving Throw: None

Power Resistance: Yes (see text)

Power Points: 9

The manifester detects all psionic activity anywhere within range. He or she knows direction and distance from him or her to within 60 feet and the discipline of the power being used, but no other information is revealed. All powers of 8th level or less are ineffectual in preventing *sense psionics* from detecting psionic activity.

Sense Psychoportation

Psychoportation (Dex)

Level: Psion 2

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: A circle, centered on you, with a radius of 100 ft. + 10 ft./level

Duration: 1 hour/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 3

The manifester senses the use of various Psychoportation powers and similar spells within the area. The manifester senses the use of these powers whether or not he or she can directly see them. When the manifester senses the use of a specified effect, he or she knows exactly where the creature is using the power.

Sensitivity to Psychic Impressions

Clairsentience (Wis)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Area within a 25-ft. + 5 ft./2 levels-radius spread, centered on you

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 2

The manifester gains historical vision in a given location.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for the manifester to detect.

The vision of the event is dreamlike and shadowy. The manifester does not gain special knowledge of those involved in the vision, though he or she might be able to read large banners or other writing if they are in an understood language.

The manifester can sense one distinct event per round of concentration, if any exist at all. This sensitivity extends into the past a number of years equal to 100 x the manifester's level.

Sequester

Clairsentience (Wis)

Level: Psion 7

Display: None

Manifestation Time: 1 action

Range: Touch

Target: One creature or one object (up to a 2-ft. cube/level) touched

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Power Resistance: Yes (object)

Power Points: 13

This power not only prevents Clairsentience powers from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing. The power does not prevent the subject from being discovered through tactile means or through the use of devices. Living creatures (and even undead creatures) affected by sequester become comatose and are effectively in a state of suspended animation until the power wears off or is negated.

Note: The Will save prevents a character from being sequestered. There is no saving throw to see the sequestered creature or object or to detect it with a Clairsentience power.

Sever the Tie

Psychokinesis (Con)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several undead creatures within a 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

This power disrupts an undead creature's tie to the Negative Energy Plane, damaging or destroying the creature. The power deals 3d8 points of damage to all undead within the area. Undead that are brought to 0 hit points or below by use of the power fall limply and molder into dust (if corporeal), or slowly disperse (if incorporeal).

Shadow Body

Psychometabolism (Str)

Level: Psion 8

Display: Au

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 15

The manifester's body and all equipment are subsumed by his or her shadow, which grants the character several powerful resistances and abilities.

As a living shadow, the character blends perfectly into any other shadow and vanishes in darkness. The character appears as an unattached shadow in areas of full light. He or she can move at his or her normal speed, but can move on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

While in shadow form, the character can be detected by powers that detect thoughts, life, or presences (including *true seeing*), or by suspicious movements in lighted areas. The character cannot harm anyone physically or manipulate any object, but can use psionic powers normally. Using psionic powers may attract notice, but if the character remains in a shadowed area, he or she adds +15 to Hide checks. The character is nearly undetectable in darkness (although certain power displays could briefly pinpoint the exact location).

The character gains damage reduction 50/+5. He or she is immune to blindness, critical hits, damage to ability scores (except if that damage comes as a result of psionic combat), deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect his or her physiology or respiration, because you have no physiology or respiration while this power is in effect. The manifester only suffers half damage from acid and fire of all kinds. However, he or she also becomes vulnerable to all special attacks that affect iron golems.

Shapechange

Psychometabolism (Str)

Level: Psion 9

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 17

The manifester change his or her form to that of any single creature of less than deity status (including unique dragon types, or the like) or any single object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. This power allows incorporeal forms to be assumed. The character can become just about anything he or she is familiar with. The character can change form once each round as a free action. The change takes place either immediately before the character's regular action or immediately after it, but not during the action.

Upon changing, the character regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the character further). If slain, the character reverts to his or her original form, though he or she remains dead.

The character acquires the physical and natural abilities of the creature he or she has shapechanged into while retaining his or her own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (not supernatural abilities), and similar gross physical qualities. The character also gains the extraordinary abilities of the new form. A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not psionic or magical flight and other psionic or magical forms of travel. Extremely high speeds for certain creatures are the result of extraordinary magical, or psionic ability, so they are not granted by this power. (In general, non-flying speeds greater than 60 and flying speeds greater than 120.) Other mundane abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole does not revert to its original form, thus a creature's poison is effective.

The character's new scores and faculties are average ones for the race or species into which he or she has been transformed. The character cannot transform into an exceptional or templated creature. The character gains the new form's type in place of his or her own.

The character retains his or her Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change to Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses, as well as the DCs for

affected powers.) The character retains his or her own extraordinary abilities, psionics, spells, and spell-like abilities, but not supernatural abilities.

The character does not gain the supernatural abilities of the new creature.

When the shapechange occurs, the character's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities within the normal ranges for a creature of that type. The new form's significant physical qualities are also under the character's control, but must fall within the norms for the new form's species.

The character is effectively disguised as an average member of the new form's race. If the character uses this power to create a disguise, he or she gets a +10 bonus on his or her Disguise check.

A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Shield of Prudence

Clairsentience (Wis)

Level: Psion 6/Psychic Warrior 6

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 11

The manifester's awareness extends a few fractions of a second into the future. The character gains a +6 insight bonus to AC. If the character is caught flat-footed, shield of prudence still grants a +4 insight bonus to AC.

Skate

Psychoportation (Dex)

Level: Psion 1/Psychic Warrior 1

Display: Vi, Ma

Manifestation Time: 1 action

Range: Touch

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If *skate* is manifested on the manifester or another creature, the subject of the power retains equilibrium by mental desire alone, allowing him or her to skate along the ground, turn, or stop suddenly as desired. The subject's base speed is equal to his or her normal speed +15 while the duration lasts. The subject can skate up or down any incline or decline he or she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to the normal rate, while skating down a decline adds +30 to the skater's normal speed. This benefit counts as an enhancement bonus.

If manifested on an object, treat the object as weighing only one-tenth of its normal weight for purposes of dragging it along the ground.

Spider Climb

Psychoportation (Dex)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per manifester level can pull the subject off a wall.

Steadfast Gaze

Clairsentience (Wis)

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 1

The manifester gains immunity to all gaze attacks while the duration lasts.

Steadfast Perception

Clairsentience (Wis)

Level: Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 7

The manifester gains a +4 enhancement bonus on saving throw to resist all figments, glamers, and other illusory effects. Moreover, the manifester's Spot and Search skills receive a +2 enhancement bonus while this power remains in effect.

Stomp

Psychokinesis (Con)

Level: Psion 1

Display: Au, Vi

Manifestation Time: 1 action

Range: 20 ft.

Area: Two-dimensional "cone" (see text)

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 1

This power creates a shock wave that travels along the ground, toppling creatures and loose objects. The area is conelike but extends in only two dimensions, flat along the ground (creatures in the air above the shock wave are not affected). All creatures standing in the area who fail their Reflex saves are thrown to the ground and take 1d4 subdual damage in the process. Rising from a prone position is a move-equivalent action.

Sudden Minor Creation

Metacreativity (Int)

Level: Psion 2/Psychic Warrior 2

Display: Ma

Manifestation Time: 1 action

Range: 0 ft.

Effect: An unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 3

This power creates a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per manifester level. The manifester must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component in a spell causes the spell to fail.

Suggestion

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 2

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The manifester influences the actions of the subject creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to do some other obviously harmful act automatically negates the effect of the power. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, and so on) at the discretion of the DM.

Suggestion, Mass

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 6

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

The manifester influences the actions of the subject creatures by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creatures to do some other obviously harmful act automatically negates the effect of the power. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subjects finish what they

were asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, and so on) at the discretion of the DM.

If manifest on multiple creatures, the same suggestion applies to all these creatures.

Suspend Life

Psychometabolism (Str)

Level: Psion 6/Psychic Warrior 6

Display: Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 11

The manifester can place him or herself into a trance so deep that all his or her life functions are essentially halted. Even powers that detect life or thought are incapable of determining that the character yet lives. While suspended, the character feels the passage of one day for every year that actually passes. Though on a slower schedule, the character grows hungry after a "day" without food (though a year may pass in actuality) and begins to suffer the effects of thirst and starvation as appropriate. The character is also aware of his or her surroundings, though events that take less time than 10 minutes occur too quickly for the character to note them. If the character takes damage, he or she comes out of the trance in 4 rounds. If the character chooses to come out of the trance voluntarily, it takes 10 rounds. Once the character leaves the trance, he or she must manifest this power once more to return to a state of suspension.

Sustenance

Psychometabolism (Str)

Level: Psion 2

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

The manifester can go without food and water for one day.

Tailor Memory

Telepathy (Cha) [Charm, Mind-Affecting]

Level: Psion 4

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: Yes

Power Points: 7

The manifester inserts a memory of his or her own choosing in the subject's mind. A manifester can insert a memory of up to 1 round duration per four manifester levels. The manifester chooses when the fake event occurred any time within the last week. The manifester can't read the subject's memory with this power.

Tailoring a memory is tricky, because if it is not done right, the subject's mind recognizes the "memory" as false. Dissonance occurs if the manifester inserts a memory that is out of context with the subject's past experience. The subject gains a bonus of +1 to +4 to his or her saving throw, depending on the magnitude of dissonance created by specifying an out-of-context memory, as determined by the DM. Likewise, inserting a memory of the

subject taking an action against his or her nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically.

Talons

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

The manifester's unarmed attacks deal +1 damage (normal instead of subdual damage). Equally important, the character is considered armed and thus does not draw an attack of opportunity for an unarmed attack. The +1 damage bonus stacks with the base damage granted by the various claw powers.

Telekinesis

Psychokinesis (Con)

Level: Psion 4/Psychic Warrior 4

Display: Vi

Manifestation Time: 1 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) (see text)

Power Resistance: Yes (object) (see text)

Power Points: 7

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifester level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This version of the power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the range of the power. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. The manifester might even be able to untie simple knots, though fine actions such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level.

The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). 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 power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Telekinesis, Improved

Psychokinesis (Con)

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration, up to 10 minutes/level, or instantaneous (see text)

Saving Throw: Will negates (object) (see text)

Power Resistance: Yes (object) (see text)

Power Points: 13

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force: A sustained force moves a creature or object weighing up to 100 pounds per manifester level up to 50 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This version of the power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the range of the power. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. The manifester might even be able to untie simple knots, though fine actions such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level.

The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). 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 power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 60 feet (6d6 points).

Telekinesis, True

Psychokinesis (Con)

Level: Psion 9

Display: Vi

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration, up to 10 minutes/level, or instantaneous (see text)

Saving Throw: Will negates (object) (see text)

Power Resistance: Yes (object) (see text)

Power Points: 17

The manifester moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifester's choice).

Sustained Force: A sustained force moves a creature or object weighing up to 500 pounds per manifester level up to 100 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance.

This version of the power lasts up to 1 round per manifester level, but it ends if the manifester ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the range of the power. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. The manifester might even be able to untie simple knots, though fine actions such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. The manifester can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A manifester can hurl up to a total weight of 25 pounds per manifester level.

The manifester must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). 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 power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 160 feet (16d6 points).

Telekinetic Sphere

Psychokinesis (Con) [Force]

Level: Psion 8

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered on creatures or objects

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (object)

Power Resistance: Yes (object)

Power Points: 15

A globe of force encloses a creature or object, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the power's duration. The sphere is not subject to damage of any sort except from a *third eye negate* (or similar magical items), *disintegrate*, or a targeted *negate psionics* power. These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subjects can breathe normally.

Creatures or objects inside the globe are nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. The manifester can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds. Telekinetic control extends to a maximum distance of medium range from the manifester (100 feet + 10 feet per manifester level) after the sphere has actually encapsulated its contents.

The manifester moves objects or creatures in the sphere by concentrating on them. The sphere begins moving the round after manifesting the power. A round's concentration (a standard action) moves the sphere up to 30 feet. If the manifester ceases concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the power's duration ends, or the manifester begins concentrating again. Because of the reduced weight, the sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to its contents. If the manifester ceases concentrating (voluntarily or due to failing a Concentration check), he or she can resume concentrating on his or her next turn or any later turn during the power's duration. The manifester can move the sphere telekinetically even if he or she is in it.

Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the sphere can be rolled without exceptional effort.

Telepathic Projection

Telepathy (Cha) [Charm, Mind-Affecting]

Level: Psion 0

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester can alter the subject's mood. An affected creature feels the new emotion, but telepathic projection cannot radically change its emotional state. Instead, the power adjusts its emotions by one step. The manifester can grant up to a +1 bonus on his or her own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming the manifester adjusts the subject's emotions in the proper direction (the manifester could also inflict a -1 penalty on similar interactions).

Teleport

Psychoportation (Dex) [Teleportation]

Level: Psion 5

Display: Vi

Manifestation Time: 1 action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 9

This power instantly transports the manifester to a designated destination. Distance is not a factor, but interplanar travel is not possible. The manifester can bring along objects and willing creatures totaling up to 50 pounds per manifester level. Only objects held or in use (attended) by another person receive saving throws and power resistance.

The manifester must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. Areas of strong physical, psionic, or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll d% and consult the table below.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	—	—	81-92	93-100

Familiarity: "Very familiar" is a place where the manifester has been very often and where he or she feels at home. "Studied carefully" is a place known well, either because the manifester has been there often or has used other means to study the place. "Seen casually" is a place that the manifester has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the manifester has seen once, possibly using psionics. "Description" is a place whose location and appearance are known through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the manifester to arrive at or even be off target from.

On Target: The manifester appears where he or she wants to be.

Off Target: The manifester appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled.

Similar Area: The manifester winds up in an area that's visually or thematically similar to the target area. Generally, the manifester appears in the closest similar place, but since the power has no range limit, he or she could conceivably wind up somewhere else across the globe.

Mishap: The manifester and anyone else teleporting with him or her have gotten "scrambled." Each character suffers 1d10 points of damage, and reroll on the chart to see where the characters wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters suffer more damage and must reroll.

Teleportation Circle

Psychoportation (Dex) [Teleportation]

Level: Psion 8

Display: Me

Manifestation Time: 10 minutes

Range: Touch

Effect: A circle up to 5 ft. in radius that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 15

This power creates a circle on the floor or other horizontal surface that teleports (with no chance for error) any creature who stands on it to a designated spot. Once the manifester designates the destination for the circle, it can't be changed. The power fails if the manifester attempts to set the circle to teleport creatures into a solid object, to a place with which the manifester is not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If the manifester intends to keep creatures from activating it accidentally, he or she needs to mark the circle in some way.

The DC for a rogue (only) to use the Search skill to find the circle and thwart it with Disable Device is 34.

Teleport Trigger

Psychoportation (Dex) [Teleportation]

Level: Psion 5

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

The manifester specifies a situation whereby he or she automatically manifests a *teleport* power to a predetermined location (the manifester must know the *teleport* power and have sufficient power points to pay its cost). The *teleport* occurs on the initiative count immediately after the specified situation, even if the manifester is flat-footed or if he or she has already taken a normal action. Specified situations can be general or specific. Otherwise, rules for teleportation work normally.

Teleport without Error

Psychoportation (Dex) [Teleportation]

Level: Psion 7

Display: Vi

Manifestation Time: 1 action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 13

This power instantly transports the manifester to a designated destination. Distance is not a factor, but interplanar travel is not possible. The manifester can bring along objects and willing creatures totaling up to 50 pounds per manifester level. Only objects held or in use (attended) by another person receive saving throws and power resistance.

The manifester must have at least a reliable description of the place to which he or she is teleporting. If the manifester attempts to teleport with insufficient information (or with misleading information), he or she disappears and simply reappears in the original location. Areas of strong physical, psionic, or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Temporal Acceleration

Psychoportation (Dex)

Level: Psion 8

Display: None

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds (apparent time)

Power Points: 15

The manifester speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The manifester is free to act for 2 rounds of apparent time. Normal and magical fire, cold, acid, and the like can still harm the manifester. While *temporal acceleration* is in effect, other creatures are invulnerable to the manifester's attacks and powers; however, he or she can manifest powers and leave their effects to appear when the *temporal acceleration* power ends. (The powers' durations do not begin until the *temporal acceleration* duration is over.)

The manifester cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but can affect any item that is not in another creature's possession.

The manifester is undetectable while *temporal acceleration* lasts. He or she cannot enter an area protected by a *null psionics field* or by powers or spells that neutralize high-level powers or spells.

When *temporal acceleration* lapses, the manifester is disoriented on his or her return to the standard time frame. He or she suffers a -2 penalty on all attack rolls, saving throws, and skill checks for 1 round.

Temporal Velocity

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 3d4 rounds (apparent time)

Power Points: 17

The manifester speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The manifester is free to act for 3d4 rounds of apparent time. Normal and magical fire, cold, acid, and the like can still harm the manifester. While *temporal velocity* is in effect, other creatures are invulnerable to the manifester's attacks and powers; however, he or she can manifest powers and leave their effects to appear when the *temporal velocity* power ends. (The powers' durations do not begin until the *temporal velocity* duration is over.)

The manifester cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but can affect any item that is not in another creature's possession.

The manifester is undetectable while *temporal velocity* lasts. He or she cannot enter an area protected by a *null psionics field* or by powers or spells that neutralize high-level powers or spells.

When *temporal velocity* lapses, the manifester is disoriented on his or her return to the standard time frame. He or she suffers a -2 penalty on all attack rolls, saving throws, and skill checks for half the number of rounds (round down) he or she was accelerated.

Thrall

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 9

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17, XP cost

The manifester permanently controls the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject's mind. If the manifester and the subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a penalty of -10. If the subject succeeds at the save, the action is not taken, but the subject remains under the manifester's control. Once a subject of thrall makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty. Obviously self-destructive orders may be carried out if the above save is failed. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Protection from evil or a similar spell or power can prevent the manifester from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

The only way to dissolve thrall is through the successful manifestation of another *thrall* power, manifested with the intention of freeing the thrall, or the successful use of the spell *mage's disjunction*.

XP Cost: 5,000 XP.

Time Hop

Psychoportation (Dex)

Level: Psion 3

Display: Vi, Au (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Any object or creature whose weight is 600 lb. or less

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The subject of the power hops forward in time 3d6 rounds (always into the future, never into the past). In effect, the subject seems to disappear, then reappear after 3d6 rounds. The subject reappears in exactly the same orientation and condition as before. For the subject, no time has passed at all.

If the space from which the subject departed is occupied upon his or her return to the time stream, he or she appears in the closest unoccupied space, still in his or her original orientation. Determine the closest space randomly if necessary.

Time Regression

Psychoportation (Dex)

Level: Psion 9

Display: None

Manifestation Time: 1d4+1 rounds

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17, XP cost

The manifester can regress apparent time 1d4+1 rounds into the past. The power regresses time to the point along the timestream when the manifester first began manifesting the power (the manifester still has to pay the XP cost of the power, however). Once the manifester has regressed, only he or she retains knowledge of the next 1d4+1 rounds; however, the manifester can communicate that knowledge verbally to companions, if desired. During the rounds that the manifester lives through a second time, he or she can act on knowledge gained by living through the immediate future.

XP Cost: Each manifestation costs 500 XP.

Trace Teleport

Psychoportation (Dex) [Teleportation]

Level: Psion 6

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Circle, centered on you, with a radius of 100 ft. + 10 ft./level

Effect: Traces the teleportation of any object or creature whose weight does not total more than 300 lb./level

Duration: 1 hour/level (D)

Saving Throw: Will negates (foils trace)

Power Resistance: Yes (foils trace)

Power Points: 11

The manifester can trace the origination or destination of any teleportation made by others within the area. He or she can trace both psionic and magical teleportations. The manifester must pierce the power resistance of creatures that possess it for a successful trace, but the creature conducting the teleportation can make a Will save to foil the trace.

For purposes of this power, "trace" means the manifester could teleport to the location him or herself if so desired (and knew the *teleport* power), as if he or she had "seen casually" the trace location. This power does not grant any information on the conditions at the other end of the trace beyond mental coordinates.

Trinket

Metacreativity (Int)

Level: Psion 0

Display: Ma

Manifestation Time: 1 round

Range: 0

Effect: One unattended, nonmagical object of nonliving plant matter, up to 1 cu. in.

Duration: 1 minute

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic inch. The manifester must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component in a spell causes the spell to fail.

The manifester cannot create a dried herb, poison, or other distillate of dead plant matter that has a special secondary effect.

Ubiquitous Vision

Clairsentience (Wis)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

This power grants the manifester reduced penalties and bonuses in specific situations. In effect, the manifester has a 360-degree sphere of sight, allowing him or her perfect view of creatures that might otherwise flank the manifester. Thus, flanking opponents gain no bonus on their attack rolls instead of +2, and rogues are denied their sneak attack because the character does not lose his or her bonus to Dexterity (but they may still sneak attack if the character is caught flat-footed). The character's Spot checks gain a +3 enhancement bonus, and his or her Search checks gain a +1 enhancement bonus. Concurrently, the character suffers a -4 enhancement penalty on saves against all gaze attacks during the power's duration.

Ultrablast

Telepathy (Cha) [Mind-Affecting]

Level: Psion 7

Display: Au (see text)

Manifestation Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 13

The manifester "grumbles" psychically for 1 round (which both psionic and nonpsionic creatures can detect), then release a shriek that deals 13d4 points of damage.

Undeath Sense

Clairsentience (Wis)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Spread of 25-ft.-radius + 5 ft./2 levels, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

The manifester senses the presence of undead. While the duration lasts, the manifester becomes aware of the presence of undead within the affected space and their general location. The type of undead is not revealed, but numbers are.

Valor

Psychometabolism (Str)

Level: Psychic Warrior 0

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Power Points: 1

The manifester can immediately apply a +1 morale bonus on a saving throw.

A character can manifest this power instantly, quickly enough to gain the +1 morale bonus on a saving throw in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Verve

Psychometabolism (Str)

Level: Psion 0/Psychic Warrior 0

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute (D)

Power Points: 1

The manifester gains 1 temporary hit point. This hit point does not stack with temporary hit points from other sources or with additional uses of *verve*.

Vigilance

Clairsentience (Wis)

Level: Psychic Warrior 2

Display: Me

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 3

The manifester gains the ability to see 30 feet in total darkness, fog, silty water, dust-laden air, and similar vision-impairing media. Vision is black and white only but otherwise like normal sight. In magically obscured regions, such as magical darkness or fog, vigilance allows the character to see only 10 feet. The power does not grant the ability to see through solid objects.

Vigor

Psychometabolism (Str)

Level: Psion 1/Psychic Warrior 1

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 1

The manifester gains 3 temporary hit points per manifester level (maximum 18 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vigor*.

Vigor, Improved

Psychometabolism (Str)

Level: Psion 6/Psychic Warrior 6

Display: Ma, Ol

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Power Points: 11

The manifester gains 3 temporary hit points per manifester level (maximum 60 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of *vigor*.

Wall of Ectoplasm

Metacreativity (Int)

Level: Psion 4

Display: Vi (see text)

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester fashions a wall of ectoplasm, imbuing it with solidity. The wall cannot move and is immune to damage of all kinds. *Wall of ectoplasm* is susceptible to powers that negate psionics, but it gains a +4 bonus on any check to determine if the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction, although psychoportive travel can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it.

The manifester can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of ectoplasm must be continuous and unbroken when formed. If its surface is broken by any object or creature, the power fails.

Whitefire

Metacreativity (Int) [Fire]

Level: Psion 3

Display: Vi (see text)

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 5

Whitefire deals 5d4 points of fire damage to all creatures within the area the manifester designates (he or she must be able to see the target area or a portion of it). Unattended objects also take damage.

Whitefire sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point

TRAPS

Types of Traps

A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (see Designing a Trap, below, and the skill description).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (see Designing a Trap and the feat description).

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

Mechanical Traps

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Magic Traps

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

- A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).

- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

Elements Of A Trap

All traps—mechanical or magic—have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, magical silence, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of *clairaudience* during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Spot bonus conferred on the trap depend on the spell chosen, as shown.

Visual Triggers

Spell	Sight Range	Spot Bonus
<i>arcane eye</i>	Line of sight (unlimited range)	+20
<i>clairvoyance</i>	One preselected location	+15
<i>true seeing</i>	Line of sight (up to 120 ft.)	+30

If you want the trap to "see" in the dark, you must either choose the *true seeing* option or add darkvision to the trap as well. (Darkvision limits the trap's sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism—something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Mechanical Traps) and possibly the CR (Table: CR Modifiers for Mechanical Traps).

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap's cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level x 1.5. Some spells make attack rolls instead.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mechanical Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Sample Traps

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

CR 1 Traps

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. *Market Price: 2,000 gp.*

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. *Market Price: 1,800 gp.*

Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets

(first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. *Market Price: 1,300 gp.*

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. *Market Price: 500 gp.*

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. *Market Price: 700 gp.*

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. *Market Price: 1,300 gp.*

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Market Price: 1,400 gp.*

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. *Market Price: 400 gp.*

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. *Market Price: 1,400 gp.*

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20. *Market Price: 1,700 gp.*

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path. *Market Price: 1,200 gp.*

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. *Market Price: 500 gp.*

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. *Market Price: 2,500 gp.*

CR 2 Traps

Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. *Market Price: 3,000 gp.*

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price: 2,400 gp.*

Burning Hands Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Cost: 500 gp, 40 XP.*

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent

5-ft. squares); Search DC 24; Disable Device DC 19. *Market Price: 3,400 gp.*

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. *Cost: 500 gp, 40 XP.*

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. *Market Price: 4,800 gp.*

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. *Market Price: 3,000 gp.*

Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. *Market Price: 2,000 gp.*

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. *Market Price: 4,720 gp.*

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. *Market Price: 1,600 gp.*

Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. *Market Price: 3,800 gp.*

Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. *Market Price: 4,400 gp.*

CR 3 Traps

Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Cost: 2,500 gp, 200 XP.*

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. *Market Price: 4,800 gp.*

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27. *Market Price: 14,100 gp.*

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. *Cost: 85 gp to hire NPC spellcaster.*

Extended Bane Trap: CR 3; magic device; proximity trigger (*detect good*); automatic reset; spell effect (*extended bane*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27. *Cost: 3,500 gp, 280 XP.*

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. *Cost: 3,000 gp, 240 XP.*

Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22. *Market Price: 5,400 gp.*

Acid Arrow Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. *Cost: 3,000 gp, 240 XP.*

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. *Market Price: 3,000 gp.*

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. *Market Price: 2,900 gp.*

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. *Market Price: 3,600 gp.*

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. *Market Price: 5,400 gp.*

CR 4 Traps

Bestow Curse Trap: CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. *Cost: 8,000 gp, 640 XP.*

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price: 6,800 gp.*

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. *Market Price: 8,800 gp.*

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost: 350 gp to hire NPC spellcaster.*

Lightning Bolt Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost: 7,500 gp, 600 XP.*

Pit Trap: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. *Market Price: 4,000 gp.*

Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Market Price: 12,090 gp.*

Sepia Snake Sigil Trap: CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. *Cost: 650 gp to hire NPC spellcaster.*

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price: 4,000 gp.*

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18. *Market Price: 17,200 gp.*

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. *Market Price: 11,200 gp.*

Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. *Market Price: 7,200 gp.*

CR 5 Traps

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price: 8,500 gp.*

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. *Market Price: 9,650 gp.*

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price: 15,000 gp.*

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Cost: 305 gp to hire NPC spellcaster.*

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost: 12,000 gp, 960 XP.*

Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds. *Market Price: 17,500 gp.*

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Market Price: 18,000 gp.*

Moving Executioner Statue: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/x3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. *Market Price: 22,500 gp.*

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. *Cost: 14,000 gp, 1,120 XP.*

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. *Market Price: 5,000 gp.*

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. *Market Price: 12,650 gp.*

Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. *Market Price: 13,500 gp.*

Spiked Pit Trap (80 Ft. Deep): CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price: 5,000 gp.*

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. *Market Price: 9,000 gp.*

CR 6 Traps

Built-to-Collapse Wall: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Market Price: 15,000 gp.*

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. *Market Price: 25,200 gp.*

Flame Strike Trap: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost: 22,750 gp, 1,820 XP.*

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. *Market Price: 31,200 gp.*

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost: 680 gp to hire NPC spellcaster.*

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost: 15,000 gp, 1,200 XP.*

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price: 21,600 gp.*

Spiked Pit Trap (100 Ft. Deep): CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price: 6,000 gp.*

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price: 30,200 gp.*

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Market Price: 28,200 gp.*

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. *Market Price: 17,400 gp.*

CR 7 Traps

Acid Fog Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (acid fog, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. *Cost: 33,000 gp, 2,640 XP.*

Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost: 33,000 gp, 2,640 XP.*

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Market Price: 17,500 gp.*

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost: 33,000 gp, 2,640 XP.*

Black Tentacles Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]);

multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29. *Cost: 1,400 gp, 112 XP.*

Fussillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price: 33,000 gp.*

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. *Market Price: 11,300 gp.*

Summon Monster VI Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. *Cost: 3,300 gp, 264 XP.*

Water-Filled Room: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. *Market Price: 21,000 gp.*

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. *Market Price: 24,500 gp.*

CR 8 Traps

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. *Market Price: 31,400 gp.*

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. *Cost: 45,500 gp, 3,640 XP.*

Earthquake Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. *Cost: 45,500 gp, 3,640 XP.*

Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. *Market Price: 23,900 gp.*

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. *Cost: 83,500 gp, 4,680 XP.*

Note: This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. *Cost: 4,550 gp, 364 XP.*

Prismatic Spray Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. *Cost: 45,500 gp, 3,640 XP.*

Reverse Gravity Trap: CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Cost: 45,500 gp, 3,640 XP.*

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Market Price: 16,000 gp.*

Word of Chaos Trap: CR 8; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Cost: 46,000 gp, 3,680 XP.*

CR 9 Traps

Drawer Handle Smear with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. *Market Price: 21,600 gp.*

Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Market Price: 12,600 gp.*

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. *Cost: 60,000 gp, 4,800 XP.*

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price: 40,500 gp.*

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. *Market Price: 11,910 gp.*

CR 10 Traps

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. *Market Price: 29,000 gp.*

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. *Market Price: 25,000 gp.*

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. *Cost: 124,000 gp, 7,920 XP.*

Forcecage and Summon Monster VII trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. *Cost: 241,000 gp, 7,280 XP.*

Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. *Market Price: 19,700 gp.*

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. *Cost: 76,500 gp, 6,120 XP.*

Designing A Trap

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table: CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires—or, failing that, he must be able to hire an NPC to cast the spells for him.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table: CR Modifiers for Magic Traps).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

CR Modifiers for Mechanical Traps

Feature	CR Modifier
Search DC	
15 or lower	-1
25-29	+1
30 or higher	+2
Disable Device DC	
15 or lower	-1
25-29	+1
30 or higher	+2
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	-1
16-24	—
25-29	+1
30 or higher	+2
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	-2
+1 to +5	-1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
Damage/Effect	
Average damage	+1/7 points*
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	-1
Poison	
Black adder venom	+1
Black lotus extract	+8
Bloodroot	+1
Blue whinnis	+1
Burnt othur fumes	+6
Deathblade	+5
Dragon bile	+6
Giant wasp poison	+3
Greenblood oil	+1
Insanity mist	+4
Large scorpion venom	+3
Malys root paste	+3
Medium spider venom	+2
Nitharit	+4
Purple worm poison	+4
Sassone leaf residue	+3
Shadow essence	+3
Small centipede poison	+1
Terinav root	+5
Ungol dust	+3
Wyvern poison	+5
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).



For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

CR Modifiers for Magic Traps

Feature	CR Modifier
Highest-level spell	+ Spell level OR +1 per 7 points of average damage per round*

*See the note following Table: CR Modifiers for Mechanical Traps.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Cost Modifiers for Mechanical Traps

Feature	Cost Modifier
Trigger Type	
Location	—
Proximity	+1,000 gp
Touch	—
Touch (attached)	-100 gp
Timed	+1,000 gp
Reset Type	
No reset	-500 gp
Repair	-200 gp
Manual	—
Automatic	+500 gp (or 0 if trap has timed trigger)
Bypass Type	
Lock	+100 gp (Open Lock DC 30)
Hidden switch	+200 gp (Search DC 25)
Hidden lock	+300 gp (Open Lock DC 30, Search DC 25)
Search DC	
19 or lower	-100 gp x (20 - DC)
20	—
21 or higher	+200 gp x (DC - 20)
Disable Device DC	
19 or lower	-100 gp x (20 - DC)
20	—
21 or higher	+200 gp x (DC - 20)
Reflex Save DC (Pit or Other Save-Dependent Trap)	
19 or lower	-100 gp x (20 - DC)
20	—
21 or higher	+300 gp x (DC - 20)
Attack Bonus (Melee or Ranged Attack Trap)	
+9 or lower	-100 gp x (10 - bonus)
+10	—
+11 or higher	+200 gp x (bonus - 10)
Damage Bonus	
High strength rating (ranged attack trap)	+100 gp x bonus (max +4)
High Strength bonus (melee attack trap)	+100 gp x bonus (max +8)
Miscellaneous Features	
Never miss	+1,000 gp
Poison	Cost of poison*
Alchemical item	Cost of item*

* Multiply cost by 20 if trap features automatic reset.

Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table: Cost Modifiers for Mechanical Traps for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) gp.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

Cost Modifiers for Magic Device Traps

Feature	Cost Modifier
Alarm spell used in trigger	—
One-Shot Trap	
Each spell used in trap	+50 gp x caster level x spell level, +4 XP x caster level x spell level
Material components	+ Cost of all material components
XP components	+ Total of XP components x 5 gp
Automatic Reset Trap	
Each spell used in trap	+500 gp x caster level x spell level, +40 XP x caster level x spell level
Material components	+ Cost of all material components x 100 gp
XP components	+ Total of XP components x 500 gp

Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC; see below).

The costs derived from Table: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them those costs must be factored in as well.

A magic device trap takes one day to construct per 500 gp of its cost.

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Mechanical Trap Craft DC

Trap CR	Base Craft (Trapmaking) DC
1-3	20
4-6	25
7-10	30

Additional Components	Modifier to Craft (Trapmaking) DC
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

READING THE MONSTER ENTRIES

Each monster description is organized in the same general format, as outlined below.

Statistics Block

This portion of a monster description contains basic game information on the creature.

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 (see Space/Reach, below).

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).

Movement Modes: Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

- **Perfect:** The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- **Good:** The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- **Average:** The creature can fly as adroitly as a small bird.
- **Poor:** The creature flies as well as a very large bird.
- **Clumsy:** The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

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). The creature's touch and flat-footed ACs follow the combat-ready AC.

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.

Base Attack/Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a -5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a -2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is

given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20, and deals double damage on a successful critical.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Manufactured Weapons: Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual -5 penalty (or -2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

The save DC is given in the creature's description along with the ability on which the DC is based.

Vulnerability to Energy: Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

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 adjust-

ments, 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.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a -8 penalty on skill checks that defy its natural tendencies.

In extreme circumstances the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a superscript B (^B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

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

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Treasure

This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes

Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

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.

Advancement

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

MONSTER TYPES & SUBTYPES

Aberration Type

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features

An aberration has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Air Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype

Angels are a race of celestials, beings who live on the good-aligned Outer Planes.

Angels can be of any good alignment. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials.

All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their tongues ability.

Combat

In combat, most angels make full use of their mobility and their ability to attack at a distance.

Traits

An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- **Protective Aura (Su):** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)
- **Tongues (Su):** All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Animal Type

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features

An animal has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

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.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature’s attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Aquatic Subtype

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype

Archons are celestials from a lawful good-aligned plane.

Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

Combat

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and run tactics or standing off and engaging a foe with magic before moving into melee).

Traits

An archon possesses the following traits (unless otherwise noted in a creature’s entry).

- Darkvision out to 60 feet and low-light vision.
- **Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon’s aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- **Magic Circle against Evil (Su):** A magic circle against evil effect always surrounds an archon (caster level equals the archon’s Hit Dice). (The defensive benefits from the circle are not included in an archon’s statistics block.)

- **Teleport (Su):** Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
- **Tongues (Su):** All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Augmented Subtype

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature’s original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Chaotic Subtype

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Cold Subtype

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Construct Type

A construct is an animated object or artificially constructed creature.

Features

A construct has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.

- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Dragon Type

A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features

A dragon has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.

Earth Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Type

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features

An elemental has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good saves depend on the element
- Fortitude (earth, water) or Reflex (air, fire).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to critical hits or flanking.
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not eat, sleep, or breathe.

Evil Subtype

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar Subtype

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fey Type

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features

A fey has the following features.

- 6-sided Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as wizard).
- Good Reflex and Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey eat, sleep, and breathe.

Fire Subtype

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Giant Type

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features

A giant has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A giant possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple and martial weapons, as well as any natural weapons.
- Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- Giants eat, sleep, and breathe.

Goblinoid Subtype

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features

A humanoid has the following features (unless otherwise noted in a creature's entry).

- 8-sided Hit Dice, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Reflex saves (usually; a humanoid's good save varies).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits

A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter

types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.

- Humanoids breathe, eat, and sleep.

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*, or attacks made with ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

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 within a square 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 with Listen checks 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.

Lawful Subtype

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Magical Beast Type

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features

A magical beast has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude and Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts eat, sleep, and breathe.

Monstrous Humanoid Type

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features

A monstrous humanoid has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Reflex and Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

Native Subtype

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Ooze Type

An ooze is an amorphous or mutable creature, usually mindless.

Features

An ooze has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

Traits

An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless
- No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

Plant Type

- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to $10 + 1/2$ ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features

An outsider has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to $(8 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.

Traits

An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features

A plant creature has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to $3/4$ total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

Traits

A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Reptilian Subtype

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits

A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind

on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

A swarm's attacks are non-magical, unless the swarm's description states otherwise.

Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature

immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Swarm HD	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces.

Features

An undead creature has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as wizard).
- Good Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

Traits

An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features

Vermin have the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits

Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless
- No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Water Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

IMPROVING MONSTERS

Each of the monster entries describes a typical creature of its kind. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character classes, increasing a monster's Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive—it's possible for a monster with a template to be improved by both increasing its Hit Dice and adding character class levels.

Class Levels: Intelligent creatures that are reasonably humanoid in shape most commonly advance by adding class levels. Creatures that fall into this category have an entry of "By character class" in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities.

Increased Hit Dice: Intelligent creatures that are not humanoid in shape, and nonintelligent monsters, can advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

Templates: Both intelligent and nonintelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

Each of these three methods for improving monsters is discussed in more detail below.

Ability Score Arrays

Monsters are assumed to have completely average (or standard) ability scores—a 10 or an 11 in each ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the elite array or the nonelite array of ability scores. Monsters who improve by adding a template, and monsters who improve by increasing their Hit Dice, may use any of the three arrays (standard, nonelite, or elite). Any monster unique enough to be improved could easily be considered elite.

Elite Array: The elite array is 15, 14, 13, 12, 10, 8. While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class.

Nonelite Array: The nonelite array is 13, 12, 11, 10, 9, 8. The nonelite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The nonelite array is most appropriate for monsters who add class levels in a NPC class.

Ability Score Improvement: Treat monster Hit Dice the same as character level for determining ability score increases. This only applies to Hit Dice increases, monsters do not gain ability score increases for levels they "already reached" with their racial Hit Dice, since these adjustments are included in their basic ability scores.

Monsters And Class Levels

If a creature acquires a character class, it follows the rules for multiclass characters.

The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character class never affect a creature's size.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL.

If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of "By character class" receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Increasing Hit Dice

As its Hit Dice increase, a creature's attack bonuses and saving throw modifiers might improve. It gains more feats and skills, depending on its type, as shown on Table: Creature Improvement by Type.

Changes to Statistics by Size

Old Size*	New Size	Str	Dex	Con	Natural Armor	AC/Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

*Repeat the adjustment if the creature moves up more than one size

Creature Improvement by Type

Type	Hit Die	Attack Bonus	Good Saving Throws	Skill Points*
Aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**

All types have a number of feats equal to 1 + 1 per 3 Hit Dice.

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.

** Creatures with an Intelligence score of “—” gain no skill points or feats.

Note that if a creature acquires a character class, it improves according to its class, not its type.

Size Increases

A creature may become larger when its Hit Dice are increased (the new size is noted parenthetically in the monster’s Advancement entry).

A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature’s ability scores, AC, attack bonuses, and damage values as indicated on the tables below.

Increased Damage By Size

Old Damage (Each)*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

* Repeat the adjustment if the creature moves up more than one size category.

Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species.

Acquired And Inherited Templates

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It’s possible for a certain kind of template to be of either type.

Reading A Template

A template’s description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature’s statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as “Same as the base creature.”

Size and Type: Templates often change a creature’s type, and may change the creature’s size.

If a template changes the base creature’s type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature’s original type. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature’s size, use Table: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, attack rolls, and grapple bonus.

Hit Dice and Hit Points: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature’s Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with class levels, but most templates that change Hit Dice change only the creature’s original HD and leave class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature’s Constitution modifier changes.

Initiative: If a template changes the monster’s Dexterity, or if it adds or removes the Improved Initiative feat, this entry changes.

Speed: If a template modifies a creature’s speed, the template states how that happens. More commonly, a template adds a new movement mode.

Armor Class: If a template changes the creature’s size, see Table: Changes to Statistics by Size to determine its new Armor Class and to see whether its natural armor changes. In some cases the method of determining Armor Class changes radically; the template description explains how to adjust the creature’s AC.

Base Attack/Grapple: Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens. Changes to a creature's Strength score can change a creature's grapple bonus, as can changes to its size.

Attack and Full Attack: Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Dexterity changes, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table: Changes to Statistics by Size.

Damage: Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

Space/Reach: A template may change this entry if it changes the monster's size. Note that this table does not take into account special situations such as exceptional reach.

Special Attacks: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

Special Qualities: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

Base Saves: As with attacks, changing a monster's type does not always change its base saving throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template may, however, state that a monster has a different "good" saving throw.

Abilities: If a template changes one or more ability scores, these changes are noted here.

Skills: As with attacks, changing a monster's type does not always change its skill points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

Feats: Since most templates do not change the number of Hit Dice a creature has, a template will not change the number of feats the creature has. Some templates grant one or more bonus feats.

Environment: Usually the same as the base creature.

Organization: Usually the same as the base creature.

Challenge Rating: Most templates increase the creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's original Hit Dice or CR.

Treasure: Usually the same as the base creature.

Alignment: Usually the same as the base creature, unless the template is associated with a certain alignment.

Advancement: Usually the same as the base creature.

Level Adjustment: This entry is a modifier to the base creature's level adjustment. Any level adjustment is meaningless unless the creature retains a high enough Intelligence (minimum 3) to gain class levels after applying the template.

Adding More Than One Template

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature's type—you may add a template that makes the creature ineligible for other templates you might want to add.

Advanced Monster Challenge Rating

When adding class levels to a creature with 1 or less HD, you advance the creature like a character. Otherwise, use the following guidelines.

Adding Class Levels

If you are advancing a monster by adding player character class levels, decide if the class levels directly improve the monster's existing capabilities.

When adding class levels to a creature, you should give it typical ability scores appropriate for that class. Most creatures are built using the standard array of ability scores: 11, 11, 11, 10, 10, 10, adjusted by racial modifiers. If you give a creature a PC class use the elite array of ability scores before racial adjustments: 15, 14, 13, 12, 10, 8. Creatures with NPC classes use the nonelite array of 13, 12, 11, 10, 9, 8.

Associated Class Levels

Class levels that increase a monster's existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

Barbarian, fighter, paladin, and ranger are associated classes for a creature that relies on its fighting ability.

Rogue and ranger are associated classes for a creature that relies on stealth to surprise its foes, or on skill use to give itself an advantage.

A spellcasting class is an associated class for a creature that already has the ability to cast spells as a character of the class in question, since the monster's levels in the spellcasting class stack with its innate spellcasting ability.

Nonassociated Class Levels

If you add a class level that doesn't directly play to a creature's strength the class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster's CR by 1.

Levels in NPC classes are always treated as nonassociated.

Adding Hit Dice

When you improve a monster by adding Hit Dice, use Table: Improved Monster CR Increase to determine the effect on the creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from class levels. In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, saving throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate level and adjust the CR accordingly.

Improved Monster CR Increase

Creature's Original Type	CR Increase
Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin	+1 per 4 HD added
Animal, magical beast, monstrous humanoid	+1 per 3 HD added
Dragon, outsider, nonassociated class levels	+1 per 2 HD or 2 levels added
Directly associated class levels	+1 per level added
Other Modifiers:	
Size increased to Large or larger	+1 to CR
Monster's ability scores based on elite array*	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+ template CR modifier

* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.)

Increasing Size

Generally, increasing a monster's size increases its combat effectiveness. Large creatures gain increased Strength, reach, and other benefits. Apply this modifier if you increase a creature beyond Medium and in conjunction with any other increases.

Be careful, though. Monsters that benefit from a smaller size may actually lose effectiveness because of a size increase. Monsters that don't benefit from size increases don't advance in that manner for this reason.

Adding Special Abilities

You can add any sort of spell-like, supernatural, or extraordinary ability to a creature. As with a class level, you should determine how much, or how little, this ability adds to the creature's existing repertoire. A suite of abilities that work together should be treated as a single modifier for this purpose. If the ability (or combination of abilities) significantly increases the monster's combat effectiveness, increase its CR by 2. Minor abilities increase the creature's CR by 1, and truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a class or Hit Die increase, this CR increase stacks.

A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round. A significant special quality is one that seriously diminishes the monster's vulnerability to common attacks. Do not add this factor twice if a monster has both special attacks and special qualities.

Make sure to "scale" your evaluation of these abilities by the monster's current CR.

MONSTER DESCRIPTIONS

Aboleth

Huge Aberration (Aquatic)

Hit Dice:	8d8+40 (76 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 60 ft.
Armor Class:	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+6/+22
Attack:	Tentacle +12 melee (1d6+8 plus slime)
Full Attack:	4 tentacles +12 melee (1d6+8 plus slime)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Enslave, psionics, slime
Special Qualities:	Aquatic subtype, darkvision 60 ft., mucus cloud
Saves:	Fort +7, Ref +3, Will +11
Abilities:	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17
Skills:	Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8
Feats:	Alertness, Combat Casting, Iron Will
Environment	Underground
Organization:	Solitary, brood (2–4), or slaver brood (1d3+1 plus 7–12 skum)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	9–16 HD (Huge); 17–24 HD (Gargantuan)
Level Adjustment:	—

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blueblack orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths speak their own language, as well as Undercommon and Aquan.

Combat

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Achaierai

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (2d6+4)
Full Attack:	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Black cloud
Special Qualities:	Darkvision 60 ft., spell resistance 19
Saves:	Fort +7, Ref +6, Will +7
Abilities:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Skills:	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats:	Dodge, Mobility, Spring Attack
Environment:	A lawful-aligned plane
Organization:	Solitary or flock (5–8)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

Achaierais are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere.

Achaierais speak Infernal. They weigh about 750 pounds.

Combat

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

Angel, Astral Deva

Medium Outsider (Angel,
Extraplanar, Good)

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud.

Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

Allip

Medium Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	+5
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
Base Attack/Grapple:	+2/—
Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Full Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Babble, madness, Wisdom drain
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
Skills:	Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks)
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–12 HD (Medium)
Level Adjustment:	—

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

Combat

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Hit Dice:	12d8+48 (102 hp)
Initiative:	+8
Speed:	50 ft. (10 squares), fly 100 ft. (good)
Armor Class:	29 (+4 Dex, +15 natural), touch 14, flat-footed 25
Base Attack/Grapple:	+12/+18
Attack:	+3 <i>heavy mace of disruption</i> +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Full Attack:	+3 <i>heavy mace of disruption</i> +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, stun
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge
Saves:	Fort +14 (+18 against poison), Ref +12, Will +12
Abilities:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
Skills:	Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+8

An astral deva is about 7-1/2 feet tall and weighs about 250 pounds.

Combat

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 *heavy mace of disruption*.

An astral deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Angel, Planetar

Large Outsider (Angel, Extraplanar, Good)

Hit Dice:	14d8+70 (133 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 90 ft. (good)
Armor Class:	32 (-1 size, +4 Dex, +19 natural), touch 13, flat-footed 28
Base Attack/Grapple:	+14/+25
Attack:	+3 <i>greatsword</i> +23 melee (3d6+13/ 19-20) or slam +20 melee (2d8+10)
Full Attack:	+3 <i>greatsword</i> +23/+18/+13 melee (3d6+13/19-20) or slam +20 melee (2d8+10)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, tongues
Saves:	Fort +14 (+18 against poison), Ref +13, Will +15
Abilities:	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22
Skills:	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	16
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	15-21 HD (Large); 22-42 HD (Huge)
Level Adjustment:	—

A planetar is nearly 9 feet tall and weighs about 500 pounds.

Combat

Despite their vast array of magical powers, planetars are likely to wade into melee with their +3 *greatswords*. They particularly enjoy fighting fiends.

A planetar's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Regeneration: A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will—*continual flame*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun*, *raise dead*, *waves of fatigue*; 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Planetars can cast divine spells as 17th-level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level): 0—*create water*, *detect magic*, *guidance*, *resistance* (2), *virtue*; 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *inflict light wounds**, *shield of faith*; 2nd—*aid**, *align weapon*, *bear's endurance*, *bull's strength* (2), *consecrate*, *eagle's splendor*, *hold person*; 3rd—*contagion**, *daylight*, *invisibility purge*, *prayer* (2), *summon monster III*, *wind wall*; 4th—*death ward*, *dismissal*, *inflict critical wounds**, *neutralize poison* (2), *summon monster IV*; 5th—*break enchantment*, *circle of doom**, *dispel evil*, *mark of justice*, *plane shift*, *righteous might*; 6th—*banishment*, *greater dispel magic*, *harm**, *heal*, *heroes' feast*, *mass cure moderate wounds*; 7th—*dictum*, *disintegrate**, *holy word*, *regenerate*; 8th—*holy aura**, *mass cure critical wounds*, *shield of law*; 9th—*implosion*, *summon monster IX (good)*.*

*Domain spell. Domains: Destruction and Good.

Angel, Solar

Large Outsider (Angel,
Extraplanar, Good)

Hit Dice:	22d8+110 (209 hp)
Initiative:	+9
Speed:	50 ft. (10 squares), fly 150 ft. (good)
Armor Class:	35 (–1 size, +5 Dex, +21 natural), touch 14, flat-footed 30
Base Attack/Grapple:	+22/+35
Attack:	+5 <i>dancing greatsword</i> +35 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Full Attack:	+5 <i>dancing greatsword</i> +35/+30/+25/+20 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 15/epic and evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues
Saves:	Fort +18 (+22 against poison), Ref +18, Will +20
Abilities:	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills:	Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	23–33 HD (Large); 34–66 HD (Huge)
Level Adjustment:	—

A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.

Combat

Solars are puissant champions of good. Only the most powerful fiends approach their power.

Even more fearsome than their +5 *dancing greatswords* are their +2 *composite longbows* that create any sort of *slaying arrow* when drawn.

A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: At will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration* (DC 19), *polymorph* (self only) *power word stun*, *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue* ; 3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion* ; 1/day—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish* . Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect evil*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *true seeing* . They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0—*create water*, *detect magic*, *guidance* (2), *resistance* (2); 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *obscuring mist* *, *shield of faith*; 2nd—*align weapon*, *bear's endurance* (2), *bull's strength* (2), *consecrate*, *eagle's splendor*, *spiritual weapon* *; 3rd—*daylight*, *invisibility purge*, *magic circle against evil*, *magic vestment* *, *prayer* (2), *protection from energy*, *wind wall*; 4th—*death ward* (2), *dismissal* (2), *divine power* *, *neutralize poison* (2); 5th—*break enchantment*, *control winds* *, *dispel evil*, *plane shift*, *righteous might* (2), *symbol of pain*; 6th—*banishment*, *chain lightning* *, *heroes' feast*, *mass cure moderate wounds*, *undeath to death*, *word of recall*; 7th—*control weather* *, *destruction*, *dictum*, *ethereal jaunt*, *holy word*, *regenerate*; 8th—*fire storm*, *holy aura*, *mass cure critical wounds* (2), *whirlwind* *; 9th—*etherialness*, *elemental swarm (air)* *, *mass heal*, *miracle*, *storm of vengeance* .

*Domain spell. Domains: Air and War.

Animated Object, Tiny

Tiny Construct

Hit Dice: 1/2 d10 (2 hp)
Initiative: +2
Speed: 40 ft. (8 squares); 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/-9
Attack: Slam +1 melee (1d3-1)
Full Attack: Slam +1 melee (1d3-1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +0, Ref +2, Will -5
Abilities: Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Group (4)
Challenge Rating: 1/2
Treasure: None, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Group (4)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Animated Object, Small

Small Construct

Hit Dice: 1d10+10 (15 hp)
Initiative: +1
Speed: 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple: +0/-4
Attack: Slam +1 melee (1d4)
Full Attack: Slam +1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +0, Ref +1, Will -5
Abilities: Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Pair
Challenge Rating: 1
Treasure: Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Pair
Challenge Rating: 1

Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Animated Object, Medium

Medium Construct

Hit Dice: 2d10+20 (31 hp)
Initiative: +0
Speed: 30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Slam +2 melee (1d6+1)
Full Attack: Slam +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +0, Ref +0, Will -5
Abilities: Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: —
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Animated Object, Large

Large Construct

Hit Dice: 4d10+30 (52 hp)
Initiative: +0
Speed: 20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +3/+10
Attack: Slam +5 melee (1d8+4)
Full Attack: Slam +5 melee (1d8+4)
Space/Reach: 10 ft./5 ft. (long); 10 ft./10 ft. (tall)
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +1, Ref +1, Will -4
Abilities: Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary

Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Alignment: Always neutral
Advancement: —
Level Adjustment: —

Animated Object. Huge

Huge Construct

Hit Dice: 8d10+40 (84 hp)
Initiative: -1
Speed: 20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels
Armor Class: 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13
Base Attack/Grapple: +6/+19
Attack: Slam +9 melee (2d6+7)
Full Attack: Slam +9 melee (2d6+7)
Space/Reach: 15 ft./10 ft. (long); 15 ft./15 ft. (tall)
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +2, Ref +1, Will -3
Abilities: Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Animated Object.

Gargantuan

Gargantuan Construct

Hit Dice: 16d10+60 (148 hp)
Initiative: -2
Speed: 10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class: 12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12
Base Attack/Grapple: +12/+31
Attack: Slam +15 melee (2d8+10)
Full Attack: Slam +15 melee (2d8+10)
Space/Reach: 20 ft./15 ft. (long); 20 ft./20 ft. (tall)
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +5, Ref +3, Will +0
Abilities: Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None

Animated Object.

Colossal

Colossal Construct

Hit Dice: 32d10+80 (256 hp)
Initiative: -3
Speed: 10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class: 11 (-8 size, -3 Dex, +12 natural), touch -1, flat-footed 11
Base Attack/Grapple: +24/+49
Attack: Slam +25 melee (4d6+13)
Full Attack: Slam +25 melee (4d6+13)
Space/Reach: 30 ft./20 ft. (long); 30 ft./30 ft. (tall)
Special Attacks: See text
Special Qualities: Construct traits, darkvision 60 ft., low-light vision; also see text
Saves: Fort +10, Ref +7, Will +5
Abilities: Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *animate objects* or similar supernatural abilities.

Combat

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

Ankheg

Large Magical Beast

Hit Dice:	3d10+12 (28 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+12
Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Full Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, spit acid
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills:	Climb +8, Listen +6, Spot +3
Feats:	Alertness, Toughness
Environment:	Warm plains
Organization:	Solitary or cluster (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Large); 5-9 HD (Huge)
Level Adjustment:	—

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x 10).

Combat

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.)

Clusters of ankhegs share the same territory but do not cooperate.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Aranea

Medium Magical Beast (Shapechanger)

Hit Dice:	3d10+6 (22 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), climb 25 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Full Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (3-6)
Challenge Rating:	4
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

Combat

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*daze, detect magic, ghost sound, light, resistance*; 1st—*mage armor, silent image, sleep*.

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

Archon, Hound

Medium Outsider (Archon, Extraplanar, Good, Lawful)

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Hit Dice:	6d8+6 (33 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	19 (+9 natural), touch 10, flat-footed 19 +6/+8
Base Attack/Grapple:	
Attack:	Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/ 19–20)
Full Attack:	Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19–20) and bite +3 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 16, teleport, tongues
Saves:	Fort +6 (+10 against poison), Ref +5, Will +6
Abilities:	Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12
Skills:	Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)
Feats:	Improved Initiative, Power Attack, Track
Environment	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	4
Treasure:	No coins; double goods; standard items
Alignment:	Always lawful good
Advancement:	7–9 HD (Medium); 10–18 HD (Large) +5
Level Adjustment:	+5

Hound archons look like well-muscled humans with canine heads.

Combat

Hound archons prefer to attack with their natural weapons but occasionally use greatswords.

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *message*. Caster level 6th.

Aura of Menace (Su): Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Archon. Lantern

Small Outsider (Archon.
Extraplanar. Good. Lawful)

Hit Dice :	1d8 (4 hp)
Initiative :	+4
Speed :	Fly 60 ft. (perfect) (12 squares)
Armor Class :	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple :	+1/-8
Attack :	Light ray +2 ranged touch (1d6)
Full Attack :	2 light rays +2 ranged touch (1d6)
Space/Reach :	5 ft./5 ft.
Special Attacks :	Spell-like abilities
Special Qualities :	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues
Saves :	Fort +2 (+6 against poison), Ref +2, Will +2
Abilities :	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills :	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats :	Improved Initiative
Environment :	A lawful good-aligned plane
Organization :	Solitary, pair, or squad (3-5)
Challenge Rating :	2
Treasure :	None
Alignment :	Always lawful good
Advancement :	2-4 HD (Small)
Level Adjustment:	—

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

Combat

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid*, *detect evil*, *continual flame*. Caster level 3rd.

Archon. Trumpet

Medium Outsider (Archon.
Extraplanar. Good. Lawful)

Hit Dice:	12d8+72 (126 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+12/+17
Attack:	+4 <i>greatsword</i> +21 melee (2d6+11/ 19-20)
Full Attack:	+4 <i>greatsword</i> +21/+16/+11 melee (2d6+11/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, trumpet
Special Qualities:	Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, spell resistance 29, teleport, tongues
Saves:	Fort +14 (+18 against poison), Ref +11, Will +11
Abilities:	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16
Skills:	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
Feats:	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
Environment:	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always lawful good
Advancement:	13-18 HD (Medium); 19-36 HD (Large)
Level Adjustment:	+8

Each Trumpet Archon carries a gleaming silver trumpet about 6 feet long.

Combat

A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance.

A trumpet archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect evil*, *continual flame*, *message*. Caster level 12th.

Aura of Menace (Su): Will DC 21 negates.

Spells: Trumpet archons can cast divine spells as 14th-level clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—*detect magic*, *light*, *purify food and drink*, *read magic*, *resistance* (2); 1st—*bless* (2), *divine favor* (2), *protection from*

chaos*, sanctuary, shield of faith; 2nd—aid*, bull's strength (2), consecrate, lesser restoration, owl's wisdom (2); 3rd—daylight, invisibility purge, magic circle against chaos*, magic vestment, protection from energy (2); 4th—dismissal, divine power, holy smite*, neutralize poison, spell immunity; 5th—dispel evil*, mass cure light wounds, plane shift, raise dead; 6th—blade barrier*, banishment, heal, undeath to death; 7th—dictum*, holy word, mass cure serious wounds.

*Domain spell. Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

Arrowhawk, Juvenile

Small Outsider (Air, Extraplanar)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+5
Speed:	Fly 60 ft. (perfect) (12 squares)
Armor Class:	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15
Base Attack/Grapple:	+3/+0
Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)
Full Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +4, Ref +8, Will +4
Abilities:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)
Feats:	Dodge, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary or clutch (2-4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Small)
Level Adjustment:	—

Arrowhawk, Adult

Medium Outsider (Air, Extraplanar)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+5
Speed:	Fly 60 ft. (perfect) (12 squares)
Armor Class:	21 (+5 Dex, +6 natural), touch 15, flat-footed 16
Base Attack/Grapple:	+7/+9
Attack:	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)
Full Attack:	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +6, Ref +10, Will +6
Abilities:	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks,

	+13 Plane of Air), Use Rope +5 (+7 with bindings)
Feats:	Dodge, Flyby Attack, Weapon Finesse
Environment	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8–14 HD (Medium)
Level Adjustment:	—

Arrowhawk, Elder

Large Outsider (Air, Extraplanar)

Hit Dice:	15d8+45 (112 hp)
Initiative:	+5
Speed:	Fly 60 ft. (perfect) (12 squares)
Armor Class:	22 (–1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+15/+25
Attack:	Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)
Full Attack:	Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +12, Ref +14, Will +10
Abilities:	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite) ^B
Environment	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	16–24 HD (Large); 25–32 HD (Gargantuan)
Level Adjustment:	—

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

Combat

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Assassin Vine

Large Plant

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	15 (–1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	10 ft./10 ft. (20 ft. with vine)
Special Attacks:	Constrict 1d6+7, entangle, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
Environment:	Temperate forests
Organization:	Solitary or patch (2–4)
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment:	—

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

Combat

An assassin vine uses simple tactics:

It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine 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.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Astral Construct

An astral construct's Hit Dice are determined by the level of the power used to create it. However, astral constructs of given HD can vary somewhat from one another, depending on the whims of their creators.

1st-Level Astral Construct

Small Construct

Hit Dice:	1d10 (5 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d4+1
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	1 ability from Menu A
Saves:	Fort +0, Ref +2, Will +1
Abilities:	Str 13, Dex 15, Con —, Int —, Wis 12, Cha 6
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	—

2nd-Level Astral Construct

Medium Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
Armor Class:	14 (+2 Dex, +2 natural)
Attacks:	Slam +2 melee
Damage:	Slam 1d6+1
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	2 abilities from Menu A
Saves:	Fort +0, Ref +2, Will +1
Abilities:	Str 13, Dex 15, Con —, Int —, Wis 12, Cha 6
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	—

3rd-Level Astral Construct

Medium Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
Armor Class:	16 (+2 Dex, +4 natural)
Attacks:	Slam +4 melee
Damage:	Slam 1d6+4
Space/Reach:	5 ft. by 5 ft./5 ft.

Special Attacks: 3 abilities from Menu A
Saves: Fort +0, Ref +2, Will +2
Abilities: Str 17, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —

4th-Level Astral Construct

Large Construct

Hit Dice: 5d10 (27 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Armor Class: 16 (–1 size, +2 Dex, +5 natural)
Attacks: Slam +9 melee
Damage: Slam 1d8+10
Space/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 1 ability from Menu B
Special Qualities: Damage reduction 5/+1
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 25, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: —

5th-Level Astral Construct

Large Construct

Hit Dice: 7d10 (38 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Armor Class: 17 (–1 size, +2 Dex, +6 natural)
Attacks: Slam +13 melee
Damage: Slam 1d8+13
Space/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 2 abilities from Menu B
Special Qualities: Damage reduction 5/+1
Saves: Fort +2, Ref +4, Will +4
Abilities: Str 29, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: —

6th-Level Astral Construct

Large Construct

Hit Dice: 10d10 (55 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Armor Class: 18 (–1 size, +2 Dex, +7 natural)
Attacks: Slam +15/+10 melee
Damage: Slam 1d8+13
Space/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 3 abilities from Menu B
Special Qualities: Damage reduction 5/+2
Saves: Fort +3, Ref +5, Will +5
Abilities: Str 29, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: —

7th-Level Astral Construct

Large Construct

Hit Dice: 13d10 (71 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Armor Class: 19 (–1 size, +2 Dex, +8 natural)
Attacks: Slam +18/+13 melee
Damage: Slam 1d8+15
Space/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 1 ability from Menu C
Special Qualities: Damage reduction 10/+3
Saves: Fort +4, Ref +6, Will +6
Abilities: Str 31, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: —

8th-Level Astral Construct

Large Construct

Hit Dice: 16d10 (88 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Armor Class: 20 (–1 size, +2 Dex, +9 natural)
Attacks: Slam +23/+18/+13 melee
Damage: Slam 1d8+18
Space/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 2 abilities from Menu C
Special Qualities: Damage reduction 10/+3
Saves: Fort +5, Ref +7, Will +7
Abilities: Str 35, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground

Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: —

9th-Level Astral Construct

Huge Construct

Hit Dice: 19d10 (104 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
Armor Class: 20 (-2 size, +2 Dex, +10 natural)
Attacks: Slam +25/+20/+15 melee
Damage: Slam 2d6+19
Space/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: 3 abilities from Menu C
Special Qualities: Damage reduction 10/+3
Saves: Fort +6, Ref +8, Will +8
Abilities: Str 37, Dex 15, Con —, Int —, Wis 15, Cha 6
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: —

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage, though they can be healed. They can be repaired in the same way an object can.

A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs do not require air.

Creating an Astral Construct

When manifesting an astral construct power, the manifester assembles the desired creature from a menu of choices as specified in the construct's statistics block. A manifester can always substitute two abilities on a lesser menu for one choice on the next higher menu. Astral constructs generally appear as animate clumps of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt them according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check with the appropriate DC set by the Dungeon Master.

Astral Construct Menu A

Additional Attack: One additional attack at highest attack bonus; both attacks -2 to attack roll.

Armor (Ex): +1 deflection bonus to AC.

Fly (Ex): Construct has physical wings (6-foot wingspan). Speed 60 ft. (average).

Resistance (Ex): Choose one of fire, cold, acid, electricity, or sonic resistance 5. The same resistance can be chosen multiple times and stacks.

Sprint (Ex): Once per hour, the construct can take a charge action to move 10 times normal speed.

Swim: Construct becomes streamlined and sharklike. Speed 60 ft.

Trample (Ex): As a standard action during its turn each round, the construct can run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d4 + Strength modifier.

Trip (Ex): If the construct hits with a slam attack it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

(Any choice from this menu may be replaced with two choices on Menu A.)

Buff (Ex): Construct gains 3d10 temporary hit points (multiple selections do not stack).

Charge (Ex): If the construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If it has the squeeze ability, it can also use this (see entry below).

Heavy Armor (Ex): +4 deflection bonus to AC.

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. If it gets a hold, it can squeeze (must have the squeeze ability; see entry below).

Smack Down (Su): Once per day the construct can make a normal attack to deal additional damage equal to its HD.

Squeeze (Ex): A construct that gets a hold can make a squeeze attack (+9 melee) to deal damage of 2d4 + Strength modifier. If it charges an opponent on the first round of combat, it can also squeeze (must also have the charge ability; see entry above).

Astral Construct Menu C

(Any choice from this menu may be replaced with two choices on Menu B.)

Concussion (Sp): Manifest *concussion* as a free action (once per round).

Cone of Sound (Sp): Manifest *cone of sound* as a standard action.

Dimension Slide (Sp): Manifest *dimension slide* as a move-equivalent action.

Extra Buff (Ex): Construct gains 10d10 temporary hit points (multiple selections do not stack).

Gore (Ex): Construct has horns and gains one additional gore attack with an attack bonus equal to slam attack bonus +15, dealing damage of 1d8 + Strength modifier.

Invisibility (Sp): Manifest *invisibility* (self only) as a standard action.

See Invisibility (Su): Can *see invisibility* (as the power) at all times.

Superheavy Armor (Ex): +7 deflection bonus to AC.

Athach

Huge Aberration

Hit Dice:	14d8+70 (133 hp)
Initiative:	+1
Speed:	35 ft. in hide armor (7 squares); base speed 50 ft.
Armor Class:	20 (-2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10/+26 Attack: Morningstar +16 melee (3d6+8) or rock +9 ranged (2d6+8)
Full Attack:	Morningstar +12/+7 melee (3d6+8), and 2 morningstars +12 melee (3d6+4), and bite +12 melee (2d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +9, Ref +5, Will +10
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +9, Jump +18, Listen +7, Spot +7
Feats:	Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, gang (2-4), or tribe (7-12)
Challenge Rating:	8
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	15-28 HD (Huge)
Level Adjustment:	+5

The athach is a hulking, misshapen biped. An adult stands some 18 feet tall and weighs about 4,500 pounds. Athachs speak a crude dialect of Giant.

Combat

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an athach tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Avoral

Medium Outsider (Extraplanar, Good)

Hit Dice:	7d8+35 (66 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	24 (+6 Dex, +8 natural), touch 16, flat-footed 18
Base Attack/Grapple:	+7/+9
Attack:	Claw +13 melee (2d6+2) or wing +13 melee (2d8+2)
Full Attack:	2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear aura
Special Qualities:	Damage reduction 10/evil or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing
Saves:	Fort +10 (+14 against poison), Ref +11, Will +8
Abilities:	Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16
Skills:	Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21
Feats:	Empower Spell-Like Ability (<i>magic missile</i>), Flyby Attack, Weapon Finesse
Environment:	A good-aligned plane.
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	9
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	8-14 HD (Medium); 15-21 HD (Large)
Level Adjustment:	—

An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. Each of an avoral's wings has a small hand at the midpoint. When the wings are folded, these appendages are about where human hands would be and can do nearly anything hands can do.

An avoral's visual acuity is virtually unmatched: It can see detail on objects up to 10 miles away and is said to be able to discern the color of a creature's eyes at 200 paces.

Avorals speak Celestial, Infernal, and Draconic, but can speak with almost any creature, thanks to their *tongues* ability.

Combat

On the ground, an avoral can lash out with its wings to deliver punishing blows. However, it prefers to meet its foes in the air, where it can employ its talons and make full use of its aerial speed and agility. It can't make wing attacks while flying, however.

An avoral's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Azer

Medium Outsider (Extraplanar, Fire)

Spell-Like Abilities: At will—*aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against evil* (self only), *magic missile*, see *invisibility*; 3/day—*lightning bolt* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Fear Aura (Su): Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* from an 8th-level caster (save DC 17). The save DC is Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points.

Speak with Animals (Su): This ability works like *speak with animals* (caster level 8th) but is a free action and does not require sound.

True Seeing (Su): This ability is identical with *true seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

Skills: An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 22
Base Attack/Grapple:	+2/+3
Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Full Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat
Special Qualities:	Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills:	Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump -6, Listen +6, Search +6, Spot +6
Feats:	Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, team (3-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	2
Treasure:	Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always lawful neutral
Advancement:	By character class
Level Adjustment:	+4

Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

Combat

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Azers As Characters

Azer characters possess the following racial traits.

+2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma.

Medium size.

An azer's base land speed is 30 feet.

Darkvision: Azers can see in the dark up to 60 feet.

Racial Hit Dice: An azer begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

Racial Skills: An azer's outsider levels give it skill points equal to 5 x (8 + Int modifier). Its class skills are Appraise, Climb, Craft, Hide, Jump, Listen, Search, and Spot.

Racial Feats: An azer's outsider levels give it one feat.

+6 natural armor bonus.

Special Attacks (see above): Heat.

Special Qualities (see above): Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold.

Automatic Languages: Common, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Infernal, Terran.

Favored Class: Fighter.

Level adjustment +4.

Barghest

*Medium Outsider (Evil,
Extraplanar, Lawful,
Shapechanger)*

Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	30 ft. (6 squares))
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+9
Attack:	Bite +9 melee (1d6+3)
Full Attack:	Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)
Space/Reach:	5 ft./5 ft..
Special Attacks:	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 5/magic, darkvision 60 ft., scent
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14
Skills:	Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)
Feats:	Combat Reflexes, Improved Initiative, Track
Environment	An evil-aligned plane
Organization:	Solitary or pack (3–6)
Challenge Rating:	4
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	Special (see below)
Level Adjustment:	—

Greater Barghest

*Large Outsider (Evil,
Extraplanar, Lawful,
Shapechanger)*

Hit Dice:	9d8+27 (67 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+9/+18
Attack:	Bite +13 melee (1d8+5)
Full Attack:	Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 10/magic, darkvision 60 ft., scent
Saves:	Fort +9, Ref +8, Will +10
Abilities:	Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18
Skills:	Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), Tumble +16

Feats:	Combat Casting, Combat Reflexes, Improved Initiative, Track
Environment	An evil-aligned plane
Organization:	Solitary or pack (3–6)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	Special (see below)
Level Adjustment:	—

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluishred and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Barghests speak Goblin, Worg, and Infernal.

Combat

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD.

The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use *pass without trace* (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

Greater Barghest

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblin-like creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf

form, a greater barghest loses its claw attacks but retains its bite attack.

A greater barghest can reach a maximum of 18 Hit Dice through feeding.

Spell-Like Abilities: In addition to the spelllike abilities all barghests possess, a greater barghest gains the following abilities. At will—*invisibility sphere*; 1/day—*mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD.

Combat

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

Basilisk

Medium Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	−1
Speed:	20 ft. (4 squares)
Armor Class:	16 (−1 Dex, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+6/+8
Attack:	Bite +8 melee (1d8+3)
Full Attack:	Bite +8 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrifying gaze
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +9, Ref +4, Will +3
Abilities:	Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11
Skills:	Hide +0*, Listen +7, Spot +7
Feats:	Alertness, Blind-Fight, Great Fortitude
Environment:	Warm deserts
Organization:	Solitary or colony (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7–10 HD (Medium); 11–18 HD (Large)

Level Adjustment:

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

Combat

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

Behir

Huge Magical Beast

Hit Dice:	9d10+45 (94 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), climb 15 ft.
Armor Class:	20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+25
Attack:	Bite +15 melee (2d4+12)
Full Attack:	Bite +15 melee (2d4+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole
Special Qualities:	Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent
Saves:	Fort +11, Ref +7, Will +5
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
Skills:	Climb +16, Hide +5, Listen +4, Spot +4, Survival +2
Feats:	Alertness, Cleave, Power Attack, Track
Environment:	Warm hills
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Often neutral
Advancement:	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting.

Behirs speak Common.

Combat

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Belker

Large Elemental (Air, Extraplanar)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+5/+11
Attack:	Wing +9 melee (1d6+2)
Full Attack:	2 wings +9 melee (1d6+2) and bite +4 melee (1d4+1) and 2 claws +4 melee (1d3+1)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Smoke claws
Special Qualities:	Darkvision 60 ft., elemental traits, smoke form
Saves:	Fort +3, Ref +10, Will +2
Abilities:	Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Move Silently +9, Spot +7
Feats:	Alertness, Multiattack, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary, pair, or clutch (3–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Belkers are creatures from the Plane of Air. They are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds.

Belkers speak Auran.

Combat

In most cases, a belker fights with its nasty claws and painful bite.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet

(perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

Blink Dog

Medium Magical Beast

Hit Dice:	4d10 (22 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+4/+4
Attack:	Bite +4 melee (1d6)
Full Attack:	Bite +4 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blink, darkvision 60 ft., dimension door, low-light vision, scent
Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Skills:	Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats:	Iron Will, Run, Track ^B
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful good
Advancement:	5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment:	+2 (cohort)

The blink dog is an intelligent canine that has a limited teleportation ability.

Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

Combat

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking.

Blink (Su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Blue

Small Humanoid (Goblinoid)

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30 ft.
Armor Class:	15 (+1 size, +4 Inertial Armor)
Attacks:	Halfspear +0 melee; or javelin +1 ranged
Damage:	Halfspear 1d6–1; or javelin 1d6–1
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., psionics
Saves:	Fort +0, Ref +2, Will +2
Abilities:	Str 8, Dex 11, Con 11, Int 12, Wis 14, Cha 8
Skills:	Hide +6, Listen +4, Move Silently +5, Spot +4
Feats:	Inertial Armor
Environment:	Temperate and warm land and underground
Organization:	Solitary, patrol (1–2 blues and 4–8 goblins), task force (2–4 4th-level blue psions and 4–8 3rd-level goblin warriors), or as part of goblin organization (1 4th-level blue psion per 20 goblin adults)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class (usually psion)

Blues speak Goblin and Common.

Combat

Psionics (Sp): At will—*charm person*, *far hand*, and *finger of fire*. These abilities are as the powers manifested by an 8th-level psion.

Attack/Defense Modes (Sp): At will—*ego whip*, *mind thrust*/empty mind, *mental barrier*.

Skills: Blues gain a +4 racial bonus on Move Silently checks.

Bodak

Medium Undead (Extraplanar)

Hit Dice:	9d12 (58 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+5
Attack:	Slam +6 melee (1d8+1)
Full Attack:	Slam +6 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death gaze
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight
Saves:	Fort +3, Ref +5, Will +7
Abilities:	Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Move Silently +10, Spot +11
Feats:	Alertness, Dodge, Improved Initiative, Weapon Focus (slam)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10–13 HD (Medium); 14–27 HD (Large)
Level Adjustment:	—

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil.

A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

Combat

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Brain Mole

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2 (Dex)
Speed:	10 ft.
Armor Class:	16 (+4 size, +2 Dex)
Attacks:	Bite +0 melee
Damage:	Bite 1d2–4
Space/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Psionics
Special Qualities:	Psionics
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +15*, Listen +4, Move Silently +5, Spot +6
Environment:	Temperate and warm desert, forest, hill, plains, and underground
Organization:	Nest (3–6)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Combat

Psionics (Sp): At will—*burst*, *detect psionics*, and *distract*. These abilities are as the powers manifested by a 10th-level psion.

Attack/Defense Modes (Sp): At will—*mind thrust*/*empty mind*.

Disease (Ex): Cascade flu—bite; Fortitude save (DC 13), incubation period one day, damage psionic cascade. Every time the afflicted character manifests a power, she must make a Concentration check (DC 16). On a failed check, a psionic cascade is triggered (see Psionic Disease in Chapter 4: Psionics).

Skills: *A brain mole receives a +10 cover bonus on Hide checks when in its burrow.

Bralani

Medium Outsider (Chaotic.
Extraplanar. Good)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 100 ft. (perfect)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	+1 <i>holy scimitar</i> +11 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Full Attack:	+1 <i>holy scimitar</i> +11/+6 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, whirlwind blast
Special Qualities:	Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues Fort +8, Ref +9, Will +7
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14
Skills:	Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	A chaotic good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	6
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	+5

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

Combat

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Bugbear

Medium Humanoid (Goblinoid)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Full Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills:	Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Focus (morningstar)
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Bugbears speak Goblin and Common.

Combat

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements.

Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Bugbears As Characters

Bugbear characters possess the following racial traits.

+4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.

Medium size.

A bugbear's base land speed is 30 feet.

Darkvision out to 60 feet.

Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.

Racial Skills: A bugbear's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.

Racial Feats: A bugbear's humanoid levels give it two feats.

+3 natural armor bonus.

+4 racial bonus on Move Silently checks.

Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.

Favored Class: Rogue.

Level adjustment +1.

Bulette

Huge Magical Beast

Hit Dice:	9d10+45 (94 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), burrow 10 ft.
Armor Class:	22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+9/+25
Attack:	Bite +16 melee (2d8+8)
Full Attack:	Bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Leap
Special Qualities:	Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.
Saves:	Fort +11, Ref +8, Will +6
Abilities:	Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
Skills:	Jump +18, Listen +9, Spot +3
Feats:	Alertness, Iron Will, Track, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)

Level Adjustment: —

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

Combat

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey.

When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Caller In Darkness

Large Undead (Incorporeal)

Hit Dice:	11d12 (71 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 60 ft. (good)
Armor Class:	14 (-1 size, +3 Dex, +2 deflection)
Attacks:	4 incorporeal touches +7 melee
Damage:	Incorporeal touch 2d6
Space/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Steal essence, psionics
Special Qualities:	Undead, incorporeal, +2 turn resistance, psionics, unnatural aura, daylight powerlessness
Saves:	Fort +3, Ref +6, Will +9
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +13, Intimidate +12, Intuit Direction +6, Listen +12, Search +12, Sense Motive +8, Spot +12
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Mental Adversary
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	12–18 HD (Huge); 19–26 HD (Gargantuan)

Combat

Steal Essence (Su): Any intelligent creature slain by a caller in darkness is mentally absorbed into the monster's consciousness within 1d4 rounds (the physical body of the victim remains intact). A caller can also absorb the essence of a creature whose ability score in any mental attribute (Int, Wis, or Cha) it has reduced to 0 through psionic combat; it need not first eliminate the downed creature's Constitution. Stealing a being's essence grants the caller 12 temporary hit points.

Psionics (Sp): At will—*clairaudience/clairvoyance, detect psionics, fatal attraction, mass concussion, and suggestion*. These abilities are as the powers manifested by an 18th-level psion.

Attack/Defense Modes (Sp): At will—all/all.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage (except by psionic combat), energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better psionic weapons, or psionics, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a caller in darkness at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. A caller caught in sunlight cannot attack and can take only partial actions.

Celestial Creature

Celestial creatures dwell on the upper planes, the realms of good, although they resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts.

Celestial creatures often come in metallic colors (usually silver, gold, or platinum). They can be mistaken for half-celestial, more powerful creatures that are created when a celestials mates with a non-celestial creature.

Creating A Celestial Creature

“Celestial” is an inherited template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of good or neutral alignment (referred to hereafter as the base creature).

A celestials creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Celestial creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A celestials creature retains all the special attacks of the base creature and also gains the following attack.

Smite Evil (Su): Once per day a celestials creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Special Qualities: A celestials creature retains all the special qualities of the base creature and also gains the following qualities.

Darkvision out to 60 feet.

Damage reduction (see the table below).

Resistance to acid, cold, and electricity (see the table below).

Hit Dice	Resistance to Acid, Cold, Electricity	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

Spell resistance equal to HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

If a celestials creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any good-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +2.

Centaur

Large Monstrous Humanoid

Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Longsword +7 melee (2d6+6/19–20) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Full Attack:	Longsword +7 melee (2d6+6/19–20) and 2 hooves +3 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Skills:	Listen +3, Move Silently +4, Spot +3, Survival +2
Feats:	Dodge, Weapon Focus (hoof)
Environment:	Temperate forests
Organization:	Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+2

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds.

Centaur speak Sylvan and Elven.

Combat

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does.

Centaur As Characters

A centaur druid is usually a tribe’s designated leader and speaker. Centaur characters possess the following racial traits.

+8 Strength, +4 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom.

Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/5 feet.

A centaur’s base land speed is 50 feet.

Darkvision out to 60 feet.

Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

Racial Skills: A centaur’s monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: A centaur’s monstrous humanoid levels give it two feats.

+3 natural armor bonus.

Automatic Languages: Sylvan, Elven. Bonus Languages: Common, Gnome, Halfling.

Favored Class: Ranger.

Level adjustment +2.

Chaos Beast

Medium Outsider (Chaotic, Extraplanar)

Hit Dice:	8d8+8 (44 hp)
Initiative:	+5
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+10
Attack:	Claw +10 melee (1d3+2 plus corporeal instability)
Full Attack:	2 claws +10 melee (1d3+2 plus corporeal instability)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Corporeal instability
Special Qualities:	Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15
Saves:	Fort +7, Ref +7, Will +6
Abilities:	Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills:	Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative, Mobility
Environment:	Ever-Changing Chaos of Limbo
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

Chaos beasts do not speak.

Combat

For all its fearsome appearances, whether it has claws, fangs, pinners, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

A chaos beast's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever

is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Chimera

Large Magical Beast

Hit Dice:	9d10+27 (76 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (poor)
Armor Class:	19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Skills:	Hide +1*, Listen +9, Spot +9
Feats:	Alertness, Hover, Iron Will, Multiattack
Environment:	Temperate hills
Organization:	Solitary, pride (3–5), or flight (6–13)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+2 (cohort)

A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red, or white.

Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

Combat

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. Several chimeras attack in concert.

Breath Weapon (Su): A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon
1-2	Black	40-foot line of acid
3-4	Blue	40-foot line of lightning
5-6	Green	20-foot cone of gas (acid)
7-8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Skills: A chimera's three heads give it a +2 racial bonus on Spot and Listen checks.

*In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

Carrying Capacity: A light load for a chimera is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

Choker

Small Aberration

Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Tentacle +6 melee (1d3+3)
Full Attack:	2 tentacles +6 melee (1d3+3)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Darkvision 60 ft., quickness
Saves:	Fort +2, Ref +5, Will +4
Abilities:	Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills:	Climb +13, Hide +10, Move Silently +6
Feats:	Improved Initiative ^B , Lightning Reflexes, Stealthy
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	4-6 HD (Small); 7-12 HD (Medium)
Level Adjustment:	—

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds.

Chokers speak Undercommon.

Combat

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle 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. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Chuul

Large Aberration (Aquatic)

Hit Dice:	11d8+44 (93 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+8/+17
Attack:	Claw +12 melee (2d6+5)
Full Attack:	2 claws +12 melee (2d6+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 3d6+5, improved grab, paralytic tentacles
Special Qualities:	Amphibious, darkvision 60 ft., immunity to poison
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
Skills:	Hide +13, Listen +11, Spot +11, Swim +13
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Environment:	Temperate marshes
Organization:	Solitary, pair, or pack (3-5)
Challenge Rating:	7
Treasure:	1/10th coins; 50% goods; standard items
Alignment:	Usually chaotic evil
Advancement:	12-16 HD (Large); 17-33 HD (Huge)
Level Adjustment:	—

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

Combat

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul grabs with its claws and constricts its foe, then passes the opponent to its paralytic tentacles. It tries to always have one claw free, so if it faces a large number of opponents, it drops a paralyzed or dead victim and continues attempting to grab, constrict, and paralyze the rest.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw 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 or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cloaker

Large Aberration

Hit Dice:	6d8+18 (45 hp)
Initiative:	+7
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4/+13
Attack:	Tail slap +8 melee (1d6+5)
Full Attack:	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
Space/Reach:	10 ft./10 ft. (5 ft. with bite)
Special Attacks:	Moan, engulf
Special Qualities:	Darkvision 60 ft., shadow shift
Saves:	Fort +5, Ref +5, Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
Skills:	Hide +8, Listen +13, Move Silently +12, Spot +13
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	Underground
Organization:	Solitary, mob (3-6), or flock (7-12)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers speak Undercommon.

Combat

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Cockatrice

Small Magical Beast

Hit Dice:	5d10 (27 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+5/-1
Attack:	Bite +9 melee (1d4-2 plus petrification)
Full Attack:	Bite +9 melee (1d4-2 plus petrification)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrification
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Skills:	Listen +7, Spot +7
Feats:	Alertness, Dodge, Weapon Finesse ^B
Environment:	Temperate plains
Organization:	Solitary, pair, flight (3-5), or flock (6-13)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Small); 9-15 HD (Medium)
Level Adjustment:	—

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

Combat

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

Couatl

Large Outsider (Native)

Hit Dice:	9d8+18 (58 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (1d3+6 plus poison)
Full Attack:	Bite +12 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 2d8+6, improved grab, poison, psionics, spells
Special Qualities:	Darkvision 60 ft., ethereal jaunt, telepathy 90 ft.
Saves:	Fort +8, Ref +9, Will +10
Abilities:	Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17
Skills:	Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)
Feats:	Dodge, Empower Spell, Eschew Materials ^B , Hover, Improved Initiative
Environment:	Warm forests
Organization:	Solitary, pair, or flight (3-6)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	+7

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds.

Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

Combat

A couatl uses its *detect thoughts* ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str.

The save DC is Constitution-based.

Psionics (Sp): At will—*detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility, plane shift* (DC 20), *polymorph* (self only). Effective caster level 9th. The save DCs are Charisma-based.

Spells: A couatl casts spells as a 9th-level sorcerer.

It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level): 0—*cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance*; 1st—*endure elements, mage armor, protection from chaos, true strike, wind wall*; 2nd—*cure moderate wounds, eagle's splendor, scorching ray, silence*; 3rd—*gaseous form, magic circle against evil, summon monster III*; 4th—*charm monster, freedom of movement*.

Ethereal Jaunt (Su): This ability works like the *ethereal jaunt* spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

Crismal

Small Elemental (Earth)

Hit Dice:	6d8+6 (33 hp)
Initiative:	+2 (Dex)
Speed:	20 ft.
Armor Class:	21 (+1 size, +2 Dex, +8 natural)
Attacks:	Sting +7 melee
Damage:	Sting 1d3+3
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Damage reduction 15/+1, elemental, psionics, electricity resistance 15, fire and cold immunity
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 15, Dex 14, Con 12, Int 6, Wis 10, Cha 10
Skills:	Appraise +8, Climb +11, Jump +11, Spot +6
Feats:	Alertness, Skill Focus (Appraise)
Environment:	Any underground
Organization:	Solitary or facet (2-5)
Challenge Rating:	3
Treasure:	Double goods (gems only)
Alignment:	Any lawful
Advancement:	7-9 HD (Medium-size); 10-13 HD (Large)

Crismals understand Terran but do not speak.

Combat

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Psionics (Sp): At will—*control object, control sound, create sound, detect psionics, and phase door*. These abilities are as the powers manifested by an 18th-level psion.

Attack/Defense Modes (Sp): At will—*ego whip, mind thrust/empty mind*.

Skills: Crismals receive a +8 racial bonus on Appraise checks when examining gems.

Feats: Crismals gain Skill Focus (Appraise) as a bonus feat.

Darkmantle

Small Magical Beast

Hit Dice:	1d10+1 (6 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 30 ft. (poor)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/+0
Attack:	Slam +5 melee (1d4+4)
Full Attack:	Slam +5 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Darkness, improved grab, constrict 1d4+4
Special Qualities:	Blindsight 90 ft.
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills:	Hide +10, Listen +5*, Spot +5*
Feats:	Improved Initiative
Environment:	Underground
Organization:	Solitary, pair, clutch (3–9), or swarm (6–15)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small)
Level Adjustment:	—

The darkmantle hangs from a ceiling by a muscular “foot” at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

Combat

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent’s head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature 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 attaches to the opponent’s head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks.

These bonuses are lost if its blindsight is negated. The creature’s variable coloration gives it a +4 racial bonus on Hide checks.

Delver

Huge Aberration

Hit Dice:	15d8+78 (145 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	24 (–2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base Attack/Grapple:	+11/+27
Attack:	Slam +17 melee (1d6+8 plus 2d6 acid)
Full Attack:	2 slams +17 melee (1d6+8 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Corrosive slime
Special Qualities:	Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.
Saves:	Fort +12, Ref +6, Will +11
Abilities:	Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12
Skills:	Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground)
Feats:	Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment:	—

A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds.

Delvers speak Terran and Undercommon.

Combat

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers.

A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick.

The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

Corrosive Slime (Ex): A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver’s mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver’s slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent’s armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 15th).

Demon

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

Demon Traits

Most demons possess the following traits (unless otherwise noted in a creature's entry).

Immunity to electricity and poison.

Resistance to acid 10, cold 10, and fire 10.

Summon (Sp): Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

Telepathy.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

Babau

*Medium Outsider (Chaotic,
Extraplanar, Evil)*

Hit Dice:	7d8+35 (66 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+12
Attack:	Claw +12 melee (1d6+5)
Full Attack:	2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +2d6, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.
Saves:	Fort +10, Ref +6, Will +6
Abilities:	Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16
Skills:	Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Cleave, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

A babau is about 6 feet tall and weighs about 140 pounds.

Combat

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks.

A babau's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Balor

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	20d8+200 (290 hp)
Initiative:	+11
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	35 (-1 size, +7 Dex, +19 natural), touch 16, flat-footed 28
Base Attack/Grapple:	+20/+36
Attack:	+1 <i>vorpal longsword</i> +33 melee (2d6+8/19-20)
Full Attack:	+1 <i>vorpal longsword</i> +31/+26/+21/+16 melee (2d6+8/19-20) and +1 <i>flaming whip</i> +30/+25 melee (1d4+4 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+7)
Space/Reach:	10 ft./10 ft. (20 ft. with +1 <i>flaming whip</i>)
Special Attacks:	Death throes, entangle, spell-like abilities, <i>summon demon</i> , <i>vorpal sword</i>
Special Qualities:	Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing
Saves:	Fort +22, Ref +19, Will +19
Abilities:	Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26
Skills:	Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)
Feats:	Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (<i>telekinesis</i>), Two-Weapon Fighting, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 balor, 1 marilith, and 2-5 hezrous)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items, plus +1 <i>vorpal greatsword</i> and +1 <i>flaming whip</i>
Alignment:	Always chaotic evil
Advancement:	21-30 HD (Large); 31-60 HD (Huge)
Level Adjustment:	—

A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

Combat

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to loose a few spell-like effects at the foe.

A balor's +1 *flaming whip* is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage.

A balor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 *flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm* (DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Vorpal Sword (Su): Every balor carries a +1 *vorpal longsword* that looks like a flame or a bolt of lightning.

Summon Demon (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a balor is wreathed in flame.

Anyone grappling a balor takes 6d6 points of fire damage each round.

True Seeing (Su): Balors have a continuous true seeing ability, as the spell (caster level 20th).

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

The balor is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: Fire storm or implosion and quickened telekinesis, or summon additional demons. If the balor does not deem itself seriously threatened, it conserves abilities usable only once per day and uses blasphemy instead.

Round 2: Insanity or power word stun.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: Teleport or fly away with entangled foe to reestablish range; repeat round 1 and continue.

A balor who wants to drive off or neutralize a party without slaying its foes avoids lethal attacks.

Prior to combat: Unholy aura.

Round 1: Dominate monster.

Round 2: Power word stun.

Round 3: Insanity or telekinesis to incapacitate or repel a dangerous opponent.

Round 4: Teleport or fly away to reestablish range; repeat round 1 and continue.

Bebilith

Huge Outsider (Chaotic. Extraplanar, Evil)

Hit Dice:	12d8+96 (150 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21 +12/+29
Base Attack/Grapple:	+12/+29
Attack:	Bite +19 melee (2d6+9 plus poison) or web +11 ranged
Full Attack:	Bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4); or web +11 ranged
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison, rend armor, web
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.
Saves:	Fort +16, Ref +9, Will +9
Abilities:	Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13
Skills:	Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)
Feats:	Cleave, Improved Initiative, Improved Grapple, Power Attack, Track
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons.

Bebiliths understand but do not speak Abyssal. Their telepathy allows them to communicate silently with one another.

Combat

A bebilith attacks any creature it sees. It usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. Should the bebilith become overwhelmed by tougher opponents, it often attempts to bite one or more of its victims and retreats, allowing its poison to do its work.

A bebilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

Cerebrilith

Large Outsider (Chaotic. Extraplanar, Evil)

Hit Dice:	9d8+36 (76 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
Armor Class:	27 (-1 size, +1 Dex, +17 natural)
Attacks:	Bite +12 melee, 2 claws +7 melee
Damage:	Bite 1d8+4, claw 1d6+2
Space/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Psionics, spell-like abilities, summon demon
Special Qualities:	Damage reduction 20/+2, PR 23, poison and electricity immunity, cold, fire, and acid resistance 20, telepathy, half damage
Saves:	Fort +10, Ref +7, Will +10
Abilities:	Str 19, Dex 13, Con 19, Int 15, Wis 18, Cha 14
Skills:	Concentration +16, Hide +9, Listen +24, Move Silently +13, Psicraft +14, Search +14, Sense Motive +10, Spot +24
Feats:	Mind Trap, Psychic Bastion, Quickened Power
Environment:	Any land or underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)

Cerebriliths speak Abyssal, Celestial, and Common.

Combat

Psionics (Sp): At will—*brain lock, combat precognition, control flame, detect psionics, mass domination, mind probe, teleport without error* (self plus 50 pounds of objects only), and *whitefire*; 3/day—*ectoplasmic form*. These abilities are as the powers manifested by a 13th-level psion.

Attack/Defense Modes (Sp): At will—all/all.

Spell-Like Abilities: At will—*blasphemy, deeper darkness, desecrate, detect good, dispel good, magic circle against good, summon swarm, and unholy blight*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 12 + spell level).

Summon Demon (Sp): Once per day a cerebrilith can attempt to summon 3d10 dretches or another cerebrilith with a 35% chance of success. On a failure, no creatures answer the summons. Summoned demons automatically return whence they came after 1 hour. A demon that has just been summoned cannot use its own summon ability for 1 hour.

Telepathy (Su): Cerebriliths can communicate telepathically with any creature within 100 feet that has a language.

Half Damage (Ex): Any nonmagical attack against a cerebrilith, including hits from psionic weapons, deals only half damage. This effect does not stack with the creature's damage reduction; apply either the damage reduction or the half damage, whichever results in the least amount of damage suffered.

Skills: Cerebriliths receive a +8 racial bonus on Listen and Spot checks.

Dretch

Small Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+2/-1
Attack:	Claw +4 melee (1d6+1)
Full Attack:	2 claws +4 melee (1d6+1) and bite +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft., true seeing
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Skills:	Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks)
Feats:	Multiattack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3-5), crowd (6-15), or mob (10-40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3-6 HD (Small)
Level Adjustment:	+2

A dretch is about 4 feet tall and weighs about 60 pounds.

Dretches cannot speak but can communicate telepathically.

Combat

Dretches are slow, stupid, and not very effective combatants. In one-on-one combat, they rely on their damage reduction to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

A dretch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Glabrezu

Huge Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	12d8+120 (174 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	27 (-2 size, +19 natural) touch 8, flat-footed 27
Base Attack/Grapple:	+12/+30
Attack:	Pincers +20 melee (2d8+10)
Full Attack:	2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing
Saves:	Fort +18, Ref +8, Will +11
Abilities:	Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks)
Feats:	Cleave, Great Cleave, Multiattack, Persuasive, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 glabrezu, 1 succubus, and 2-5 vrocks)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)

Level Adjustment:

Like succubi, glabrezu tempt victims into ruin, but they lure their prey with power or wealth rather than passion.

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

Combat

Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance. They follow a *confusion* attack with melee attacks, hoping to finish off wounded foes with *chaos hammer* or *unholy blight*.

A glabrezu's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC

19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires—but unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

Hezrou

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	10d8+93 (138 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	23 (–1 size, +14 natural) touch 9, flat-footed 23
Base Attack/Grapple:	+10/+19
Attack:	Bite +14 melee (4d4+5)
Full Attack:	Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, stench, improved grab, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.
Saves:	Fort +16, Ref +7, Will +9
Abilities:	Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Skills:	Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)
Feats:	Blind-Fight, Cleave, Power Attack, Toughness
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+9

A hezrou can walk both upright and on all fours, but it always fights standing up

A hezrou is about 8 feet tall and weighs about 750 pounds.

Combat

Hezrous enjoy melee combat even more than vrocks do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible. They enter most battles by using *blasphemy*, and follow it with an occasional *chaos hammer* or *unholy blight*, depending on the alignment of their opponents.

A hezrou's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Marilith

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	16d8+144 (216 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	29 (–1 size, +4 Dex, +16 natural), touch 13, flat-footed 25
Base Attack/Grapple:	+16/+29
Attack:	Longsword +25 melee (2d6+9/ 19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9)
Full Attack:	Primary longsword +25/+20/ +15/+10 melee (2d6+9/19–20) and 5 longswords +25 melee (2d6+4/ 19–20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 4d6+13, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.
Saves:	Fort +19, Ref +14, Will +14
Abilities:	Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
Skills:	Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls)
Feats:	Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or pair
Challenge Rating:	17
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons
Alignment:	Always chaotic evil
Advancement:	17–20 HD (Large); 21–48 HD (Huge)
Level Adjustment:	—

A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels.

A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

Combat

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents.

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*align weapon, blade barrier* (DC 23), *magic weapon, project image* (DC 23), *polymorph, see invisibility, telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Nalfeshnee

Huge Outsider (Chaotic) Extraplanar, Evil

Hit Dice:	14d8+112 (175 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 40 ft. (poor)
Armor Class:	27 (-2 size, +1 Dex, +18 natural) touch 9, flat-footed 26 +14/+29
Base Attack/Grapple:	+14/+29
Attack:	Bite +20 melee (2d8+7)
Full Attack:	Bite +20 melee (2d8+7) and 2 claws +17 melee (1d8+3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Smite, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, telepathy 100 ft., true seeing
Saves:	Fort +17, Ref +10, Will +15
Abilities:	Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcana) +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls)
Feats:	Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 nalfeshnee, 1 hezrou, and 2–5 vrock)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	15–20 HD (Huge); 21–42 HD (Gargantuan)
Level Adjustment:	—

A nalfeshnee can fly despite its small wings.

A nalfeshnee is more than 20 feet tall and weighs 8,000 pounds.

Combat

When fulfilling their duties in the underworld, nalfeshnees usually disdain combat as being beneath them. Given the opportunity, they succumb to blood lust and do battle. They disable opponents with their smite ability and slaughter them while they can't fight back.

A nalfeshnee's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vrock, 1d4 hezrou, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Nalfeshnees continuously use true seeing, as the spell (caster level 14th).

Skills: Nalfeshnees have a +8 racial bonus on Listen and Spot checks.

Quasit

Tiny Outsider (Chaotic) Extraplanar, Evil

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15 +3/-6
Base Attack/Grapple:	+3/-6
Attack:	Claw +8 melee (1d3-1 plus poison)
Full Attack:	2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10 Fort +3, Ref +6, Will +4
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4–6 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

Combat

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and *invisibility* to get within reach, then try to scuttle away. When retreating, they use their *cause fear* ability to deter pursuit.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th.

The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Retriever

Huge Construct (Extraplanar)

Hit Dice:	10d10+80 (135 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+25
Attack:	Claw +15 melee (2d6+10) and eye ray +8 ranged touch
Full Attack:	4 claws +15 melee (2d6+10) and bite +10 melee (1d8+5) and eye ray +8 ranged touch
Space/Reach:	15 ft./10 ft.
Special Attacks:	Eye rays, <i>find target</i> , improved grab
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, low-light vision
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

A retriever specializes in recovering lost or desired objects, runaway slaves, and enemies and bringing them back to its master. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 pounds.

Combat

Retrievers attack with four claws, but their eye rays are far more deadly.

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*.

The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually “retrieves” things.

Succubus

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+6/+7
Attack:	Claw +7 melee (1d6+1)
Full Attack:	2 claws +7 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills:	Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Dodge, Mobility, Persuasive
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	+6

A succubus is 6 feet tall in its natural form and weighs about 125 pounds.

Combat

Succubi are not warriors. They flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their *polymorph* ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Suc-

Vrock

Large Outsider (Chaotic, Extraplanar, Evil)

cubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

A succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

*While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

Hit Dice:	10d8+70 (115 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple:	+10/+20
Attack:	Claw +15 melee (2d6+6)
Full Attack:	2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Dance of ruin, spell-like abilities, spores, stunning screech, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.
Saves:	Fort +14, Ref +9, Will +10
Abilities:	Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16
Skills:	Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks)
Feats:	Cleave, Combat Reflexes, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3-5), or squad (6-10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11-14 HD (Large); 15-30 HD (Huge)
Level Adjustment:	+8

A vrock is about 8 feet tall and weighs about 500 pounds.

Combat

Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

Derro

Small Monstrous Humanoid

Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +2 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 13, flat-footed 17
Base Attack/Grapple:	+3/-1
Attack:	Short sword +4 melee (1d4/19-20) or repeating light crossbow +6 ranged (1d6/19-20 plus poison)
Full Attack:	Short sword +4 melee (1d4/19-20) or repeating light crossbow +6 ranged (1d6/19-20 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison use, spell-like abilities, sneak attack +1d6
Special Qualities:	Madness, spell resistance 15, vulnerability to sunlight
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*
Skills:	Bluff +5, Hide +10, Listen +1, Move Silently +8
Feats:	Blind-Fight, Improved Initiative
Environment:	Underground
Organization:	Team (2-4), squad (5-8 plus 1 3rd-level sorcerer), or band (11-20 plus 30% noncombatants plus 3 3rd-level sorcerers and 1 sorcerer of 5th-8th level)
Challenge Rating:	3
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	— (+2 if sane)

Derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with creatures of other races, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind.

Combat

Derro are stealthy and bloodthirsty. They like to carefully arrange cruel traps and deadly ambushes, and strike savagely from hiding. They delight in taking captives who can be tortured to death later, and favor traps and poisons that disable without killing.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

Destrachan

Large Aberration

Hit Dice:	8d8+24 (60 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Destructive harmonics
Special Qualities:	Blindsight 100 ft., immunities, protection from sonics
Saves:	Fort +5, Ref +5, Will +10
Abilities:	Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12
Skills:	Hide +8, Listen +25, Move Silently +7, Survival +9
Feats:	Dodge, Improved Initiative, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or pack (3-5)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	—

The dungeon-dwelling destrachan looks like some bizarre, non-intelligent beast, but it's an incredibly evil and crafty sadist. A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight.

Barbed Devil (Hamatula)

Medium Outsider (Evil,
Extraplanar, Lawful)

Hit Dice:	12d8+72 (126 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	29 (+6 Dex, +13 natural) touch 16, flat-footed 23
Base Attack/Grapple:	+12/+22
Attack:	Claw +18 melee (2d8+6 plus fear)
Full Attack:	2 claws +18 melee (2d8+6 plus fear)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear, improved grab, impale 3d8+9, <i>summon devil</i>
Special Qualities:	Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.
Saves:	Fort +14, Ref +14, Will +12
Abilities:	Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18
Skills:	Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)
Feats:	Alertness, Cleave, Improved Grapple, Iron Will, Power Attack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3-5), or squad (6-10)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13-24 (Medium); 25-36 HD (Large)
Level Adjustment:	—

A barbed devil is about 7 feet tall and weighs about 300 pounds.

Combat

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use *hold person* to immobilize those who avoid their hug attacks.

A barbed devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw 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 impale the opponent on its barbed body.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack.

A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.

Combat

A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Devil

Devils are fiends from lawful evil-aligned planes.

Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal. Devils with spell-like abilities use their illusion abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned devils joining the fray.

Devil Traits: Most devils possess the following traits (unless otherwise noted in a creature's entry).

Immunity to fire and poison.

Resistance to acid 10 and cold 10.

See in Darkness (Su): Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Summon (Sp): Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).

Telepathy.

Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

Bearded Devil (Barbazu)

Medium Outsider (Evil,
Extraplanar, Lawful)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	19 (+2 Dex, +7 natural) touch 12, flat-footed 17
Base Attack/Grapple:	+6/+8
Attack:	Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)
Full Attack:	Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft./5 ft. (10 ft. with glaive)
Special Attacks:	Infernal wound, beard, battle frenzy, <i>summon devil</i>
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10
Skills:	Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9
Feats:	Improved Initiative, Power Attack, Weapon Focus (glaive)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+6

Every bearded devil carries a sawtoothed glaive.

A bearded devil stands 6 feet tall and weighs about 225 pounds.

Combat

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Bone Devil (Osyluth)

Large Outsider (Evil,
Extraplanar, Lawful)

Hit Dice:	10d8+50 (95 hp)
Initiative:	+9
Speed:	40 ft. (8 squares)
Armor Class:	25 (-1 size, +5 Dex, +11 natural) touch 14, flat-footed 20
Base Attack/Grapple:	+10/+19
Attack:	Bite +14 melee (1d8+5)
Full Attack:	Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, fear aura, poison, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.
Saves:	Fort +12, Ref +12, Will +11
Abilities:	Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14
Skills:	Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)
Feats:	Alertness, Improved Initiative, Iron Will, Multiattack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), or squad (6–10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	11–20 HD (Large); 21–30 HD (Huge)
Level Adjustment:	—

Bone devils stand about 9 feet tall and weigh about 500 pounds.

Combat

Bone devils hate all other creatures and attack ruthlessly. They freely use *wall of ice* to keep the enemy divided.

A bone devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemuurs with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Chain Devil (Kyton)

Medium Outsider (Evil,
Extraplanar, Lawful)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+8/+10
Attack:	Chain +10 melee (2d4+2/19–20)
Full Attack:	2 chains +10 melee (2d4+2/19–20)
Space/Reach:	5 ft./5 ft. (10 ft. with chains)
Special Attacks:	Dancing chains, unnerving gaze
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18
Saves:	Fort +8, Ref +8, Will +6
Abilities:	Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12
Skills:	Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)
Feats:	Alertness, Improved Critical (chain), Improved Initiative
Environment:	A lawful evil-aligned plane
Organization:	Solitary, gang (2–4), band (6–10), or mob (11–20)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	+6

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Chain devils speak Infernal and Common.

Combat

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned

for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Erinyes

*Medium Outsider (Evil,
Extraplanar, Lawful)*

Hit Dice: 9d8+45 (85 hp)
Initiative: +5
Speed: 30 ft. (6 squares), fly 50 ft. (good)
Armor Class: 23 (+5 Dex, +8 natural) touch 15,
flat-footed 18
Base Attack/Grapple: +9/+14
Attack: Longsword +14 melee (1d8+5/
19–20) or +1 flaming composite
longbow (+5 Str bonus) +15 ranged
(1d8+6/x3 plus 1d6 fire) or rope
+14 ranged (entangle)
Full Attack: Longsword +14/+9 melee (1d8+5/
19–20) or +1 flaming composite
longbow (+5 Str bonus) +15/+10
ranged (1d8+6/x3 plus 1d6 fire) or
rope +14 ranged (entangle)
Space/Reach: 5 ft./5 ft.
Special Attacks: Entangle, spell-like abilities,
summon devil
Special Qualities: Damage reduction 5/good,
darkvision 60 ft., immunity to fire
and poison, resistance to acid 10
and cold 10, see in darkness, spell
resistance 20, telepathy 100 ft.,
true seeing
Saves: Fort +11, Ref +11, Will +10
Abilities: Str 21, Dex 21, Con 21, Int 14,
Wis 18, Cha 20
Skills: Concentration +17, Diplomacy +7,
Escape Artist +17, Hide +17,
Knowledge (any two) +14, Listen
+16, Move Silently +17, Search
+14, Sense Motive +16, Spot +16,
Survival +4 (+6 following tracks),
Use Rope +5 (+7 with bindings)
Feats: Dodge^B, Mobility^B, Point Blank
Shot, Precise Shot, Rapid Shot,
Shot on the Run
Environment: A lawful evil-aligned plane
Organization: Solitary
Challenge Rating: 8
Treasure: Standard, plus rope and +1
flaming composite longbow (+5
Str bonus)
Alignment: Always lawful evil
Advancement: 10–18 HD (Medium)
Level Adjustment: +7

Unlike other devils, erinyes appear attractive to humans, resembling very comely women or men. An erinyes stands about 6 feet tall and weighs about 150 pounds.

Erinyes speak Infernal, Celestial, and Draconic.

Combat

Erinyes prefer to engage in combat from a distance. They use *charm monster* to distract or disorganize their opponents, then rain down fiery arrows from above.

An erinyes's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use *true seeing*, as the spell (caster level 14th).

Hellcat (Bezekira)

*Large Outsider (Evil,
Extraplanar, Lawful)*

Hit Dice: 8d8+24 (60 hp)
Initiative: +9
Speed: 40 ft. (8 squares)
Armor Class: 21 (–1 size, +5 Dex, +7 natural),
touch 14, flat-footed 16
+8/+18
Base Attack/Grapple: Claw +13 melee (1d8+6)
Attack: Claw +13 melee (1d8+6) and bite
+8 melee (2d8+3)
Full Attack: 2 claws +13 melee (1d8+6) and bite
+8 melee (2d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake
1d8+3
Special Qualities: Damage reduction 5/good,
darkvision 60 ft., invisible in light,
resistance to fire 10, scent, spell
resistance 19, telepathy 100 ft.
Saves: Fort +9, Ref +11, Will +8
Abilities: Str 23, Dex 21, Con 17, Int 10,
Wis 14, Cha 10
Skills: Balance +16, Climb +17, Hide
+13, Jump +21, Listen +17, Move
Silently +20, Spot +13, Swim +17
Dodge, Improved Initiative, Track
Feats: A lawful evil-aligned plane
Environment: Solitary, pair, or pride (6–10)
Organization: 7
Challenge Rating: None
Treasure: Always lawful evil
Alignment: 9–10 HD (Large); 11–24 HD (Huge)
Advancement: —
Level Adjustment: —

While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks.

Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

Combat

A hellcat can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a lion does.

A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

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

Horned Devil (Cornugon)

*Large Outsider (Evil,
Extraplanar, Lawful)*

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats have a +4 racial bonus on Listen and Move Silently checks.

Hit Dice:	15d8+105 (172 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (average)
Armor Class:	35 (-1 size, +7 Dex, +19 natural) touch 16, flat-footed 28
Base Attack/Grapple:	+15/+29
Attack:	Spiked chain +25 melee (2d6+15 plus stun) or claw +24 melee (2d6+10) or tail +24 melee (2d6+10 plus infernal wound)
Full Attack:	Spiked chain +25/+20/+15 melee (2d6+15 plus stun) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); or 2 claws +24 melee (2d6+10) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound)
Space/Reach:	10 ft./10 ft. (20 ft. with spiked chain)
Special Attacks:	Fear aura, infernal wound, spell-like abilities, stun, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.
Saves:	Fort +16, Ref +16, Will +15
Abilities:	Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22
Skills:	Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)
Feats:	Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	16-20 HD (Large); 21-45 HD (Huge)
Level Adjustment:	—

A horned devil is 9 feet tall and weighs about 600 pounds.

Combat

Horned devils are bold fighters. They rarely retreat, even against overwhelming odds. They love to fight with their spiked chains, usually singling out the most powerful foes to stun and eliminate quickly.

A horned devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Ice Devil (*Gelugon*)

*Large Outsider (Evil,
Extraplanar, Lawful)*

Spell-Like Abilities: At will— *dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 21) 3/day— *fireball* (DC 19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Hit Dice:	14d8+84 (147 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	32 (-1 size, +5 Dex, +18 natural) touch 14, flat-footed 27 +14/+24
Base Attack/Grapple:	+14/+24
Attack:	Spear +20 melee (2d6+9/x3 plus slow) or claw +19 melee (1d10+6)
Full Attack:	Spear +20/+15/+10 melee (2d6+9/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fear aura, slow, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.
Saves:	Fort +15, Ref +14, Will +15
Abilities:	Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)
Feats:	Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), squad (6–10), or troupe (1–2 ice devils, 7–12 bearded devils, and 1–4 bone devils)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	15–28 HD (Large); 29–42 HD (Huge)
Level Adjustment:	—

An ice devil is about 12 feet tall and weighs about 700 pounds.

Combat

An ice devil prefers to fight only when doing so serves its mission, but it never hesitates to attack when it deems a battle necessary—or likely to end in its victory.

An ice devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the

same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will— *cone of cold* (DC 20), *fly, ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Imp

Tiny Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17
Base Attack/Grapple:	+3/-5
Attack:	Sting +8 melee (1d4 plus poison)
Full Attack:	Sting +8 melee (1d4 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Skills:	Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)
Feats:	Dodge, Weapon Finesse
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4-6 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

In its natural form, an imp stands almost 2 feet tall and weighs about 8 pounds.

Combat

Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their *invisibility* and alternate form ability. In its natural form, an imp attacks with the wicked stinger on its tail. It quickly flies out of reach if a foe manages to strike back effectively.

An imp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will— *detect good, detect magic, invisibility* (self only); 1/day— *suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Lemure

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural) touch 10, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, gang (3-5), swarm (6-15), or mob (10-40)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

Combat

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Pit Fiend

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	18d8+144 (225 hp)
Initiative:	+12
Speed:	40 ft. (8 squares), fly 60 ft. (average)
AC:	40 (-1 size, +8 Dex, +23 natural) touch 17, flat-footed 32
Base Attack/Grapple:	+18/+35
Attack:	Claw +30 melee (2d8+13)
Full Attack:	2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 2d8+26, fear aura, improved grab, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.
Saves:	Fort +19, Ref +19, Will +21
Abilities:	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
Skills:	Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31
Feats:	Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (<i>fireball</i>)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–4), or troupe (1–2 pit fiends, 2–5 horned devils, and 2–5 barbed devils)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	19–36 HD (Large); 37–54 HD (Huge)
Level Adjustment:	—

A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

A pit fiend is 12 feet tall and weighs 800 pounds.

Combat

Pit fiends are wily and resourceful fighters, using *invisibility* to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to blanket an area with *fireballs*, and can call down the wrath of an inferno with *meteor swarm*.

A pit fiend's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap 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.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Tactics Round-by-Round

A pit fiend typically opens combat by using its spell-like abilities, attempting to neutralize dangerous opponents before entering melee.

Prior to combat: *Unholy aura*; activate fear aura, *summon devil*.

Round 1: Quicken *fireball* and *mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).

Round 2: *Meteor swarm* against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *greater teleport* to safety if endangered.

Devourer

Large Undead (Extraplanar)

Hit Dice:	12d12 (78 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	24 (-1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+6/+19
Attack:	Claw +15 melee (1d6+9)
Full Attack:	2 claws +15 melee (1d6+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Energy drain, trap essence, spell-like abilities
Special Qualities:	Darkvision 60 ft., spell deflection, spell resistance 21, undead traits
Saves:	Fort +4, Ref +4, Will +11
Abilities:	Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17
Skills:	Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks)
Feats:	Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (claw)
Environment:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral evil
Advancement:	13–24 HD (Large); 25–36 HD (Huge)
Level Adjustment:	—

Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal sadistic glee.

A devourer is about 9 feet tall and weighs 500 pounds.

Devourers speak Common.

Combat

Even if it had no special abilities, a devourer would be a terrible opponent, for its bony claws can flay enemies alive.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or *spectral hand* ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The save DC is Charisma-based. A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following abilities: *confusion* (DC 17), *control undead*

(DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

Digester

Medium Magical Beast

Hit Dice:	8d10+24 (68 hp)
Initiative:	+6
Speed:	60 ft. (12 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+8/+11
Attack:	Claw +11 melee (1d8+4)
Full Attack:	Claw +11 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., immunity to acid, low-light vision, scent
Saves:	Fort +9, Ref +10, Will +3
Abilities:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +9, Listen +6, Jump +21, Spot +6
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Warm forests
Organization:	Solitary or pack (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

A digester stands about 5 feet tall and is 7 feet long from snout to tail. It weighs about 350 pounds.

Combat

A digester is a hunting and eating machine. When it is not hungry (which is rarely), it lies low and avoids most other creatures. When hunting, it looks about for a likely target, then charges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its hind feet until it can spray acid again.

Acid Spray (Ex): A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

Dinosaur

Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have more colorful markings. Most dinosaurs have a pebbly skin texture.

Combat

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Herbivores frequently overrun and trample their opponents.

Deinonychus

Large Animal

Hit Dice:	4d8+16 (34 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Talons +6 melee (2d6+4)
Full Attack:	Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +8, Jump +26, Listen +10, Spot +10, Survival +10
Feats:	Run, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large)
Level Adjustment:	—

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

Combat

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Elasmosaurus

Huge Animal

Hit Dice:	10d8+66 (111 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	13 (-2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+7/+23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +15, Ref +9, Will +4
Abilities:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Skills:	Hide -4*, Listen +4, Spot +9, Swim +16
Feats:	Dodge, Great Fortitude, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary, pair, or herd (5-8)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment:	—

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

Combat

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Skills: *An elasmosaurus has a +8 racial bonus on Hide checks in water.

Megaraptor

Huge Animal

Hit Dice:	8d8+43 (79 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+19
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +8, Will +4
Abilities:	Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide +5, Jump +27, Listen +12, Spot +12, Survival +12
Feats:	Run, Toughness, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adjustment:	—

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Triceratops

Huge Animal

Hit Dice:	16d8+124 (196 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12/+30
Attack:	Gore +20 melee (2d8+15)
Full Attack:	Gore +20 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Powerful charge, trample 2d12+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +19, Ref +9, Will +6
Abilities:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills:	Listen +13, Spot +12
Feats:	Alertness, Great Fortitude, Toughness (4)
Environment:	Temperate plains
Organization:	Solitary, pair, or herd (5-8)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment:	—

A triceratops has a body about 25 feet long and weighs about 20,000 pounds.

Combat

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory. A triceratops uses its trample attack on smaller opponents.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Tyrannosaurus

Huge Animal

Hit Dice:	18d8+99 (180 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	14 (-2 size, +1 Dex, +5 natural) touch 9, flat-footed 13
Base Attack/Grapple:	+13/+30
Attack:	Bite +20 melee (3d6+13)
Full Attack:	Bite +20 melee (3d6+13)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Low-light vision, scent
Saves:	Fort +16, Ref +12, Will +8
Abilities:	Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide -2, Listen +14, Spot +14
Feats:	Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track
Environment:	Warm plains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment:	—

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

Combat

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple—charge in and bite.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Dire Animal

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

Dire Ape

Large Animal

Hit Dice:	5d8+13 (35 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +5, Move Silently +4, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

Combat

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature will attempt to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: Dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire Badger

Medium Animal

Hit Dice:	3d8+15 (28 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Temperate forests
Organization:	Solitary or cete (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–9 HD (Large)
Level Adjustment:	—

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

Combat

Dire badgers attack with their sharp claws and teeth.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Dire Bat

Large Animal

Hit Dice:	4d8+12 (30 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 40 ft. (good)
Armor Class:	20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsense 40 ft.
Saves:	Fort +7, Ref +10, Will +6
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Skills:	Hide +4, Listen +12*, Move Silently +11, Spot +8*
Feats:	Alertness, Stealthy
Environment:	Temperate deserts
Organization:	Solitary or colony (5–8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Large)
Level Adjustment:	—

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Combat

Dire bats swoop down upon unsuspecting prey from above.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Dire Bear

Large Animal

Hit Dice:	12d8+51 (105 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+9/+23
Attack:	Claw +19 melee (2d4+10)
Full Attack:	2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +9, Will +9
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Endurance, Run, Toughness, Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13–16 HD (Large); 17–36 HD (Huge)
Level Adjustment:	—

The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible.

A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

Combat

A dire bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Dire Boar

Large Animal

Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+17
Attack:	Gore +12 melee (1d8+12)
Full Attack:	Gore +12 melee (1d8+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +8
Abilities:	Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–16 HD (Large); 17–21 HD (Huge)
Level Adjustment:	—

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however.

Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

Combat

A dire boar charges its opponent, trying to rip the target open with its tusks.

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

Dire Lion

Large Animal

Hit Dice:	8d8+24 (60 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+17
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d6+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +8, Will +7
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +2*, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Run, Weapon Focus (claw)
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Combat

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Rat

Small Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/–4
Attack:	Bite +4 melee (1d4 plus disease)
Full Attack:	Bite +4 melee (1d4 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats:	Alertness, Weapon Finesse ^B
Environment:	Any
Organization:	Solitary or pack (11–20)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment:	—

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

Dire Shark

Huge Animal (Aquatic)

Hit Dice:	18d8+66 (147 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15 +13/+27
Base Attack/Grapple:	+13/+27
Attack:	Bite +18 melee (2d8+9)
Full Attack:	Bite +18 melee (2d8+9)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Keen scent
Saves:	Fort +14, Ref +13, Will +12
Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills:	Listen +12, Spot +11, Swim +14
Feats:	Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Environment:	Cold aquatic
Organization:	Solitary or school (2-5)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19-32 (Huge); 33-54 (Gargantuan)
Level Adjustment:	—

Dire sharks attack anything they perceive to be edible, even larger creatures.

This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Combat

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

Dire Tiger

Large Animal

Hit Dice:	16d8+48 (120 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15 +12/+24
Base Attack/Grapple:	+12/+24
Attack:	Claw +20 melee (2d4+8)
Full Attack:	2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 2d4+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +13, Ref +12, Will +11
Abilities:	Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
Feats:	Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Large); 33-48 (Huge)
Level Adjustment:	—

Dire tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard.

Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

Combat

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

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

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Weasel

Medium Animal

Hit Dice:	3d8 (13 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11
Skills:	Hide +8, Listen +3, Move Silently +8, Spot +5
Feats:	Alertness, Stealthy, Weapon Finesse ^B
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

Combat

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Dire Wolf

Large Animal

Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+15
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*
Feats:	Alertness, Run, Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary or pack (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7–18 HD (Large)
Level Adjustment:	—

Dire wolves are efficient pack hunters that will kill anything they can catch.

Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

Combat

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

Dire Wolverine

Large Animal

Hit Dice:	5d8+23 (45 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 10 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Combat

Dire wolverines attack opponents wantonly, fearing no other creatures.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Doppelganger

Medium Monstrous

Humanoid (Shapechanger)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+5
Attack:	Slam +5 melee (1d6+1)
Full Attack:	Slam +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detect thoughts
Special Qualities:	Change shape, immunity to <i>sleep</i> and charm effects
Saves:	Fort +4, Ref +5, Will +6
Abilities:	Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills:	Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats:	Dodge, Great Fortitude
Environment:	Any
Organization:	Solitary, pair, or gang (3–6)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

In its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

Combat

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Doppelgangers As Characters

Doppelganger characters possess the following racial traits.

+2 Strength, +2, Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.

Medium size.

A doppelganger's base land speed is 30 feet.

Darkvision: Doppelgangers can see in the dark up to 60 feet.

Racial Hit Dice: A doppelganger begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

Racial Skills: A doppelganger's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot.

Racial Feats: A doppelganger's monstrous humanoid levels give it two feats.

+4 natural armor bonus.

+4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Special Attacks (see above): Detect thoughts.

Special Qualities (see above): Change shape, immunity to *sleep* and charm effects.

Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.

Favored Class: Rogue.

Level adjustment +4.

Dragon, True

The known varieties of true dragons (as opposed to other creatures that have the dragon type) fall into two broad categories: chromatic and metallic. The chromatic dragons are black, blue, green, red, and white; they are all evil and extremely fierce. The metallic dragons are brass, bronze, copper, gold, and silver; they are all good, usually noble, and highly respected by the wise.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Some dragons have developed a taste for such fare.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shap-

ing nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

All dragons speak Draconic.

Combat

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

The table below provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to -2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Dragon Age Categories

Category	Age (Years)
1 Wyrmling	0-5
2 Very young	6-15
3 Young	16-25
4 Juvenile	26-50
5 Young adult	51-100
6 Adult	101-200
7 Mature adult	201-400
8 Old	401-600
9 Very old	601-800
10 Ancient	801-1,000
11 Wyrm	1,001-1,200
12 Great wyrm	1,201 or more

Dragon Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	2-1/2 ft./0 ft. (5 ft. with bite)	1d4	1d3	—	—	—	—
Small	5 ft./5 ft.	1d6	1d4	—	—	—	—
Medium	5 ft./5 ft.	1d8	1d6	1d4	—	—	—
Large	10 ft./5 ft. (10 ft. with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15 ft./10 ft. (15 ft. with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20 ft./15 ft. (20 ft. with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft./20 ft. (30 ft. with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer caster level, whichever is higher, is the caster level for these abilities. The save DC is 10 + dragon's Cha modifier + spell level. All spell-like abilities are usable once per day unless otherwise noted.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to *sleep* and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Skills: All dragons have skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice + 3). Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wing-over, and any metamagic feat that is available and useful to sorcerers.

Dragon Overland Movement

Chromatic and metallic dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds

Dragon's Fly Speed	Dragon's Fly Speed			
	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a dragon attempts a hustle or a forced march, check for nonlethal damage once every 2 hours instead of every hour.

Dragonhide

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality.

Chromatic Dragons

Chromatic dragons form the evil branch of dragonkind. They are aggressive, greedy, vain, and nasty.

Metallic Dragons

Metallic dragons make up the good branch of dragonkind, but they are every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud.

Black Dragon

Dragon (Water)

Environment: Warm marshes

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +3; very young +3; young +3; juvenile +4; others —

Black dragons are sometimes known as skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a black dragon's scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes.

Black dragons are especially fond of coins. Older dragons sometimes capture and question humanoids about stockpiles of gold, silver, and platinum coins before killing them.

Combat

Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When out-matched, a black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Charm Reptiles (Sp): A great wyrm black dragon can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Other Spell-Like Abilities: 3/day— *darkness* (juvenile or older; radius 10 feet per age category), *insect plague* (ancient or older); 1/day— *plant growth* (old or older).

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

Black Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	8	11	8	+4/−4	+6	+5	+4	+4	2d4 (13)	—
Very young	S	7d12+7 (52)	13	10	13	8	11	8	+7/+4	+9	+6	+5	+5	4d4 (14)	—
Young	M	10d12+20 (85)	15	10	15	10	11	10	+10/+12	+12	+9	+7	+7	6d4 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	10	11	10	+13/+16	+16	+10	+8	+8	8d4 (18)	—
Young adult	L	16d12+48 (152)	19	10	17	12	13	12	+16/+24	+19	+13	+10	+11	10d4 (21)	19
Adult	L	19d12+76 (199)	23	10	19	12	13	12	+19/+29	+24	+15	+11	+12	12d4 (23)	20
Mature adult	H	22d12+110 (253)	27	10	21	14	15	14	+22/+38	+28	+18	+13	+15	14d4 (26)	23
Old	H	25d12+125 (287)	29	10	21	14	15	14	+25/+42	+32	+19	+14	+16	16d4 (27)	24
Very old	H	28d12+168 (350)	31	10	23	16	17	16	+28/+46	+36	+22	+16	+19	18d4 (30)	27
Ancient	H	31d12+186 (387)	33	10	23	16	17	16	+31/+50	+40	+23	+17	+20	20d4 (31)	28
Wyrm	G	34d12+238 (459)	35	10	25	18	19	18	+34/+58	+42	+26	+19	+23	22d4 (34)	31
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	24d4 (36)	33

Black Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 100 ft. (average), swim 60 ft.	+0	15 (+2 size,+3 natural), touch 12, flat-footed 15	Immunity to acid, water breathing	—	—
Very young	60 ft., fly 100 ft. (average), swim 60 ft.	+0	17 (+1 size,+6 natural), touch 11, flat-footed 17	—	—	—
Young	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	19 (+9 natural), touch 10, flat-footed 19	—	—	—
Juvenile	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	22 (+12 natural), touch 10, flat-footed 22	Darkness	—	—
Young adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	24 (−1 size,+15 natural), touch 9, flat-footed 24	DR 5/magic	1st	17
Adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	27 (−1 size,+18 natural), touch 9, flat-footed 27	Corrupt water	3rd	18
Mature adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	29 (−2 size,+21 natural), touch 8, flat-footed 29	DR 10/magic	5th	21
Old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	32 (−2 size,+24 natural), touch 8, flat-footed 32	Plant growth	7th	22
Very old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	35 (−2 size,+27 natural), touch 8, flat-footed 35	DR 15/magic	9th	23
Ancient	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	38 (−2 size,+30 natural), touch 8, flat-footed 38	Insect plague	11th	25
Wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	39 (−4 size,+33 natural), touch 6, flat-footed 39	DR 20/magic	13th	26
Great wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	42 (−4 size,+36 natural), touch 6, flat-footed 42	Charm reptiles	15th	28

Blue Dragon

Dragon (Earth)

Environment:	Temperate deserts
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Ratings:	Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25
Treasure:	Triple standard
Alignment:	Always lawful evil
Advancement:	Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD
Level Adjustment:	Wyrmling +4; very young +4; young +5; others —

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by blowing desert sands. The size of its scales increases little as the dragon ages, although they do become thicker and harder. Its hide tends to hum and crackle faintly with built-up static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone and sand. Their vibrant color makes blue dragons easy to spot in barren desert surroundings. However, they often burrow into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air, usually flying in the daytime when temperatures are highest. Some nearly match the color of the desert sky and use this coloration to their advantage.

Blue dragons lair in vast underground caverns, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems—especially sapphires.

Combat

Typically, blue dragons attack from above or burrow beneath the sands until opponents come within 100 feet. Older dragons use their special abilities, such as *hallucinatory terrain*, in concert with these tactics to mask the land and improve their chances to surprise the target. Blue dragons run from a fight only if they are severely damaged, since they view retreat as cowardly.

Breath Weapon (Su): A blue dragon has one type of breath weapon, a line of lightning.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day — *ventriloquism* (adult or older); 1/day— *hallucinatory terrain* (old or older), *veil* (ancient or older), *mirage arcana* (great wyrm).

Skills: Bluff, Hide, and Spellcraft are considered class skills for blue dragons.

Blue Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	10	13	10	11	10	+6/+3	+8	+6	+5	+5	2d8 (14)	—
Very young	M	9d12+18 (76)	15	10	15	10	11	10	+9/+11	+11	+8	+6	+6	4d8 (16)	—
Young	M	12d12+24 (102)	17	10	15	12	13	12	+12/+15	+15	+10	+8	+9	6d8 (18)	—
Juvenile	L	15d12+45 (142)	19	10	17	14	15	14	+15/+23	+18	+12	+9	+11	8d8 (20)	—
Young adult	L	18d12+72 (189)	23	10	19	14	15	14	+18/+28	+23	+15	+11	+13	10d8 (23)	21
Adult	H	21d12+105 (241)	27	10	21	16	17	16	+21/+37	+27	+17	+12	+15	12d8 (25)	23
Mature adult	H	24d12+120 (276)	29	10	21	16	17	16	+24/+41	+31	+19	+14	+17	14d8 (27)	25
Old	H	27d12+162 (337)	31	10	23	18	19	18	+27/+45	+35	+21	+15	+19	16d8 (29)	27
Very old	H	30d12+180 (375)	33	10	23	18	19	18	+30/+49	+39	+23	+17	+21	18d8 (31)	29
Ancient	G	33d12+231 (445)	35	10	25	20	21	20	+33/+57	+41	+25	+18	+23	20d8 (33)	31
Wyrm	G	36d12+288 (522)	37	10	27	20	21	20	+36/+61	+45	+28	+20	+25	22d8 (36)	33
Great wyrm	G	39d12+312 (565)	39	10	27	22	23	22	+39/+65	+49	+29	+21	+27	24d8 (37)	35

Blue Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, <i>create/destroy water</i>	—	—
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21		—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	Sound imitation	1st	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	3rd	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	<i>Ventriloquism</i>	5th	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	7th	22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	<i>Hallucinatory terrain</i>	9th	24
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	11th	25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	<i>Veil</i>	13th	27
Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	15th	29
Great wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	44 (–4 size, +38 natural), touch 6, flat-footed 44	<i>Mirage arcana</i>	17th	31

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

Brass Dragon

Dragon (Fire)

Environment:	Warm deserts
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Ratings:	Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wyrm 21; great wyrm 23
Treasure:	Triple standard
Alignment:	Always chaotic good
Advancement:	Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD
Level Adjustment:	Wyrmling +2; very young +3; young +4; juvenile +4; others —

At birth, a brass dragon's scales are a dull, mottled brown. As the dragon gets older, the scales become more brassy until they reach a warm, burnished appearance. The grand head-plates of a brass dragon are smooth and metallic, and it sports bladed chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon grows older, its pupils fade until the eyes resemble molten metal orbs.

Combat

Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using *suggestion* or a dose of *sleep* gas. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight, then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

Breath Weapon (Su): A brass dragon has two types of breath weapon, a line of fire and a cone of *sleep*. Creatures within the cone must succeed on a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities: At will— *speak with animals*; 3/day— *endure elements* (juvenile or older; radius 10 ft. x ?dragon's age category); 1/day— *suggestion* (adult or older), *control winds* (old or older), *control weather* (ancient or older).

Summon Djinni (Sp): This ability, usable by a great wyrm brass dragon, works like a *summon monster* spell, except that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Skills: Bluff, Gather Information, and Survival are considered class skills for brass dragons.

Brass Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	10	11	10	+4/-4	+6	+5	+4	+4	1d6 (13)	—
Very young	S	7d12+7 (52)	13	10	13	10	11	10	+7/+4	+9	+6	+5	+5	2d6 (14)	—
Young	M	10d12+20 (85)	15	10	15	12	13	12	+10/+12	+12	+9	+7	+8	3d6 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	12	13	12	+13/+16	+16	+10	+8	+9	4d6 (18)	—
Young adult	L	16d12+48 (152)	19	10	17	14	15	14	+16/+24	+19	+13	+10	+12	5d6 (21)	20
Adult	L	19d12+76 (199)	23	10	19	14	15	14	+19/+29	+24	+15	+11	+13	6d6 (23)	21
Mature adult	H	22d12+110 (253)	27	10	21	16	17	16	+22/+38	+28	+18	+13	+16	7d6 (26)	24
Old	H	25d12+125 (287)	29	10	21	16	17	16	+25/+42	+32	+19	+14	+17	8d6 (27)	25
Very old	H	28d12+168 (350)	31	10	23	18	19	18	+28/+46	+36	+22	+16	+20	9d6 (30)	28
Ancient	H	31d12+186 (387)	33	10	23	18	19	18	+31/+50	+40	+23	+17	+21	10d6 (31)	29
Wyrm	G	34d12+238 (459)	35	10	25	20	21	20	+34/+58	+42	+26	+19	+24	11d6 (34)	32
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	12d6 (36)	33

Brass Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Immunity to fire, <i>speak with animals</i> , vulnerability to cold	—	—
Very young	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17		—	—
Young	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		1st	—
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22	<i>Endure elements</i>	3rd	—
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	5th	18
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	<i>Suggestion</i>	7th	20
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	9th	22
Old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	<i>Control winds</i>	11th	24
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/magic	13th	25
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	<i>Control weather</i>	15th	27
Wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	17th	28
Great wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	<i>Summon djinni</i>	19th	30

*Can also cast cleric spells and those from the Chaos and Knowledge domains as arcane spells.

Bronze Dragon

Dragon (Water)

Environment: Temperate hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +6; others —

A bronze wyrmling's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly to a darker, rich bronze tone. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have webbed feet and smooth, flat scales. The pupils of its eyes fade as a dragon ages, until in the oldest the eyes resemble glowing green orbs.

Combat

Bronze dragons dislike killing animals and would rather bribe them (perhaps with food) or force them away magically. They use *detect thoughts* to learn intelligent creatures' intentions.

When attacking they blind their opponents with *fog cloud* and then charge or, if flying, snatch them up. Against seafaring opponents they conjure up a storm or use their tails to smash the vessels' hulls. If a dragon is inclined to be lenient, ships might be merely becalmed, fogbound, or broken-masted.

Breath Weapon (Su): Bronze dragons have two types of breath weapon, a line of lightning and a cone of *repulsion* gas. Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-affecting compulsion enchantment effect.

Water Breathing (Ex): A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): A young or older bronze dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Spell-Like Abilities: At will— *speak with animals*; 3/day— *create food and water* (adult or older), *fog cloud* (adult or older), *detect thoughts* (old or older), *control water* (ancient or older); 1/day— *control weather* (great wyrm).

Skills: Disguise, Swim, and Survival are considered class skills for bronze dragons.

Bronze Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	10	13	14	15	14	+6/+3	+8	+6	+5	+7	2d6 (14)	—
Very young	M	9d12+18 (76)	15	10	15	14	15	14	+9/+11	+11	+8	+6	+8	4d6 (16)	—
Young	M	12d12+24 (102)	17	10	15	16	17	16	+12/+15	+15	+10	+8	+11	6d6 (18)	—
Juvenile	L	15d12+45 (142)	19	10	17	18	19	18	+15/+23	+18	+12	+9	+13	8d6 (20)	—
Young adult	L	18d12+72 (189)	23	10	19	18	19	18	+18/+28	+23	+15	+11	+15	10d6 (23)	23
Adult	H	21d12+105 (241)	27	10	21	20	21	20	+21/+37	+27	+17	+12	+17	12d6 (25)	25
Mature adult	H	24d12+120 (276)	29	10	21	20	21	20	+24/+41	+31	+19	+14	+19	14d6 (27)	27
Old	H	27d12+162 (337)	31	10	23	22	23	22	+27/+45	+35	+21	+15	+21	16d6 (29)	29
Very old	H	30d12+180 (375)	33	10	23	22	23	22	+30/+49	+39	+23	+17	+23	18d6 (31)	31
Ancient	G	33d12+231 (445)	35	10	25	24	25	24	+33/+57	+41	+25	+18	+25	20d6 (33)	33
Wyrm	G	36d12+288 (522)	37	10	27	26	27	26	+36/+61	+45	+28	+20	+28	22d6 (36)	36
Great wyrm	G	39d12+312 (565)	39	10	27	26	27	26	+39/+65	+49	+29	+21	+29	24d6 (37)	37

Bronze Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, water breathing, <i>speak with animals</i>	—	—
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Alternate form	1st	—
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23		3rd	—
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	5th	20
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	<i>Create food and water, fog cloud</i>	7th	22
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	9th	23
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	<i>Detect thoughts</i>	11th	25
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	13th	26
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	<i>Control water</i>	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	17th	29
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	44 (–4 size, +38 natural), touch 6, flat-footed 44	<i>Control weather</i>	19th	31

*Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.

Copper Dragon

Dragon (Earth)

Environment:	Warm hills
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Ratings:	Wyrmling 3; very young 5; young 7; juvenile 9; young adult 11; adult 14; mature adult 16; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25
Treasure:	Triple standard
Alignment:	Always chaotic good
Advancement:	Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD
Level Adjustment:	Wyrmling +2; very young +3; young +4; juvenile +4; others —

At birth, a copper dragon's scales have a ruddy brown color with a metallic tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons' scales pick up a green tint. A copper dragon's pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

Combat

A copper dragon appreciates wit and usually doesn't harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who doesn't laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

An angry copper dragon prefers to mire foes using *transmute rock to mud*. The dragon pushes trapped opponents into the mud or snatches and carries them aloft. A copper dragon tries to draw airborne enemies into narrow, stony gorges where it can use its spider climb ability and maneuver them into colliding with the walls.

Breath Weapon (Su): A copper dragon has two types of breath weapon, a line of acid and a cone of *slow* gas. Creatures within the cone must succeed on a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon.

Spider Climb (Ex): A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

Spell-Like Abilities: 2/day— *stone shape* (adult or older); 1/day— *transmute rock to mud* or *mud to rock* (old or older), *wall of stone* (ancient or older), *move earth* (great wyrm).

Skills: Bluff, Hide, and Jump are considered class skills for copper dragons.

Copper Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	5d12+5 (37)	11	10	13	12	13	12	+5/−3	+7	+5	+4	+5	2d4 (13)	—
Very young	S	8d12+8 (60)	13	10	13	12	13	12	+8/+5	+10	+7	+6	+7	4d4 (15)	—
Young	M	11d12+22 (93)	15	10	15	14	15	14	+11/+13	+13	+9	+7	+9	6d4 (17)	—
Juvenile	M	14d12+28 (119)	17	10	15	14	15	14	+14/+17	+17	+11	+9	+11	8d4 (19)	—
Young adult	L	17d12+51 (161)	19	10	17	16	17	16	+17/+25	+20	+13	+10	+13	10d4 (21)	21
Adult	L	20d12+80 (210)	23	10	19	16	17	16	+20/+30	+25	+16	+12	+15	12d4 (24)	23
Mature adult	H	23d12+115 (264)	27	10	21	18	19	18	+23/+39	+29	+18	+13	+17	14d4 (26)	25
Old	H	26d12+130 (299)	29	10	21	18	19	18	+26/+43	+33	+20	+15	+19	16d4 (28)	27
Very old	H	29d12+174 (362)	31	10	23	20	21	20	+29/+47	+37	+22	+16	+21	18d4 (30)	29
Ancient	H	32d12+192 (400)	33	10	23	20	21	20	+32/+51	+41	+24	+18	+23	20d4 (32)	31
Wyrm	G	35d12+245 (472)	35	10	25	22	23	22	+35/+59	+43	+26	+19	+25	22d4 (34)	33
Great wyrm	G	38d12+304 (551)	37	10	27	22	23	22	+38/+63	+47	+29	+21	+27	24d4 (37)	35

Copper Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	16 (+2 size, +4 natural), touch 12, flat-footed 16	Immunity to acid, <i>spider climb</i>	—	—
Very young	40 ft., fly 100 ft. (average)	+0	18 (+1 size, +7 natural), touch 11, flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor)	+0	20 (+10 natural), touch 10, flat-footed 20		1st	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	23 (+13 natural), touch 10, flat-footed 23		3rd	—
Young adult	40 ft., fly 150 ft. (poor)	+0	25 (−1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor)	+0	28 (−1 size, +19 natural), touch 9, flat-footed 28	<i>Stone shape</i>	7th	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	30 (−2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	9th	23
Old	40 ft., fly 150 ft. (poor)	+0	33 (−2 size, +25 natural), touch 8, flat-footed 33	<i>Transmute rock to mud/mud to rock</i>	11th	25
Very old	40 ft., fly 150 ft. (poor)	+0	36 (−2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	13th	26
Ancient	40 ft., fly 150 ft. (poor)	+0	39 (−2 size, +31 natural), touch 8, flat-footed 39	<i>Wall of stone</i>	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	40 (−4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	17th	29
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	43 (−4 size, +37 natural), touch 6, flat-footed 43	<i>Move earth</i>	19th	31

*Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.

Gold Dragon

Dragon (Fire)

Environment: Warm plains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 22; ancient 24; wyrm 25; great wyrm 27

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 9–10 HD; very young 12–13 HD; young 15–16 HD; juvenile 18–19 HD; young adult 21–22 HD; adult 24–25 HD; mature adult 27–28 HD; old 30–31 HD; very old 33–34 HD; ancient 36–37 HD; wyrm 39–40 HD; great wyrm 42+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

On hatching, a gold dragon's scales are dark yellow with golden metallic flecks.

The flecks get larger as the dragon matures until, at the adult stage, the scales are completely golden. Gold dragons' faces are bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

Combat

Gold dragons usually parley before fighting. When conversing with intelligent creatures, they use Intimidate and Sense Motive to gain the upper hand. In combat, they employ *bless* and their *luck bonus*; older dragons use their *luck bonus* at the start of each day. They make heavy use of spells in combat. Among their favorites are *cloudkill*, *delayed blast fireball*, *fire shield*, *globe of invulnerability*, *maze*, *sleep*, *slow*, and *stinking cloud*.

Breath Weapon (Su): A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on a Fortitude save or take 1 point of Strength damage per age category of the dragon.

Alternate Form (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

Detect Gems (Sp): An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentra-

Gold Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	8d12+16 (68)	17	10	15	14	15	14	+8/+11	+11	+8	+6	+8	2d10 (16)	—
Very young	L	11d12+33 (104)	21	10	17	16	17	16	+11/+20	+15	+10	+7	+10	4d10 (18)	—
Young	L	14d12+42 (133)	25	10	17	16	17	16	+14/+25	+20	+12	+9	+12	6d10 (20)	—
Juvenile	L	17d12+68 (178)	29	10	19	18	19	18	+17/+30	+25	+14	+10	+14	8d10 (22)	—
Young adult	H	20d12+100 (230)	31	10	21	18	19	18	+20/+38	+28	+17	+12	+16	10d10 (25)	24
Adult	H	23d12+115 (264)	33	10	21	20	21	20	+23/+42	+32	+18	+13	+18	12d10 (26)	26
Mature adult	H	26d12+156 (325)	35	10	23	20	21	20	+26/+46	+36	+21	+15	+20	14d10 (29)	28
Old	G	29d12+203 (391)	39	10	25	24	25	24	+29/+55	+39	+23	+16	+23	16d10 (31)	31
Very old	G	32d12+256 (464)	41	10	27	26	27	26	+32/+59	+43	+26	+18	+26	18d10 (34)	34
Ancient	G	35d12+315 (542)	43	10	29	28	29	28	+35/+63	+47	+28	+19	+28	20d10 (36)	36
Wyrm	C	38d12+380 (627)	45	10	31	30	31	30	+38/+71	+47	+31	+21	+31	22d10 (39)	39
Great wyrm	C	41d12+451 (717)	47	10	33	32	33	32	+41/+75	+51	+33	+22	+33	24d10 (41)	41

Gold Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	17 (+7 natural), touch 10, flat-footed 17	Alternate form, immunity to fire, vulnerability to cold, water breathing	—	—
Very young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	19 (–1 size, +10 natural), touch 9, flat-footed 19	—	—	—
Young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	22 (–1 size, +13 natural), touch 9, flat-footed 22	1st	—	—
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	<i>Bless</i>	3rd	—
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	27 (–2 size, +19 natural), touch 8, flat-footed 27	DR 5/magic	5th	21
Adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	<i>Luck bonus</i>	7th	23
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	DR 10/magic	9th	25
Old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	34 (–4 size, +28 natural), touch 6, flat-footed 34	<i>Geas/quest</i> , <i>detect gems</i>	11th	27
Very old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	37 (–4 size, +31 natural), touch 6, flat-footed 37	DR 15/magic	13th	28
Ancient	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	40 (–4 size, +34 natural), touch 6, flat-footed 40	<i>Sunburst</i>	15th	30
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	39 (–8 size, +37 natural), touch 2, flat-footed 39	DR 20/magic	17th	31
Great wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	42 (–8 size, +40 natural), touch 2, flat-footed 42	<i>Foresight</i>	19th	33

*Can also cast cleric spells and those from the Law, Luck, and Good domains as arcane spells.

tion reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

Other Spell-Like Abilities: 3/day — *bless* (juvenile or older); 1/day— *geas/quest* (old or older), *sunburst* (ancient or older), *fore-sight* (great wyrm).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.

Green Dragon

Dragon (Air)

Environment:	Temperate forests
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Ratings:	Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24
Treasure:	Triple standard
Alignment:	Always lawful evil
Advancement:	Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD
Level Adjustment:	Wyrmling +5; very young +5; young +5; juvenile +6; others —

A wyrmling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings.

Combat

Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly—it enjoys evoking terror. Sometimes the dragon elects to control a humanoid creature through intimidation and *suggestion*. Green dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby.

Breath Weapon (Su): A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day— *suggestion* (adult or older), *dominate person* (ancient or older); 1/day— *plant growth* (old or older), *command plants* (great wyrm).

Skills: Bluff, Hide, and Move Silently are considered class skills for green dragons.

Green Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	10	13	10	11	10	+5/+2	+7	+5	+4	+4	2d6 (13)	—
Very young	M	8d12+16 (68)	15	10	15	10	11	10	+8/+10	+10	+8	+6	+6	4d6 (16)	—
Young	M	11d12+22 (93)	17	10	15	12	13	12	+11/+14	+14	+9	+7	+8	6d6 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	14	15	14	+14/+22	+17	+12	+9	+11	8d6 (20)	—
Young adult	L	17d12+68 (178)	23	10	19	14	15	14	+17/+27	+22	+14	+10	+12	10d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	16	17	16	+20/+36	+26	+17	+12	+15	12d6 (25)	23
Mature adult	H	23d12+115 (264)	29	10	21	16	17	16	+23/+40	+30	+18	+13	+16	14d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	18	19	18	+26/+44	+34	+21	+15	+19	16d6 (29)	27
Very old	H	29d12+174 (362)	33	10	23	18	19	18	+29/+48	+38	+22	+16	+20	18d6 (30)	28
Ancient	G	32d12+224 (432)	35	10	25	20	21	20	+32/+56	+40	+25	+18	+23	20d6 (33)	31
Wyrm	G	35d12+280 (507)	37	10	27	20	21	20	+35/+60	+44	+27	+19	+24	22d6 (35)	32
Great wyrm	G	38d12+304 (551)	39	10	27	22	23	22	+38/+64	+48	+29	+21	+27	24d6 (37)	35

Green Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft	+0	15 (+1 size, +4 natural), touch 11, flat-footed 15	Immunity to acid, water breathing	—	—
Very young	40 ft., fly 150 ft. (poor), swim 40 ft	+0	17 (+7 natural), touch 10, flat-footed 17		—	—
Young	40 ft., fly 150 ft. (poor), swim 40 ft	+0	20 (+10 natural), touch 10, flat-footed 20		—	—
Juvenile	40 ft., fly 150 ft. (poor), swim 40 ft	+0	22 (–1 size, +13 natural), touch 9, flat-footed 22		1st	—
Young adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	3rd	19
Adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	27 (–2 size, +19 natural), touch 8, flat-footed 27	<i>Suggestion</i>	5th	21
Mature adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	7th	22
Old	40 ft., fly 150 ft. (poor), swim 40 ft	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	<i>Plant growth</i>	9th	24
Very old	40 ft., fly 150 ft. (poor), swim 40 ft	+0	36 (–2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	11th	25
Ancient	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	37 (–4 size, +31 natural), touch 6, flat-footed 37	<i>Dominate person</i>	13th	27
Wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	40 (–4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	15th	28
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	43 (–4 size, +37 natural), touch 6, flat-footed 43	<i>Command plants</i>	17th	30

Red Dragon

Dragon (Fire)

Environment:	Warm mountains
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Ratings:	Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26
Treasure:	Triple standard
Alignment:	Always chaotic evil
Advancement:	Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD
Level Adjustment:	Wyrmling +4; very young +5; young +6; others —

The small scales of a wyrmling red dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

Combat

Because red dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Locate Object (Sp): A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day— *suggestion* (old or older); 1/day— *find the path* (ancient or older), *discern location* (great wyrm).

Skills: Appraise, Bluff, and Jump are considered class skills for red dragons.

Red Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	7d12+14 (59)	17	10	15	10	11	10	+7/+10	+10	+7	+5	+5	2d10 (15)	—
Very young	L	10d12+30 (95)	21	10	17	12	13	12	+10/+19	+14	+10	+7	+8	4d10 (18)	—
Young	L	13d12+39 (123)	25	10	17	12	13	12	+13/+24	+19	+11	+8	+9	6d10 (19)	—
Juvenile	L	16d12+64 (168)	29	10	19	14	15	14	+16/+29	+24	+14	+10	+12	8d10 (22)	—
Young adult	H	19d12+95 (218)	31	10	21	14	15	14	+19/+37	+27	+16	+11	+13	10d10 (24)	21
Adult	H	22d12+110 (253)	33	10	21	16	19	16	+22/+41	+31	+18	+13	+17	12d10 (26)	24
Mature adult	H	25d12+150 (312)	33	10	23	18	19	18	+25/+44	+34	+20	+14	+18	14d10 (28)	26
Old	G	28d12+196 (378)	35	10	25	20	21	20	+28/+52	+36	+23	+16	+21	16d10 (31)	29
Very old	G	31d12+248 (449)	37	10	27	22	23	22	+31/+56	+40	+25	+17	+23	18d10 (33)	31
Ancient	G	34d12+306 (527)	39	10	29	24	25	24	+34/+60	+44	+28	+19	+26	20d10 (36)	34
Wyrm	G	37d12+370 (610)	41	10	31	24	25	24	+37/+64	+48	+30	+20	+27	22d10 (38)	35
Great wyrm	C	40d12+400 (660)	45	10	31	26	27	26	+40/+73	+49	+32	+22	+30	24d10 (40)	38

Red Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 150 ft. (poor)	+0	16 (+6 natural), touch 10, flat-footed 16	Immunity to fire, vulnerability to cold	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	18 (–1 size, +9 natural), touch 9, flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor)	+0	21 (–1 size, +12 natural), touch 9, flat-footed 21		1st	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (–1 size, +15 natural), touch 9, flat-footed 24	<i>Locate object</i>	3rd	—
Young adult	40 ft., fly 150 ft. (poor)	+0	26 (–2 size, +18 natural), touch 8, flat-footed 26	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor)	+0	29 (–2 size, +21 natural), touch 8, flat-footed 29		7th	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	32 (–2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	23
Old	40 ft., fly 200 ft. (clumsy)	+0	33 (–4 size, +27 natural), touch 6, flat-footed 33	<i>Suggestion</i>	11th	24
Very old	40 ft., fly 200 ft. (clumsy)	+0	36 (–4 size, +30 natural), touch 6, flat-footed 36	DR 15/magic	13th	26
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	<i>Find the path</i>	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	41 (–8 size, +39 natural), touch 2, flat-footed 41	<i>Discern location</i>	19th	32

*Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

Silver Dragon

Dragon (Cold)

- Environment:** Temperate mountains
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26
Treasure: Triple standard
Alignment: Always lawful good
Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD
Level Adjustment: Wyrmling +4; very young +4; young +5; others —

A silver wyrmling's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

Combat

Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *fog cloud* or *control weather* to blind or confuse opponents before attacking. When angry, they use *reverse gravity* to fling enemies helplessly

into the air, where they can be snatched. Against flying opponents, a silver dragon hides in clouds (creating some with *control weather* on clear days), then jumps to the attack when it has the advantage.

Breath Weapon (Su): A silver dragon has two types of breath weapon, a cone of cold and a cone of paralyzing gas. Creatures within a cone of paralyzing gas must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Alternate Form (Su): A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Cloudwalking (Su): A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day— *fog cloud* (adult or older), *control winds* (old or older); 2/day— *feather fall* (juvenile or older); 1/day— *control weather* (ancient or older), *reverse gravity* (great wyrm).

Skills: Bluff, Disguise, and Jump are considered class skills for silver dragons.

Silver Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	7d12+7 (52)	13	10	13	14	15	14	+7/+4	+9	+6	+5	+7	2d8 (14)	—
Very young	M	10d12+20 (85)	15	10	15	14	15	14	+10/+12	+12	+9	+7	+9	4d8 (17)	—
Young	M	13d12+26 (110)	17	10	15	16	17	16	+13/+16	+16	+10	+8	+11	6d8 (18)	—
Juvenile	L	16d12+48 (152)	19	10	17	18	19	18	+16/+24	+19	+13	+10	+14	8d8 (21)	—
Young adult	L	19d12+76 (199)	23	10	19	18	19	18	+19/+29	+24	+15	+11	+15	10d8 (23)	23
Adult	H	22d12+110 (253)	27	10	21	20	21	20	+22/+38	+28	+18	+13	+18	12d8 (26)	26
Mature adult	H	25d12+125 (287)	29	10	21	20	21	20	+25/+42	+32	+19	+14	+19	14d8 (27)	27
Old	H	28d12+168 (350)	31	10	23	22	23	22	+28/+46	+36	+22	+16	+22	16d8 (30)	30
Very old	H	31d12+186 (387)	33	10	23	24	25	24	+31/+50	+40	+23	+17	+24	18d8 (31)	32
Ancient	G	34d12+238 (459)	35	10	25	26	27	26	+34/+58	+42	+26	+19	+27	20d8 (34)	35
Wyrm	G	37d12+333 (573)	39	10	29	28	29	28	+37/+63	+47	+29	+20	+29	22d8 (37)	37
Great wyrm	C	40d12+400 (660)	43	10	31	30	31	30	+40/+72	+48	+32	+22	+32	24d8 (40)	40

Silver Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	Alternate form, immunity to acid and cold, cloudwalking, vulnerability to fire	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		—	—
Young	40 ft., fly 150 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22		1st	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (–1 size, +15 natural), touch 9, flat-footed 24	<i>Feather fall</i>	3rd	—
Young adult	40 ft., fly 150 ft. (poor)	+0	27 (–1 size, +18 natural), touch 9, flat-footed 27	DR 5/magic	5th	20
Adult	40 ft., fly 150 ft. (poor)	+0	29 (–2 size, +21 natural), touch 8, flat-footed 29	<i>Fog cloud</i>	7th	22
Mature adult	40 ft., fly 150 ft. (poor)	+0	32 (–2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	24
Old	40 ft., fly 150 ft. (poor)	+0	35 (–2 size, +27 natural), touch 8, flat-footed 35	<i>Control winds</i>	11th	26
Very old	40 ft., fly 150 ft. (poor)	+0	38 (–2 size, +30 natural), touch 8, flat-footed 38	DR 15/magic	13th	27
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	<i>Control weather</i>	15th	29
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	41 (–8 size, +39 natural), touch 2, flat-footed 41	<i>Reverse gravity</i>	19th	32

*Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.

White Dragon

Dragon (Cold)

Environment:

Cold mountains

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings:

Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

Treasure:

Triple standard

Alignment:

Always chaotic evil

Advancement:

Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment:

Wyrmling +2; very young +3; young +3; juvenile +5; others —

The scales of a wyrmling white dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white.

Combat

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. They loose their breath weapon, then try to knock out a single opponent with a follow-up attack.

White Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+3 (22)	11	10	13	6	11	6	+3/–5	+5	+4	+3	+3	1d6 (12)	—
Very young	S	6d12+6 (45)	13	10	13	6	11	6	+6/+3	+8	+6	+5	+5	2d6 (14)	—
Young	M	9d12+18 (76)	15	10	15	6	11	6	+9/+11	+11	+8	+6	+6	3d6 (16)	—
Juvenile	M	12d12+24 (102)	17	10	15	8	11	8	+12/+15	+15	+10	+8	+8	4d6 (18)	—
Young adult	L	15d12+45 (142)	19	10	17	8	11	10	+15/+23	+18	+12	+9	+9	5d6 (20)	17
Adult	L	18d12+72 (189)	23	10	19	10	11	12	+18/+28	+23	+15	+11	+11	6d6 (23)	20
Mature adult	H	21d12+105 (241)	27	10	21	12	13	12	+21/+37	+27	+17	+12	+13	7d6 (25)	21
Old	H	24d12+120 (276)	29	10	21	12	13	12	+24/+41	+31	+19	+14	+15	8d6 (27)	23
Very old	H	27d12+162 (337)	31	10	23	14	15	14	+27/+45	+35	+21	+15	+17	9d6 (29)	25
Ancient	H	30d12+180 (375)	33	10	23	14	15	14	+30/+49	+39	+23	+17	+19	10d6 (31)	27
Wyrm	G	33d12+231 (445)	35	10	25	14	15	16	+33/+57	+41	+25	+18	+20	11d6 (33)	29
Great wyrm	G	36d12+288 (522)	37	10	27	18	19	18	+36/+61	+45	+28	+20	+24	12d6 (36)	32

White Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	14 (+2 size, +2 natural), touch 12, flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	—	—
Very young	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16		—	—
Young	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Fog cloud	—	—
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	DR 5/magic	—	16
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	Gust of wind	1st	18
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	DR 10/magic	3rd	20
Old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	Freezing fog	5th	21
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	DR 15/magic	7th	23
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	Wall of ice	9th	24
Wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	DR 20/magic	11th	25
Great wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	Control weather	13th	27

Breath Weapon (Su): A white dragon has one type of breath weapon, a cone of cold.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): An old or older white dragon can use this ability three times per day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 5th-level spell.

Other Spell-Like Abilities: 3/day—*fog cloud* (juvenile or older), *gust of wind* (adult or older), *wall of ice* (ancient or older); 1/day—*control weather* (great wyrm).

Skills: Hide, Move Silently, and Swim are considered class skills for white dragons.

Dragon Turtle

Huge Dragon (Aquatic)

Hit Dice:	12d12+60 (138 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	25 (-2 size, +17 natural), touch 8, flat-footed 25
Base Attack/Grapple:	+12/+28
Attack:	Bite +18 melee (4d6+8)
Full Attack:	Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, snatch, capsize
Special Qualities:	Darkvision 60 ft., immunity to fire, <i>sleep</i> , and paralysis, low-light vision, scent
Saves:	Fort +13, Ref +8, Will +9
Abilities:	Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
Skills:	Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21
Feats:	Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple standard
Alignment:	Usually neutral
Advancement:	13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds.

Dragon turtles speak Aquan, Draconic, and Common.

Combat

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills: A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

Dragonne

Large Magical Beast

Hit Dice:	9d10+27 (76 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 30 ft. (poor)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, roar
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +8, Will +4
Abilities:	Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Spot +11
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment:	Temperate deserts
Organization:	Solitary, pair, or pride (5–10)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	10–12 HD (Large); 13–27 HD (Huge)
Level Adjustment:	+4 (cohort)

A dragonne possesses huge claws and fangs, and large eyes, usually the color of its scales. A dragonne is about 12 feet long and weighs about 700 pounds.

Dragonnes speak Draconic.

Combat

A dragonne's wings are useful only for short flights, carrying the creature for 10 to 30 minutes at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

Large Aberration

Hit Dice: 6d8+18 (45 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 15 ft.
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15 +4/+10
Base Attack/Grapple: +4/+10
Attack: Dagger +5 melee (1d6+2/19-20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/x3)
Full Attack: 2 daggers +3 melee (1d6+2/19-20, 1d6+1/19-20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/x3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spells, spell-like abilities, poison
Special Qualities: Darkvision 60 ft., spell resistance 17
Saves: Fort +5, Ref +4, Will +8
Abilities: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16
Skills: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9
Feats: Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)
Environment: Underground
Organization: Solitary, pair, or troupe (1-2 plus 7-12 Medium monstrous spiders)
Challenge Rating: 7
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +4

Driders speak Elven, Common, and Undercommon.

Combat

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd—*invisibility*, *web*; 3rd—*lightning bolt*.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Medium Fey

Hit Dice: 4d6 (14 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13 +2/+2
Base Attack/Grapple: +2/+2
Attack: Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/x3)
Full Attack: Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/cold iron, tree dependent, wild empathy
Saves: Fort +3, Ref +8, Will +6
Abilities: Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
Feats: Great Fortitude, Weapon Finesse
Environment: Temperate forests
Organization: Solitary or grove (4-7)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: —

A dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Dryads speak Common, Elven, and Sylvan.

Combat

Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses *charm person* or *suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Spell-Like Abilities: At will—*entangle* (DC 13), *speak with plants*, *tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Dwarf, 1st-Level Warrior

Medium Humanoid (Dwarf)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	20 ft. in scale mail (4 squares); base speed 20 ft.
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)
Full Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dwarf traits
Special Qualities:	Darkvision 60 ft., dwarf traits
Saves:	Fort +4*, Ref +0*, Will -1*
Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2
Feats:	Weapon Focus (dwarven waraxe)
Environment:	Temperate mountains (Deep: Underground)
Organization:	Team (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard coins; double goods; standard items
Alignment:	Often lawful good (Deep: Usually lawful neutral or neutral)
Advancement:	By character class
Level Adjustment:	+0

Duergar, 1st-Level Warrior

Medium Humanoid (Dwarf)

Hit Dice:	1d8+5 (9 hp)
Initiative:	+0
Speed:	20 ft. in chainmail (4 squares); base speed 20 ft.
Armor Class:	17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17
Base Attack/Grapple:	+1/+2
Attack:	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20)
Full Attack:	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Duergar traits, spell-like abilities
Special Qualities:	Darkvision 60 ft., duergar traits
Saves:	Fort +4*, Ref +0*, Will -1*

Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2 Toughness
Feats:	Toughness
Environment:	Underground
Organization:	Team (2-4), squad (9-16 plus 3 3rd-level sergeants and 1 leader of 3rd-8th level) or clan (20-80 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 3-6 6th-level lieutenants, and 1-4 9th-level captains)
Challenge Rating:	1
Treasure:	Standard coins, double goods, standard items
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+1

Dwarves favor earth tones in their clothing and prefer simple and functional garb. The skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans.

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Most dwarves encountered outside their home are warriors.

Combat

Dwarves are experts in combat, effectively using their environment and executing well-planned group attacks. They rarely use magic in fights, since they have few wizards or sorcerers (but dwarven clerics throw themselves into battle as heartily as their fellow warriors). If they have time to prepare, they may build deadfalls or other traps involving stone. In addition to the dwarven waraxe and thrown hammer, dwarves also use warhammers, picks, shortbows, heavy crossbows, and maces.

Dwarf Traits (Ex): Dwarves possess the following racial traits.

+2 Constitution, -2 Charisma.

Medium size.

A dwarf's 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.

Darkvision out to to 60 feet.

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, 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 Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

Weapon Familiarity: Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Stability: Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

+2 racial bonus on saving throws against poison. *Not reflected in the saving throw numbers given here.

+2 racial bonus on saving throws against spells and spell-like effects. *Not reflected in the saving throw numbers given here.

+1 racial bonus on attack rolls against orcs (including halforks) and goblinoids (including goblins, hobgoblins, and bugbears).

+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

+2 racial bonus on Appraise checks that are related to stone or metal items.

+2 racial bonus on Craft checks that are related to stone or metal.

Automatic Languages: Common, Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Undercommon.

Favored Class: Fighter.

The dwarf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Subraces

The information above is for hill dwarves, the most common variety.

There are three other major dwarven subraces, which differ from hill dwarves as follows.

Deep Dwarf

These dwarves live far underground and tend to be more standoffish with non-dwarves.

Deep dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on hill dwarves or mountain dwarves to trade goods for them.

Deep dwarves speak Dwarven and Goblin, and occasionally Draconic or Undercommon.

Deep Dwarf Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

Racial bonus on saves against spells and spell-like abilities increases to +3.

Racial bonus on Fortitude saves against poisons increases to +3.

Darkvision out to 90 feet.

Light Sensitivity: Deep dwarves are dazzled in bright sunlight or within the radius of a *daylight* spell.

Duergar

Sometimes called gray dwarves, these evil beings dwell in the underground.

Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

Duergar speak Dwarven and Undercommon.

Duergar Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

-4 Charisma instead of -2.

Darkvision out to 120 feet.

Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf's +2 racial bonus on saving throws against poison.

+2 racial bonus on saves against spells and spell-like abilities.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

+4 racial bonus on Move Silently checks.

+1 racial bonus on Listen and Spot checks.

Automatic Languages: Common, Dwarven, Undercommon.

Bonus Languages: Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf's automatic and bonus languages.

Favored Class: Fighter.

Level adjustment +1

Unlike other dwarves, duergar do not have weapon familiarity with the dwarven waraxe and dwarven urgrosh.

The duergar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Duergar with levels in NPC classes have a CR equal to their character level. Duergar with levels in PC classes have a CR equal to their character level +1.

Mountain Dwarf

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4-1/2 feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

Eagle Giant

Large Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5-12)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	+2 (cohort)

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Giant eagles speak Common and Auran.

Combat

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Air Elemental, Medium

Medium Elemental (Air, Extraplanar)

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

Training A Giant Eagle

Although intelligent, a giant eagle requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a giant eagle requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Elemental

Elementals are incarnations of the elements that compose existence.

Combat

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

Air Elemental, Small

Small Elemental (Air, Extraplanar)

Hit Dice:	2d8 (9 hp)
Initiative:	+7
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/–3
Attack:	Slam +5 melee (1d4)
Full Attack:	Slam +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +0, Ref +6, Will +0
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level Adjustment:	—

Hit Dice:	4d8+8 (26 hp)
Initiative:	+9
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Slam +8 melee (1d6+1)
Full Attack:	Slam +8 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +3, Ref +9, Will +1
Abilities:	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–7 HD (Medium)
Level Adjustment:	—

Air Elemental, Large

Large Elemental (Air, Extraplanar)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+11
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+6/+12
Attack:	Slam +12 melee (2d6+2)
Full Attack:	2 slams +12 melee (2d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +5, Ref +13, Will +2
Abilities:	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–15 HD (Large)
Level Adjustment:	—

29: Monsters (Elemental)

Air Elemental, Huge

Huge Elemental (Air.
Extraplanar)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+13
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12
Base Attack/Grapple:	+12/+24
Attack:	Slam +19 melee (2d8+4)
Full Attack:	2 slams +19 melee (2d8+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves:	Fort +9, Ref +19, Will +5
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Huge)
Level Adjustment:	—

Air Elemental, Greater

Huge Elemental (Air.
Extraplanar)

Hit Dice:	21d8+84 (178 hp)
Initiative:	+14
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16
Base Attack/Grapple:	+15/+28
Attack:	Slam +23 melee (2d8+5)
Full Attack:	2 slams +23 melee (2d8+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits
Saves:	Fort +11, Ref +22, Will +9
Abilities:	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22–23 HD (Huge)
Level Adjustment:	—

Air Elemental, Elder

Huge Elemental (Air.
Extraplanar)

Hit Dice:	24d8+96 (204 hp)
Initiative:	+15
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+18/+32
Attack:	Slam +27 melee (2d8+6)
Full Attack:	2 slams +27 melee (2d8+6)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits
Saves:	Fort +12, Ref +25, Will +10
Abilities:	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29
Feats:	Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	25–48 HD (Huge)
Level Adjustment:	—

Air elementals speak Auran, though they rarely choose to do so.

Air Elemental Sizes

Elemental	Height	Weight	Whirlwind		
			Save DC	Damage	Height
Small	4 ft.	1 lb.	11	1d4	10–20 ft.
Medium	8 ft.	2 lb.	13	1d6	10–30 ft.
Large	16 ft.	4 lb.	16	2d6	10–40 ft.
Huge	32 ft.	8 lb.	22	2d8	10–50 ft.
Greater	36 ft.	10 lb.	25	2d8	10–60 ft.
Elder	40 ft.	12 lb.	28	2d8	10–60 ft.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held sus-

pended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Earth Elemental, Small

Small Elemental (Earth, Extraplanar)

Hit Dice:	2d8+2 (11 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+1/+0
Attack:	Slam +5 melee (1d6+4)
Full Attack:	Slam +5 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +4, Ref -1, Will +0
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +2
Feats:	Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level Adjustment:	—

Earth Elemental, Medium

Medium Elemental (Earth, Extraplanar)

Hit Dice:	4d8+12 (30 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	18 (-1 Dex, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+8
Attack:	Slam +8 melee (1d8+7)
Full Attack:	Slam +8 melee (1d8+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +7, Ref +0, Will +1
Abilities:	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +3
Feats:	Cleave, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-7 HD (Medium)
Level Adjustment:	—

Earth Elemental, Large

Large Elemental (Earth, Extraplanar)

Hit Dice:	8d8+32 (68 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+6/+17
Attack:	Slam +12 melee (2d8+7)
Full Attack:	2 slams +12 melee (2d8+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +10, Ref +1, Will +2
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-15 HD (Large)
Level Adjustment:	—

Earth Elemental, Huge

Huge Elemental (Earth, Extraplanar)

Hit Dice:	16d8+80 (152 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12/+29
Attack:	Slam +19 melee (2d10+9)
Full Attack:	2 slams +19 melee (2d10+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +4, Will +7
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +10, Spot +9
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17-20 HD (Huge)
Level Adjustment:	—

Earth Elemental, Greater

Huge Elemental (Earth, Extraplanar)

Hit Dice:	21d8+105 (199 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+15/+33
Attack:	Slam +23 melee (2d10+10)
Full Attack:	2 slams +23 melee (2d10+10) 2
Space/Reach:	15 ft./15 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +17, Ref +6, Will +9
Abilities:	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22-23 HD (Huge)
Level Adjustment:	—

Earth Elemental, Elder

Huge Elemental (Earth, Extraplanar)

Hit Dice:	24d8+120 (228 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple:	+18/+37
Attack:	Slam +27 melee (2d10+11/19-20)
Full Attack:	slams +27 melee (2d10+11/19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +19, Ref +7, Will +10
Abilities:	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29
Feats:	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	25-48 HD (Huge)
Level Adjustment:	—

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from.

Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Elemental Sizes

Elemental	Height	Weight
Small	4 ft.	80 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Huge	32 ft.	48,000 lb.
Greater	36 ft.	54,000 lb.
Elder	40 ft.	60,000 lb.

Fire Elemental, Small

Small Elemental (Fire. Extraplanar)

Hit Dice:	2d8 (9 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Slam +3 melee (1d4 plus 1d4 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Dodge, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level Adjustment:	—

Fire Elemental, Medium

Medium Elemental (Fire. Extraplanar)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+7
Speed:	50 ft. (10 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Slam +6 melee (1d6+1 plus 1d6 fire)
Full Attack:	Slam +6 melee (1d6+1 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +7, Will +1
Abilities:	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Improved Initiative ^B , Mobility, Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-7 HD (Medium)
Level Adjustment:	—

Fire Elemental, Large

Large Elemental (Fire. Extraplanar)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+9
Speed:	50 ft. (10 squares)
Armor Class:	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+6/+12
Attack:	Slam +10 melee (2d6+2 plus 2d6 fire)
Full Attack:	2 slams +10 melee (2d6+2 plus 2d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Burn
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +11, Will +2
Abilities:	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Dodge, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-15 HD (Large)
Level Adjustment:	—

Fire Elemental, Huge

Huge Elemental (Fire. Extraplanar)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+11
Speed:	60 ft. (12 squares)
Armor Class:	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+12/+24
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Burn
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +17, Will +7
Abilities:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	7
Treasure:	None

Alignment: Usually neutral
Advancement: 17–20 HD (Huge)
Level Adjustment: —

Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus (slam)

Fire Elemental, Greater

Huge Elemental (Fire, Extraplanar)

Hit Dice: 21d8+84 (178 hp)
Initiative: +12
Speed: 60 ft. (12 squares)
Armor Class: 24 (–2 size, +8 Dex, +8 natural), touch 16, flat-footed 16
Base Attack/Grapple: +15/+28
Attack: Slam +22 melee (2d8+5 plus 2d8 fire)
Full Attack: 2 slams +22 melee (2d8+5 plus 2d8 fire)
Space/Reach: 15 ft./15 ft.
Special Attacks: Burn
Special Qualities: Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves: Fort +11, Ref +20, Will +9
Abilities: Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11
Skills: Listen +14, Spot +14
Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus (slam)
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral
Advancement: 22–23 HD (Huge)
Level Adjustment: —

Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Usually neutral
Advancement: 25–48 HD (Huge)
Level Adjustment: —

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Fire Elemental Sizes

Elemental	Height	Weight	Burn Save DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Fire Elemental, Elder

Huge Elemental (Fire, Extraplanar)

Hit Dice: 24d8+96 (204 hp)
Initiative: +13
Speed: 60 ft. (12 squares)
Armor Class: 25 (–2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grapple: +18/+32
Attack: Slam +26 melee (2d8+6 plus 2d8 fire)
Full Attack: 2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach: 15 ft./15 ft.
Special Attacks: Burn
Special Qualities: Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves: Fort +14, Ref +23, Will +10
Abilities: Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills: Listen +28, Spot +29

Water Elemental Small

Small Elemental (Water, Extraplanar)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/-1
Attack:	Slam +4 melee (1d6+3)
Full Attack:	Slam +4 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level Adjustment:	—

Water Elemental Medium

Medium Elemental (Water, Extraplanar)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d8+4)
Full Attack:	Slam +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Cleave, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-7 HD (Medium)
Level Adjustment:	—

Water Elemental Large

Large Elemental (Water, Extraplanar)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+6/+15
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves:	Fort +10, Ref +4, Will +2
Abilities:	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-15 HD (Large)
Level Adjustment:	—

Water Elemental Huge

Huge Elemental (Water, Extraplanar)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+12/+27
Attack:	Slam +17 melee (2d10+7)
Full Attack:	2 slams +17 melee (2d10+7)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +9, Will +7
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17-20 HD (Huge)
Level Adjustment:	—

Water Elemental Greater

Huge Elemental (Water, Extraplanar)

Hit Dice:	21d8+105 (199 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	22 (-2 size, +5 Dex, +9 natural), touch 13, flat-footed 17
Base Attack/Grapple:	+15/+31
Attack:	Slam +21 melee (2d10+8)
Full Attack:	2 slams +21 melee (2d10+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits
Saves:	Fort +17, Ref +14, Will +9
Abilities:	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22 -23 HD (Huge)
Level Adjustment:	—

Water Elemental Elder

Huge Elemental (Water, Extraplanar)

Hit Dice:	24d8+120 (228 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	23 (-2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+18/+35
Attack:	Slam +25 melee (2d10+9/19-20)
Full Attack:	2 slams +25 melee (2d10+9/19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits
Saves:	Fort +19, Ref +16, Will +10
Abilities:	Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29
Feats:	Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral

Advancement: 25–48 HD (Huge)
Level Adjustment: —

A water elemental can't venture more than 180 feet from the body of water from which it was conjured.

Water elementals speak Aquan but rarely choose to do so.

Water Elemental Sizes

Elemental	Height	Weight	Vortex		
			Save DC	Damage	Height
Small	4 ft.	34 lb.	13	1d4	10–20 ft.
Medium	8 ft.	280 lb.	15	1d6	10–30 ft.
Large	16 ft.	2,250 lb.	19	2d6	10–40 ft.
Huge	32 ft.	18,000 lb.	25	2d8	10–50 ft.
Greater	36 ft.	21,000 lb.	28	2d8	10–60 ft.
Elder	40 ft.	24,000 lb.	31	2d8	10–60 ft.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Elf, 1st-Level Warrior

Medium Humanoid (Elf)

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Poison, spell-like abilities
Saves:	Elven traits
Abilities:	Fort +2, Ref +1, Will –1* Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills:	Hide +1, Listen +2, Search +3, Spot +2
Feats:	Weapon Focus (longbow)
Environment:	Temperate forest (Half-elf: Temperate forests) (Aquatic: Temperate aquatic) (Gray: Temperate mountains) (Wild: Warm forests) (Wood: Temperate forests)
Organization:	Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic good (Wood: Usually neutral)
Advancement:	By character class
Level Adjustment:	+0

Drow, 1st-Level Warrior

Medium Humanoid (Elf)

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +4 chain shirt, +1 light shield) touch 11, flat-footed 15
Base Attack/Grapple:	+1/+2
Attack:	Rapier +3 melee (1d6+1/18–20) or hand crossbow +2 ranged (1d4/19–20)
Full Attack:	Rapier +3 melee (1d6+1/18–20) or hand crossbow +2 ranged (1d4/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Drow traits, spell resistance 12
Saves:	Fort +2, Ref +1, Will –1*
Abilities:	Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10
Skills:	Hide +0, Listen +2, Search +4, Spot +3
Feats:	Weapon Focus (rapier)
Environment:	Underground
Organization:	Squad (2–4), patrol (5–8 plus 2 2nd-level sergeants and 1 leader of 3rd–6th level), or band (20–50 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level captains)
Challenge Rating:	1 (see text)
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

Elves speak Elven, and most also know Common and Sylvan.

Most elves encountered outside their homes are warriors; the information presented here is for one of 1st level.

Combat

Elves are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead.

They prefer longbows, shortbows, rapiers, and longswords. In melee, elves are graceful and deadly, using complex maneuvers that are beautiful to observe. Their wizards often use *sleep* spells during combat because these won't affect other elves.

Elf Traits (Ex): Elves possess the following racial traits.

+2 Dexterity, –2 Constitution.

Medium size.

An elf's base land speed is 30 feet.

Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. (Not reflected in the saving throw modifiers given here.)

Low-light vision.

Weapon Proficiency: Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Automatic Languages: Common, Elven. **Bonus Languages:** Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.

Favored Class: Wizard.

The elf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Subraces

The above information describes the high elf, the most common variety. There are five other major subraces of elf, in addition to half-elves, who share enough elven characteristics to be included here.

Half-Elf

Half-elves are not truly an elf subrace, but they are often mistaken for elves. Half-elves usually inherit a good blend of their parents' physical characteristics.

Half-Elf Traits (Ex): Half-elves possess the following racial traits.

Medium size.

A half-elf's 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.

+1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have the elf's ability to notice secret doors simply by passing near them.

+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people. This bonus may not apply in situations or settings where half-elves are viewed with distrust.

Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

Automatic Languages: Common, Elven. **Bonus Languages:** Any (other than secret languages, such as Druidic).

Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty for multiclassing, her highest-level class does not count.

Aquatic Elf

Also called sea elves, these creatures are waterbreathing cousins to land-dwelling elves.

Aquatic elves fight underwater with tridents, spears, and nets.

Aquatic Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

+2 Dexterity, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.

An aquatic elf has the aquatic subtype.

An aquatic elf has a swim speed of 40 feet.

Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).

Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.

Favored Class: Fighter. This trait replaces the high elf's favored class.

Drow

Also known as dark elves, drow are a depraved and evil subterranean offshoot.

White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Drow usually coat their arrows with a potent venom.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Drow Traits (Ex): These traits are in addition to the high elf traits, except where noted.

+2 Intelligence, +2 Charisma.

Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.

Spell resistance equal to 11 + class levels.

+2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Abilities: Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.

Automatic Languages: Common, Elven, Undercommon. **Bonus Languages:** Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Favored Class: Wizard (male) or cleric (female). This trait replaces the high elf's favored class.

Level adjustment +2.

The drow warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Drow with levels in NPC classes have a CR equal to their character level. Drow with levels in PC classes have a CR equal to their character level +1.

Gray Elf

Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant (even by elven standards). They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

Gray Elf Traits (Ex): These traits are in addition to the high elf traits.

+2 Intelligence, -2 Strength.

Wild Elf

Wild elves are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

Wild Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

+2 Dexterity, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.

Favored Class: Sorcerer. This trait replaces the high elf's favored class.

Wood Elf

Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

Wood Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

+2 Strength, -2 Intelligence.

Favored Class: Ranger. This trait replaces the high elf's favored class.

Ethereal Filcher

Medium Aberration

Hit Dice:	5d8 (22 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., detect magic, ethereal jaunt
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +9, Sleight of Hand +12, Spot +9
Feats:	Dodge, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; standard goods; double items
Alignment:	Usually neutral
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	—

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets.

Ethereal filchers do not speak.

Combat

An ethereal filcher prowls about, using its ethereal jaunt ability to move about unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight.

Any number of simple ruses can blunt a filcher's attack.

Detect Magic (Su): Ethereal filchers can detect magic as the spell (caster level 5th) at will.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

Ethereal Marauder

Medium Magical Beast (Extraplanar)

Hit Dice:	2d10 (11 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Bite +4 melee (1d6+3)
Full Attack:	Bite +4 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., ethereal jaunt
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +5, Spot +4
Feats:	Improved Initiative
Environment:	Ethereal Plane
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

Ethereal marauders live and hunt on the Ethereal Plane. Ethereal marauders' coloration ranges from bright blue to deep violet. An ethereal marauder stands about 4 feet tall, but its overall length is about 7 feet. It weighs about 200 pounds.

Ethereal marauders speak no known languages. Survivors of their attacks on the Material Plane claim that they emit an eerie, high whine that varies in pitch depending on the creature's speed and health.

Combat

Once a marauder locates prey, it shifts to the Material Plane to attack, attempting to catch its victim flat-footed. The creature bites its victim, then retreats quickly back to the Ethereal Plane. When badly hurt or wounded, a marauder escapes to its home plane rather than continuing the fight.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

Ettercap

Medium Aberration

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+3/+5
Attack:	Bite +5 melee (1d8+2 plus poison)
Attack:	Bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8
Skills:	Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8
Feats:	Great Fortitude, Multiattack
Environment:	Warm forests
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 Medium monstrous spiders)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	+4

An ettercap is about 6 feet tall and weighs about 200 pounds.

Ettercaps speak Common.

Combat

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Ettin

Large Giant

Hit Dice:	10d8+20 (65 hp)
Initiative:	+3
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	18 (–1 size, –1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18
Base Attack/Grapple:	+7/+17
Attack:	Morningstar +12 melee (2d6+6) or javelin +5 ranged (1d8+6)
Full Attack:	2 morningstars +12/+7 melee (2d6+6) or 2 javelins +5 ranged (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, superior two-weapon fighting
Saves:	Fort +9, Ref +2, Will +5
Abilities:	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
Skills:	Listen +10, Search +1, Spot +10
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Cold hills
Organization:	Solitary, gang (2–4), troupe (1–2 plus 1–2 brown bears), band (3–5 plus 1–2 brown bears), or colony (3–5 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night.

An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Combat

Though ettins aren't very intelligent, they are cunning fighters.

They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Fiendish Creature

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

Creating A Fiendish Creature

“Fiendish” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature).

A fiendish creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following.

Darkvision out to 60 feet.

Damage reduction (see the table below).

Resistance to cold and fire (see the table below).

Hit Dice	Resistance to Cold and Fire	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

Spell resistance equal to the creature’s HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

If a fiendish creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any evil-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +2.

Fologub

Medium Aberration

Hit Dice:	4d8+12 (30 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
Armor Class:	18 (+3 Dex, +5 natural)
Attacks:	Tongue touch +3 melee, bite –2 melee
Damage:	Tongue touch liquefy, bite 2d4
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Liquefy
Special Qualities:	Scent
Saves:	Fort +4, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 17, Int 2, Wis 13, Cha 8
Skills:	Listen +8, Spot +8
Feats:	Alertness
Environment:	Any underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–6 HD (Medium-size); 7–14 HD (Large)

Combat

Liquefy (Ex): A fologub that makes a successful touch attack with its tongue causes the target crystal to change phase, turning from solid to liquid and becoming immediately worthless. The size of the object is immaterial—a crystal statue liquefies as quickly as a diamond in a ring. Crystalline psionic armor and weapons, and other psionic items composed of crystal, must succeed at a Reflex save (DC 20) or be liquefied. Attacks against objects in the possession of others draw attacks of opportunity.

A crystalline weapon that deals damage to a fologub also liquefies immediately.

Feats: Fologubs gain Alertness as a bonus feat.

Formian Worker

Small Outsider (Lawful, Extraplanar)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+1/-2
Attack:	Bite +3 melee (1d4+1)
Full Attack:	Bite +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	<i>Cure serious wounds</i> , hive mind, immunity to poison, petrification, and cold, <i>make whole</i> , resistance to electricity 10, fire 10, and sonic 10
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9
Skills:	Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4, Skill Focus (Craft [selected skill])
Feats:	—
Environment:	A lawful-aligned plane
Organization:	Team (2–4) or crew (7–18)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

Formian Warrior

Medium Outsider (Lawful, Extraplanar)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+4/+7
Attack:	Sting +7 melee (2d4+3 plus poison)
Full Attack:	Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11
Skills:	Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12
Feats:	Dodge, Multiattack
Environment:	A lawful-aligned plane
Organization:	Solitary, team (2–4), or troop (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful neutral

Advancement:
Level Adjustment:

5– 8 HD (Medium); 9–12 HD (Large)

Formian Taskmaster

Medium Outsider (Lawful, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	Sting +10 melee (2d4+4 plus poison)
Full Attack:	Sting +10 melee (2d4+4 plus poison) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dominate monster, dominated creature, poison
Special Qualities:	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.
Saves:	Fort +7, Ref +8, Will +8
Abilities:	Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19
Skills:	Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks)
Feats:	Dodge, Improved Initiative, Multiattack
Environment:	A lawful-aligned plane
Organization:	Solitary (1 plus 1 dominated creature) or conscription team (2–4 plus 1 dominated creature per team member)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always lawful neutral
Advancement:	7–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—

Formian Myrmarch

Large Outsider (Lawful, Extraplanar)

Hit Dice:	12d8+48 (102 hp)
Initiative:	+8
Speed:	50 ft. (10 squares)
Armor Class:	28 (–1 size, +4 Dex, +15 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+12/+20
Attack:	Sting +15 melee (2d4+4 plus poison) or javelin +15 ranged (1d6+4)
Full Attack:	Sting +15 melee (2d4+4 plus poison) and bite +13 melee (2d6+2); or javelin +15/+10 ranged

Space/Reach: (1d6+4)
10 ft./5 ft.

Special Attacks: Poison, spell-like abilities

Special Qualities: Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17

Skills: Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks)

Feats: Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack

Environment: A lawful-aligned plane

Organization: Solitary, team (2–4), or platoon (1 plus 7–18 workers and 6–11 warriors)

Challenge Rating: 10

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 13–18 HD (Large); 19–24 HD (Huge)

Level Adjustment: —

Formian Queen

Large Outsider (Lawful Extraplanar)

Hit Dice: 20d8+100 (190 hp)

Initiative: –5

Speed: 0 ft.

Armor Class: 23 (–1 size, +14 natural), touch 9, flat-footed 23 +20/+24

Base Attack/Grapple: —

Attack: —

Full Attack: —

Space/Reach: 10 ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy

Saves: Fort +19, Ref —, Will +19

Abilities: Str —, Dex —, Con 20, Int 20, Wis 20, Cha 21

Skills: Appraise +28, Bluff +28, Concentration +28, Diplomacy +32, Disguise +5 (+7 acting), Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spellcraft +28 (+30 scrolls), Spot +30, Use Magic Device +28 (+30 scrolls)

Feats: Alertness, Eschew Materials^B, Great Fortitude, Improved Counterspell, Iron Will, item creation feat (any one), Maximize Spell, Spell Focus (enchantment)

Environment: A lawful-aligned plane

Organization: Hive (1 plus 100–400 workers,

11–40 warriors, 4–7 taskmasters with 1 dominated creature each, and 5–8 myrmarchs)

Challenge Rating: 17

Treasure: Double standard

Alignment: Always lawful neutral

Advancement: 21–30 HD (Huge); 31–40 HD (Gargantuan)

Level Adjustment:

—
A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

Combat

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Formian Worker

While workers cannot speak, they can convey simple concepts (such as danger) by body movements. Through the hive mind, however, they can communicate just fine—although their intelligence still limits the concepts that they can grasp.

A worker is about 3 feet long and about 2-1/2 feet high at the front. It weighs about 60 pounds. Its hands are suitable only for manual labor.

Combat

Formian workers fight only to defend their hive-cities, using their mandibled bite.

A formian worker's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a full-round action for all three workers.

Formian Warrior

Warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They cannot speak otherwise.

A warrior is about 5 feet long and about 4-1/2 feet high at the front. It weighs about 180 pounds.

Combat

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics.

A formian warrior's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Taskmaster

These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster is about the same size as a warrior.

Combat

Taskmasters rely on their dominated slaves to fight for them if at all possible. If necessary, though, they can defend themselves with claws and a poison sting.

A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Dominate Monster (Su): A taskmaster can use a *dominate monster* ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Myrmarch

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures are individuals, with goals, desires, and creative thought.

A myrmarch is about 7 feet long and about 5-1/2 feet high at the front. It weighs about 1,500 pounds. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position (the more elaborate the helm, the more prestigious the position).

Myrmarchs speak Formian and Common.

Combat

Myrmarchs' claws are like hands and thus serve no combat purpose.

Myrmarchs occasionally employ javelins for ranged attacks, coated with poison from their own stingers.

They fight intelligently, aiding those under them (if any such are present) and commanding them through the hive mind. If chaotic creatures are present, however, a myrmarch is singleminded in its quest to destroy them.

A formian myrmarch's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: At will—*charm monster* (DC 17), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts* (DC 15), *magic circle against chaos*, *greater teleport*; 1/day—*dictum* (DC 20), *order's wrath* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Formian Queen

The formian queen cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any formian within her range.

She is about 10 feet long, perhaps 4 feet high, and weighs about 3,500 pounds.

The queen speaks Formian and Common, although she can communicate with any creature telepathically.

Combat

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her enormous bulk to where she needs to go. This sort of occurrence is very rare, however, and most of the time the queen remains within her well-defended chambers.

Despite her utter lack of physical activity, the queen can cast spells and use spell-like abilities to great effect in her own defense as well as the defense of the hive-city.

Spells: The queen casts arcane spells as a 17th-level sorcerer.

Typical Sorcerer Spells Known (6/8/7/7/7/6/6/4, base save DC 15 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st—*comprehend languages*, *identify*, *mage armor*, *magic missile*, *shield*; 2nd—*hypnotic pattern*, *invisibility*, *protection from arrows*, *resist energy*, *scorching ray*; 3rd—*dispel magic*, *heroism*, *nondetection*, *slow*; 4th—*confusion*, *detect scrying*, *black tentacles*, *scrying*; 5th—*cone of cold*, *dismissal*, *teleport*, *wall of force*; 6th—*analyze dweomer*, *geas/quest*, *repulsion*; 7th—*summon monster VII*, *vision*, *waves of exhaustion*; 8th—*prismatic wall*, *temporal stasis*.

Spell-Like Abilities: At will—*calm emotions* (DC 17), *charm monster* (DC 19), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts*, *dictum* (DC 22), *divination*, *hold monster* (DC 20), *magic circle against chaos*, *order's wrath* (DC 19), *shield of law* (DC 23), *true seeing*. Caster level 17th. The save DCs are Charisma-based.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

Frost Worm

Huge Magical Beast (Cold)

Hit Dice:	14d10+70 (147 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	18 (−2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+14/+30
Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Full Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trill, cold, breath weapon
Special Qualities:	Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire
Saves:	Fort +14, Ref +9, Will +6
Abilities:	Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11
Skills:	Hide +3*, Listen +5, Spot +5
Feats:	Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)
Environment:	Cold plains
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement:	15–21 HD (Huge); 22–42 HD (Gargantuan)

Level Adjustment:

A frost worm cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter.

A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

Combat

Frost worms lurk under the snow, waiting for prey to come near.

They begin an attack with a trill and then set upon helpless prey with their bite.

Fungus, Violet

Medium Plant

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 22 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 22). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Hit Dice: 2d8+6 (15 hp)
Initiative: -1
Speed: 10 ft. (2 squares)
Armor Class: 13 (-1 Dex, +4 natural), touch 9, flat-footed 13 +1/+3
Base Attack/Grapple: Tentacle +3 melee (1d6+2 plus poison)
Attack: Tentacle +3 melee (1d6+2 plus poison)
Full Attack: 4 tentacles +3 melee (1d6+2 plus poison)
Space/Reach: 5 ft./10 ft.
Special Attacks: Poison
Special Qualities: Low-light vision, plant traits
Saves: Fort +6, Ref -1, Will +0
Abilities: Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9
Skills: —
Feats: —
Environment: Underground
Organization: Solitary, patch (2-4), or mixed patch (2-4 violet fungi and 3-5 shriekers)

Challenge Rating: 3

Treasure: None
Alignment: Always neutral
Advancement: 3-6 HD (Medium)
Level Adjustment: —

Combat

Shriekers and violet fungi often work together to attract and kill prey. When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt.

Shrieker

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to.

Shriekers come in of shades of purple.

Combat

A shrieker has no means of attack. Instead, it lures prey to its vicinity by emitting a loud noise.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

Violet Fungus

Violet fungi resemble shriekers and are often found growing among them.

A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots.

Combat

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

Fungus, Shrieker

Medium Plant

Hit Dice: 2d8+2 (11 hp)
Initiative: -5
Speed: 0 ft.
Armor Class: 8 (-5 Dex, +3 natural), touch 5, flat-footed 8 +1/-4
Base Attack/Grapple: —
Attack: —
Full Attack: —
Space/Reach: 5 ft./0 ft.
Special Attacks: Shriek
Special Qualities: Low-light vision, plant traits
Saves: Fort +4, Ref —, Will -4
Abilities: Str —, Dex —, Con 13, Int —, Wis 2, Cha 1
Skills: —
Feats: —
Environment: Underground
Organization: Solitary or patch (3-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium)
Level Adjustment: —

Gargoyle

Medium Monstrous Humanoid (Earth)

Hit Dice:	4d8+19 (37 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2)
Full Attack:	2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., freeze Fort +5, Ref +6, Will +4
Saves:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Abilities:	Hide +7*, Listen +4, Spot +4
Skills:	Multiattack, Toughness
Feats:	Any
Environment:	Solitary, pair, or wing (5–16)
Organization:	4
Challenge Rating:	Standard
Treasure:	Usually chaotic evil
Alignment:	5–6 HD (Medium); 7–12 HD (Large)
Advancement:	+5
Level Adjustment:	

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

Combat

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Gargoyles As Characters

Gargoyle characters possess the following racial traits.

+4 Strength, +4 Dexterity, +8 Constitution, –4 Intelligence, –4 Charisma.

Medium size.

A gargoyle's base land speed is 40 feet. It also has a fly speed of 60 feet (average).

Darkvision out to 60 feet.

Racial Hit Dice: A gargoyle begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

Racial Skills: A gargoyle's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Hide, Listen, and Spot. A gargoyle has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.

Racial Feats: A gargoyle's monstrous humanoid levels give it two feats.

+4 natural armor bonus.

Special Qualities (see above): Damage reduction 10/magic, freeze.

Automatic Languages: Common. **Bonus Languages:** Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.

Favored Class: Fighter.

Level adjustment +5.

Kapoacynth

These cousins of the gargoyle have the aquatic subtype. They have a base land speed of 40 feet and a swim speed of 60 feet (no fly speed) and are found only in aquatic environments.

Genie

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

Combat

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

Djinni

Large Outsider (Air, Extraplanar)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+7/+15
Attack:	Slam +10 melee (1d8+4)
Full Attack:	2 slams +10 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	Darkvision 60 ft., immunity to acid, <i>plane shift</i> , telepathy 100 ft.
Saves:	Fort +7, Ref +9, Will +7
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	5 (noble 8)
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 (Huge)
Level Adjustment:	+6

The djinn (singular djinni) are genies from the Elemental Plane of Air.

A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

Combat

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Noble Djinn

Some djinn (1% of the total population) are noble. A noble djinni can grant three *wishes* to any being (nongenies only) who captures it. Noble djinn perform no other services and, upon granting the third *wish*, are free of their servitude. Noble djinn are as strong as efreet (see below), with 10 Hit Dice.

Efreeti

Large Outsider (Extraplanar.
Fire)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 40 ft. (perfect)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+10/+20
Attack:	Slam +15 melee (1d8+6 plus 1d6 fire)
Full Attack:	2 slams +15 melee (1d8+6 plus 1d6 fire)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	<i>Change size</i> , heat, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, <i>plane shift</i> , telepathy 100 ft., vulnerability to cold
Saves:	Fort +9, Ref +10, Will +9
Abilities:	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15
Skills:	Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Quicken Spell-Like Ability (<i>scorching ray</i>)
Environment:	Elemental Plane of Fire
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	8
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	—

The efreet (singular efreeti) are genies from the Elemental Plane of Fire.

An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet speak Auran, Common, Ignan, and Infernal.

Combat

Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will— *detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day— *invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Janni

Medium Outsider (Native)

Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)
Armor Class:	18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+9
Attack:	Scimitar +9 melee (1d6+4/18-20) or longbow +8 ranged (1d8/x3)
Full Attack:	Scimitar +9/+4 melee (1d6+4/18 -20) or longbow +8/+3 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Change size</i> , spell-like abilities
Special Qualities:	Darkvision 60 ft., elemental endurance, <i>plane shift</i> , resistance to fire 10, telepathy 100 ft.
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13
Skills:	Appraise +11, Concentration +10, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)
Feats:	Combat Reflexes, Dodge, Improved Initiative ^B , Mobility
Environment:	Warm deserts
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	+5

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane.

Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

Combat

Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *invisibility* to regroup and maneuver to a more advantageous position.

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities: 3/day— *invisibility* (self only), *speak with animals*. Caster level 12th. Once per day a janni can *create food and water* (caster level 7th) and can use *ethereal jaunt* (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex): Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Janni as Characters

Janni characters possess the following racial traits.

+6 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.

Medium size.

A janni's base land speed is 30 feet. It also has a fly speed of 20 feet (perfect).

Darkvision out to 60 feet.

Racial Hit Dice: A janni begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.

Racial Skills: A janni's outsider levels give it skill points equal to 9 x (8 + Int modifier). Its class skills are Appraise, Concentration, Craft (any), Escape Artist, Listen, Move Silently, Ride, Sense Motive, and Spot.

Racial Feats: A janni's outsider levels give it three feats. A janni receives Improved Initiative as a bonus feat.

+1 natural armor bonus.

Special Attacks (see above): *Change size*, spell-like abilities.

Special Qualities (see above): Elemental endurance, *plane shift*, resistance to fire 10, telepathy. 100 ft.

Automatic Languages: Common. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran.

Favored Class: Rogue.

Level adjustment +5.

Ghaele

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+5
Speed:	50 ft. (10 squares), fly 150 ft. (perfect)
Armor Class:	25 (+1 Dex, +14 natural), touch 11, flat-footed 24, or 14 (+1 Dex, +3 deflection), touch 14, flat-footed 13
Base Attack/Grapple:	+10/+17
Attack:	+4 <i>holy greatsword</i> +21 melee (2d6+14/19–20) or light ray +11 ranged touch (2d12)
Full Attack:	+4 <i>holy greatsword</i> +21/+16 melee (2d6+14/19–20) or 2 light rays +11 ranged touch (2d12)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, gaze
Special Qualities:	Alternate form, damage reduction 10/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, lowlight vision, protective aura, resistance to cold 10 and fire 10 spell resistance 28, tongues
Saves:	Fort +9, Ref +8, Will +10
Abilities:	Str 25, Dex 12, Con 15, Int 16, Wis 17, Cha 16
Skills:	Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spot +16, Use Rope +1 (+3 with bindings)
Feats:	Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip
Environment:	A chaotic good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	13
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	11–15 HD (Medium); 16–30 HD (Large)
Level Adjustment:	—

A ghaele can take the form of an incorporeal globe of eldritch colors, 5 feet in diameter. A ghaele is about 6 feet tall and weighs about 170 pounds.

Ghaeles speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

Combat

Ghaeles who enter combat prefer direct confrontation and damaging attacks to more subtle or insidious methods. They usually fight in their humanoid form, wielding incandescent +4 *holy greatswords*. If a ghaele desires mobility, it assumes its globe form and blasts the enemy with light rays.

A ghaele's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will— *aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15),

disguise self, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects only); 1/day— *chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*. Caster level 12th. The save DCs are Charisma-based.

Spells: Ghaeles in humanoid form can cast divine spells as 14th-level clerics. A ghaele has access to two of the following domains: Air, Animal, Chaos, Good, or Plant (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level): 0— *cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*; 1st— *bles*s, *calm animals**, *command*, *divine favor*, *obscuring mist*, *sanctuary*, *shield of faith*; 2nd— *aid*, *align weapon*, *bear's endurance*, *hold animal**, *lesser restoration*, *remove paralysis*, *zone of truth*; 3rd— *daylight*, *gaseous form**, *prayer*, *remove curse*, *searing light*, *water breathing*; 4th— *death ward*, *dismissal*, *divine power*, *restoration*, *summon nature's ally IV (animal)**; 5th— *control winds**, *flame strike*, *raise dead*, *true seeing*; 6th— *banishment*, *blade barrier*, *chain lightning**, *heal*; 7th— *animal shapes**, *holy word*, *summon monster VII*.

*Domain spell. Domains: Air and Animal.

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. Non-evil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the *fear* effect. The save DCs are Charisma-based.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Alternate Form (Su): A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the ghaele has no Strength score while in that form.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's statistics block.)

Tongues (Su): Ghaeles can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Ghost

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves.

A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

Creating A Ghost

"Ghost" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. 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: Ghosts 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 ghost 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 ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

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

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost 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 ghost's HD + ghost's Cha modifier unless otherwise noted.

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

Corrupting Touch (Su): A ghost 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 ghost 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 ghost 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 ghost 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 ghost's moan for 24 hours.

Horrorific Appearance (Su): Any living creature within 60 feet that views a ghost 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 ghost's horrorific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost 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 ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost 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 ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equip-

Ghoul

Medium Undead

ment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost 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 ghost 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 ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

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

Special Qualities: A ghost 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 ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to 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): A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

Hit Dice:	2d12 (13 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Bite +2 melee (1d6+1 plus paralysis)
Full Attack:	Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ghoul fever, paralysis
Special Qualities:	Darkvision 60 ft., undead traits, +2 turn resistance
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12
Skills:	Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7
Feats:	Multiattack
Environment:	Any (Lacedon: Any aquatic)
Organization:	Solitary, gang (2–4), or pack (7–12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3 HD (Medium)
Level Adjustment:	—

Ghast

Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d8+3 plus paralysis)
Full Attack:	Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ghoul fever, paralysis, stench
Special Qualities:	Darkvision 60 ft., undead traits, +2 turn resistance
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16
Skills:	Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8
Feats:	Multiattack, Toughness
Environment:	Any
Organization:	Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Medium)
Level Adjustment:	—

Ghouls speak the languages they spoke in life (usually Common).

Combat

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Lacedon

These cousins of the ghoul have the aquatic subtype. They lurk near hidden reefs or other places where ships are likely to meet their end. They have a base land speed of 30 feet and a swim speed of 30 feet and are found only in aquatic environments.

Ghast

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

Combat

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures

within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Giant

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Combat

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC

increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Cloud Giant

Huge Giant (Air)

Hit Dice:	17d8+102 (178 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	25 (–2 size, +1 Dex, +12 natural, +4 chain shirt), touch 9, flat-footed 24
Base Attack/Grapple:	+12/+32
Attack:	Gargantuan morningstar +22 melee (4d6+18) or slam +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Full Attack:	Gargantuan morningstar +22/+17/+12 melee (4d6+18) or 2 slams +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Rock throwing, spell-like abilities
Special Qualities:	Low-light vision, oversized weapon, rock catching, scent
Saves:	Fort +16, Ref +6, Will +10
Abilities:	Str 35, Dex 13, Con 23, Int 12, Wis 16, Cha 13
Skills:	Climb +19, Craft (any one) +11, Diplomacy +3, Intimidate +11, Listen +15, Perform (harp) +2, Sense Motive +9, Spot +15
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions), or band (6–9 plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions)
Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral good or neutral evil
Advancement:	By character class
Level Adjustment:	—

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Combat

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells.

Rock Throwing (Ex): The range increment is 140 feet for a cloud giant's thrown rocks.

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: 3/day—*levitate* (self plus 2,000 pounds), *obscuring mist*; 1/day—*fog cloud*. Caster level 15th.

Cloud Giant Characters

Most cloud giant groups include a sorcerer or a cleric.

Good-aligned clerics have access to two of the following domains: Good, Healing, Strength, or Sun. Evil-aligned clerics have access to two of the following domains: Death, Evil, or Trickery.

Fire Giant

Large Giant (Fire)

Hit Dice:	15d8+75 (142 hp)
Initiative:	-1
Speed:	30 ft. in half-plate armor (6 squares); base speed 40 ft.
Armor Class:	23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor) touch 8, flat-footed 23
Base Attack/Grapple:	+11/+25
Attack:	Greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Full Attack:	Greatsword +20/+15/+10 melee (3d6+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Immunity to fire, low-light vision, rock catching, vulnerability to cold
Saves:	Fort +14, Ref +4, Will +9
Abilities:	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6-9 plus 1 adept or sorcerer of 3rd-5th level plus 2-4 hell hounds and 2-3 trolls or ettins), or tribe (21-30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12-30 hell hounds, 12-22 trolls, 5-12 ettins, and 1-2 young red dragons)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+4

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet

around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets

and half-plate armor of blackened steel.

Combat

Fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favor magic flaming swords in melee (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks.

Fire Giant Characters

Most groups of fire giants include clerics. A fire giant cleric has access to two of the following domains: Evil, Law, Trickery, or War (most choose Trickery or War, some choose both).

Frost Giant

Large Giant (Cold)

Hit Dice:	14d8+70 (133 hp)
Initiative:	-1
Speed:	40 ft. (8 squares)
Armor Class:	21 (-1 size, -1 Dex, +9 natural, +4 chain shirt) touch 8, flat-footed 21
Base Attack/Grapple:	+10/+23
Attack:	Greataxe +18 melee (3d6+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9)
Full Attack:	Huge greataxe +18/+13 melee (3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Immunity to cold, low-light vision, rock catching, vulnerability to fire
Saves:	Fort +14, Ref +3, Will +6
Abilities:	Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack
Environment:	Cold mountains
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6-9 plus 35% noncombatants plus 1 adept or sorcerer of 3rd-5th level plus 2-4 winter wolves and 2-3 ogres), or tribe (21-30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12-30 winter wolves, 12-22 ogres, and 1-2 young white dragons)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+4

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Combat

Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battleaxes.

A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Frost Giant Characters

Many groups of frost giants include clerics. A frost giant cleric has access to two of the following domains: Chaos, Destruction, Evil, or War (most choose Destruction or War, some choose both).

Hill Giant

Large Giant

Hit Dice:	12d8+48 (102 hp)
Initiative:	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20
Base Attack/Grapple:	+9/+20
Attack:	Greatclub +16 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack:	Greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7) 10 ft./10 ft.
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, rock catching
Saves:	Fort +12, Ref +3, Will +4
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills:	Climb +7, Jump +7, Listen +3, Spot +6
Feats:	Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)
Environment:	Temperate hills
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/ raiding party (6-9 plus 2-4 dire wolves), or tribe (21-30 plus 35% noncombatants plus 12-30 dire wolves, 2-4 ogres, and 12-22 orcs)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+4

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Combat

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves.

Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

Hill Giants as Characters

Reckless brutes of incredible strength but little wit, hill giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence.

Despite their rugged appearance and great size, their basically humanoid shape makes it easy for them to relate with more civilized folk.

Hill giant characters possess the following racial traits.

+14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.

Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

A hill giant's base land speed is 40 feet.

Low-light vision.

Racial Hit Dice: A hill giant begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +8, Ref +4, and Will +4.

Racial Skills: A hill giant's giant levels give it skill points equal to 15 x (2 + Int modifier). Its class skills are Climb, Jump, Listen, and Spot.

Racial Feats: A hill giant's giant levels give it five feats.

+9 natural armor bonus.

Special Attacks (see above): Rock throwing.

Special Qualities (see above): Rock catching.

Weapon and Armor Proficiency: A hill giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

Favored Class: Barbarian.

Level adjustment +4.

Stone Giant

Large Giant (Earth)

Hit Dice:	14d8+56 (119 hp)
Initiative:	+2
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	25 (-1 size, +2 Dex, +11 natural, +3 hide), touch 11, flat-footed 23 +10/+22
Base Attack/Grapple:	+10/+22
Attack:	Greatclub +17 melee (2d8+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Full Attack:	Greatclub +17/+12 melee (2d8+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Darkvision 60 ft., low-light vision, rock catching
Saves:	Fort +13, Ref +6, Will +7
Abilities:	Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11
Skills:	Climb +11, Hide +6*, Jump +11, Spot +12
Feats:	Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot
Environment:	Temperate mountains
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/ raiding/trading party (6-9 plus 1 elder), or tribe (21-30 plus 35% noncombatants plus 1-3 elders and 3-6 dire bears)
Challenge Rating:	8 (elder 9)
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4 (elder +6)

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Combat

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Stone Giants as Characters

Strong, silent loners, stone giant characters are a rare sight in human lands.

Stone giant characters possess the following racial traits.

+16 Strength, +4 Dexterity, +8 Constitution, +2 Wisdom.

Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

A stone giant's base land speed is 40 feet.

Darkvision out to 60 feet and low-light vision.

Racial Hit Dice: A stone giant begins with fourteen levels of giant, which provide 14d8 Hit Dice, a base attack bonus of +10, and base saving throw bonuses of Fort +9, Ref +4, and Will +4.

Racial Skills: A stone giant's giant levels give it skill points equal to 17 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, and Spot. A stone giant has a +8 racial bonus on Hide checks in rocky terrain.

Racial Feats: A stone giant's giant levels give it five feats.

+11 natural armor bonus.

Special Attacks (see above): Rock throwing.

Special Qualities (see above): Rock catching.

Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

Favored Class: Barbarian.

Level adjustment +4.

Stone Giant Elders

Some stone giants develop special abilities related to their environment. These giant elders have Charisma scores of at least 15 and spell-like abilities, which they use as 10th-level sorcerers. Once per day they can use *stone shape*, *stone tell*, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Charisma-based. One in ten elders is a sorcerer, usually of 3rd to 6th level.

Storm Giant

Huge Giant

Hit Dice:	19d8+114 (199 hp)
Initiative:	+2
Speed:	35 ft. (7 squares), swim 30 ft. (6 squares) in breastplate; base speed 50 ft., swim 40 ft.
Armor Class:	27 (-2 size, +2 Dex, +12 natural, +5 breastplate) touch 10, flat-footed 25
Base Attack/Grapple:	+14/+36
Attack:	Greatsword +26 melee (4d6+21/19-20) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3)
Full Attack:	Greatsword +26/+21/+16 melee (4d6+21/19-20) or 2 slams +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14/x3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing
Saves:	Fort +17, Ref +8, Will +13
Abilities:	Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15
Skills:	Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*
Feats:	Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary or family (2-4 plus 35% noncombatants plus 1 sorcerer or cleric of 7th-10th level plus 1-2 rocs, 2-5 griffons, or 2-8 sea cats)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Often chaotic good
Advancement:	By character class
Level Adjustment:	—

Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Combat

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

Storm Giant Characters

About 20% of adult storm giants are sorcerers or clerics. A storm giant cleric has access to two of the following domains: Chaos, Good, Protection, or War.

Gibbering Moulder

Medium Aberration

Hit Dice:	4d8+24 (42 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 20 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3/+3
Attack:	Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)
Full Attack:	6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation
Special Qualities:	Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.
Saves:	Fort +7, Ref +4, Will +5
Abilities:	Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13
Skills:	Listen +4, Spot +9, Swim +8
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-12 HD (Large)
Level Adjustment:	—

A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures.

A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gibbering moulthers can speak Common, but seldom say anything other than gibberish.

Combat

A gibbering moulder attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A moulder can send out a total of six such members in any round.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC

Girallon

Large Magical Beast

13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points).

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A gibbering moulder can try to engulf a Medium or smaller opponent grabbed by three or more mouths.

The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering moulthers have a +4 racial bonus on Spot checks.

A gibbering moulder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Hit Dice:	7d10+20 (58 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+7/+17
Attack:	Claw +12 melee (1d4+6)
Full Attack:	4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d4+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +5
Abilities:	Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Move Silently +8, Spot +6
Feats:	Iron Will, Toughness (2)
Environment:	Warm forests
Organization:	Solitary or company (5-8)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	—

Girallons are savage, magical cousins of the gorilla. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

Combat

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Gnoll

Medium Humanoid (Gnoll)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 natural, +2 leather armor, +2 heavy steel shield), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+3
Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Full Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
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
Skills:	Listen +2, Spot +3
Feats:	Power Attack
Environment:	Warm plains
Organization:	Solitary, pair, hunting party (2–5 and 1–2 hyenas), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level and 5–8 hyenas), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, and 7–12 hyenas; underground lairs also have 1–3 trolls)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Gnolls are hyena-headed, evil 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 speak Gnoll.

Combat

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. Because of its shield, a gnoll's modifier on Hide checks (untrained) is -2, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, cover, or some other form of advantageous terrain).

Gnolls As Characters

Gnoll characters possess the following racial traits.

Strength +4, Constitution +2, Intelligence -2, Charisma -2.

Size Medium.

A gnoll's base land speed is 30 feet.

Darkvision out to 60 feet.

Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

Racial Skills: A gnoll's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Listen and Spot.

Racial Feats: A gnoll's humanoid levels give it one feat.

+1 natural armor bonus.

Automatic Languages: Gnoll. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

Favored Class: Ranger.

Level adjustment +1.

Gnome, 1st-Level Warrior

Small Humanoid (Gnome)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +4 chain shirt, +1 light shield), touch 11, flat-footed 16
Base Attack/Grapple:	+1/-3
Attack:	Longsword +2 melee (1d6/19-20) or light crossbow +3 ranged (1d6/19-20)
Full Attack:	Longsword +2 melee (1d6/19-20) or light crossbow +3 ranged (1d6/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Gnome traits
Saves:	Fort +4, Ref +0, Will -1
Abilities:	Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +3, Listen +1, Spot +1
Feats:	Weapon Focus (light crossbow)
Environment:	Temperate hills (Forest gnomes: Temperate forests)
Organization:	Company (2-4), squad (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2-5 dire badgers)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+0

Svirfneblin, 1st-Level Warrior

Small Humanoid (Gnome)

Hit Dice:	1d8+4 (8 hp)
Initiative:	+1
Speed:	15 ft. in banded mail armor (3 squares); base speed 20 ft.
Armor Class:	23 (+1 size, +1 Dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18
Base Attack/Grapple:	+1/-3
Attack:	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19-20)
Full Attack:	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Gnome traits, svirfneblin traits, spell resistance 12
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4
Skills:	Hide +2, Listen +2, Spot +2

Feats:	Toughness
Environment:	Underground
Organization:	Company (2-4), squad (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2-5 Medium earth elementals)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+3

Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin.

Most gnomes encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Gnomes prefer misdirection and deception over direct confrontation.

They would rather befuddle or embarrass foes (other than goblinoids or kobolds) than kill them.

Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.

Gnome Traits (Ex): Gnomes possess the following racial traits.

+2 Constitution, -2 Strength.

Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

A gnome's base land speed is 20 feet.

Low-light vision.

Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.

+2 racial bonus on saving throws against illusions.

Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

+1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).

+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

+2 racial bonus on Listen checks.

+2 racial bonus on Craft (alchemy) checks.

Automatic Languages: Common, Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc.

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Favored Class: Bard.

The gnome warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Subraces

The information above is for rock gnomes, the most common variety.

There are two other major gnome subraces, which differ from rock gnomes as follows.

Svirfneblin

Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground.

A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years.

Svirfneblin speak Gnome, Common, and Undercommon.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

–2 Strength, +2 Dexterity, +2 Wisdom, –4 Charisma. These adjustments replace the rock gnome’s ability score adjustments.

Stonecunning: This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

Darkvision out to 120 feet and low-light vision.

Spell resistance equal to 11 + class levels.

+2 racial bonus on all saving throws (figured into the statistics for the character presented here). This trait replaces the rock gnome’s racial bonus on saving throws against illusions.

Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

+1 racial bonus on attack rolls against kobolds and goblinoids.

+4 dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome’s dodge bonus against giants.

Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome’s automatic and bonus languages.

Spell-Like Abilities: 1/day—*blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin’s class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome’s spell-like abilities.

Nondetection (Su): A svirfneblin has a continuous *nondetection* ability as the spell (caster level equal to class levels).

+2 racial bonus on Craft (alchemy) and Listen checks.

+2 racial bonus on Hide checks, which improves to +4 underground.

Favored Class: Rogue.

Level adjustment +3.

The svirfneblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Svirfneblin with levels in NPC classes have a CR equal to their character level. Svirfneblin with levels in PC classes have a CR equal to their character level +1.

Forest Gnome

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or gray-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

Forest Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

Pass without Trace (Su): A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome’s class levels.

+1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.

Automatic Languages: Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the rock gnome’s *speak with animals* ability). **Bonus Languages:** Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the rock gnome’s automatic and bonus languages.

+4 racial bonus on Hide checks, which improves to +8 in a wooded area.

Goblin, 1st-Level Warrior

Small Humanoid (Goblinoid)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14
Base Attack/Grapple:	+1/–3
Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Full Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +1, Will –1
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills:	Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2
Alertness	
Feats:	
Environment:	Temperate plains
Organization:	Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating:	1/3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+0

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin’s skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level -2.

Goblins As Characters

Goblin characters possess the following racial traits.

-2 Strength, +2 Dexterity, -2 Charisma.

Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

A goblin's base land speed is 30 feet.

Darkvision out to 60 feet.

+4 racial bonus on Move Silently and Ride checks.

Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.

Favored Class: Rogue.

The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Combat

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

Construction

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a

golem is essentially similar to creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

Completing the golem's creation drains the appropriate XP from the creator and requires casting any spells on the final day.

The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each golem's description.

Note: The market price of an advanced golem (a golem with more Hit Dice than the typical golem described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the golem's size increases. The XP cost for creating an advanced golem is equal to 1/25 the advanced golem's market price minus the cost of the special materials required.

Clay Golem

Large Construct

Hit Dice:	11d10+30 (90 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+8/+19
Attack:	Slam +14 melee (2d10+7 plus cursed wound)
Full Attack:	2 slams +14 melee (2d10+7 plus cursed wound)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Berserk, cursed wound
Special Qualities:	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	12-18 HD (Large); 19-33 HD (Huge)
Level Adjustment:	—

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips.

A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Combat

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Immunity to Magic (Ex): A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp. Creating the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (pottery) check.

CL 11th; Craft Construct, *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 1,540 XP.

Flesh Golem

Large Construct

Hit Dice:	9d10+30 (79 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+6/+15
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Berserk
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10-18 HD (Large); 19-27 HD (Huge)
Level Adjustment:	—

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever

clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Combat

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Construction

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 13 Craft (leatherworking) check or a DC 13 Heal check.

CL 8th; Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 8th level; Price 20,000 gp; Cost 10,500 gp + 780 XP.

Iron Golem

Large Construct

Hit Dice:	18d10+30 (129 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	30 (-1 size, -1 Dex, +22 natural) touch 8, flat-footed 30
Base Attack/Grapple:	+12/+28
Attack:	Slam +23 melee (2d10+11)
Full Attack:	2 slams +23 melee (2d10+11)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +6, Ref +5, Will +6
Abilities:	Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	19–24 HD (Large); 25–54 HD (Huge)
Level Adjustment:	—

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Combat

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construction

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 16th; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

Stone Golem

Large Construct

Hit Dice:	14d10+30 (107 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+10/+23
Attack:	Slam +18 melee (2d10+9)
Full Attack:	2 slams +18 melee (2d10+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Slow
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	15–21 HD (Large); 22–42 (Huge)
Level Adjustment:	—

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Combat

Stone golems are formidable opponents, being physically powerful and difficult to harm.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

Gorgon

Large Magical Beast

Hit Dice:	8d10+40 (85 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+8/+17
Attack:	Gore +12 melee (1d8+7)
Full Attack:	Gore +12 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon, trample 1d8+7
Special Qualities:	Darkvision 60 ft., lowlight vision, scent
Saves:	Fort +11, Ref +6, Will +5
Abilities:	Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills:	Listen +9, Spot +8
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate plains
Organization:	Solitary, pair, pack (3-4), or herd (5-13)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	—

A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds.

Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

Combat

Whenever possible, a gorgon begins an encounter by charging at its opponents.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

Gray Render

Large Magical Beast

Hit Dice:	10d10+70 (125 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10/+20
Attack:	Bite +15 melee (2d6+6)
Full Attack:	Bite +15 melee (2d6+6); 2 claws +10 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, rend 2d6+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +14, Ref +7, Will +4
Abilities:	Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8
Skills:	Hide +2, Spot +10, Survival +3
Feats:	Cleave, Power Attack, Improved Bull Rush, Track
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	+5 (cohort)

A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. It weighs about 4,000 pounds.

Gray renders are never found in groups. Each of these asexual creatures produces one offspring and carries it for a time in a pouch, but thereafter the young render must fend for itself.

A unique quality of the gray render is its tendency to bond with, protect, and provide for another creature (or group of creatures) native to its surroundings. Whether accepted or not, the render always attempts to remain fairly close, watching over its adopted charge(s) and daily bringing an offering of meat. It never willingly harms adopted creatures and retreats if they attack it.

Combat

A gray render attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

Grick

Medium Aberration

Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Tentacle +3 melee (1d4+2)
Full Attack:	4 tentacles +3 melee (1d4+2); bite -2 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., scent
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5
Skills:	Climb +10, Hide +3*, Listen +6, Spot +6
Feats:	Alertness, Track ^B
Environment:	Underground
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

Combat

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick's rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure.

A grick's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Multiple gricks do not fight in concert. Each attacks the prey closest to it, and breaks off the fight as soon as it can drag dead or unconscious prey away.

Skills: A grick has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

*Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

Griffon

Large Magical Beast

Hit Dice:	7d10+21 (59 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+7/+15
Attack:	Bite +11 melee (2d6+4)
Full Attack:	Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +6, Spot +10
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+3 (cohort)

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

A griffon cannot speak, but understands Common.

Combat

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

Training A Griffon

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Grimlock

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Battleaxe +4 melee (1d8+3/?3)
Full Attack:	Battleaxe +4 melee (1d8+3/?3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight 40 ft., immunities, scent
Saves:	Fort +1, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6
Skills:	Climb +4, Hide +3*, Listen +5, Spot +3
Feats:	Alertness, Track ^B
Environment:	Underground
Organization:	Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults).
Challenge Rating:	1
Treasure:	Standard coins; standard goods (gems only); standard items
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+2

Combat

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or *incense-heavy air*). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Grimlocks As Characters

Grimlock characters possess the following racial traits.

+4 Strength, +2 Dexterity, +2 Constitution, –2 Wisdom, –4 Charisma.

Medium size.

A grimlock's base land speed is 30 feet.

Racial Hit Dice: A grimlock begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

Racial Skills: A grimlock's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, and Spot. Grimlocks gain a +10 racial bonus on Hide checks in mountain or underground settings.

Racial Feats: A grimlock's monstrous humanoid levels give it one feat.

Weapon Proficiency: A grimlock is automatically proficient with the battleaxe.

+4 natural armor bonus.

Special Qualities (see above): Blindsight 40 ft., immunities, scent.

Automatic Languages: Common, Grimlock. **Bonus Languages:** Draconic, Dwarven, Gnome, Terran, Undercommon.

Favored Class: Barbarian.

Level adjustment +2.

Hag

Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness.

Hags speak Giant and Common.

Combat

Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members.

Annis

Large Monstrous Humanoid

Hit Dice:	7d8+14 (45 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+7/+18
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +8 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities
Special Qualities:	Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19
Saves:	Fort +6, Ref +6, Will +6
Abilities:	Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10
Skills:	Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10
Feats:	Alertness, Blind-Fight, Great Fortitude
Environment:	Cold marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

An annis commonly uses its *disguise self* ability to take the form of an exceptionally tall human, a fair giant, or an ogre.

An annis stands some 8 feet tall and weighs about 325 pounds.

Combat

Though physically powerful, these hags do not favor simple assaults but try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Green Hag

Medium Monstrous
Humanoid

Hit Dice:	9d8+9 (49 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+9/+13
Attack:	Claw +13 melee (1d4+4)
Full Attack:	2 claws +13 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, weakness, mimicry
Special Qualities:	Darkvision 90 ft., spell resistance 18
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14
Skills:	Concentration +7, Craft or Knowledge (any one) +7, Hide +9, Listen +11, Spot +11, Swim +12
Feats:	Alertness, Blind-Fight, Combat Casting, Great Fortitude
Environment:	Temperate marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

Green hags are found in desolate swamps and dark forests.

A green hag is about the same height and weight as a female human.

Combat

Green hags prefer to attack from hiding, usually after distracting foes. They often use darkvision to their advantage by attacking during moonless nights.

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sea Hag

Medium Monstrous
Humanoid (Aquatic)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+7
Attack:	Claw +7 melee (1d4+4)
Full Attack:	2 claws +7 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Horrific appearance, evil eye
Special Qualities:	Amphibious, spell resistance 14
Saves:	Fort +2, Ref +4, Will +4
Abilities:	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
Skills:	Craft or Knowledge (any one) +3, Hide +4, Listen +6, Spot +6, Swim +12
Feats:	Alertness, Toughness
Environment:	Temperate aquatic
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

The sea hag is found in the water of seas or overgrown lakes.

A sea hag is about the same height and weight as a female human.

Combat

Sea hags are not subtle and prefer a direct approach to combat.

They usually remain in hiding until they can affect as many foes as possible with their horrific appearance.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Skills: A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Hag Covey

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case.

Combat

Hags in a covey rely on deception and their boosted magical abilities in combat.

A covey of hags is 80% likely to be guarded by 1d8 ogres and 1d4 evil giants who do their bidding. These minions are often disguised with a *veil* spell to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as *hag eyes* (see below).

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcanum* (DC 18), *polymorph*, *veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Once per month, a covey that does not have a *hag eye* can create one from a gem worth at least 20 gp (see below).

Hag Eye

A *hag eye* is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a *hag eye* is worn as a ring, brooch, or other adornment. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A *hag eye* has hardness 5 and 10 hit points. Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

Half-celestial

No matter the form, half-celestials are always comely and delightful to the senses, having golden skin, sparkling eyes, angelic wings, or some other sign of their higher nature.

Creating A Half-celestial

“Half-celestial” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonevil alignment (referred to hereafter as the base creature).

A half-celestial uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged. Half-celestials are normally native outsiders.

Speed: A half-celestial has feathered wings and can fly at twice the base creature’s base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Protection from evil</i> 3/day, <i>bles</i>
3–4	<i>Aid</i> , <i>detect evil</i>
5–6	<i>Cure serious wounds</i> , <i>neutralize poison</i>
7–8	<i>Holy smite</i> , <i>remove disease</i>
9–10	<i>Disp</i> <i>evil</i>
11–12	<i>Holy word</i>
13–14	<i>Holy aura</i> 3/day, <i>hallow</i>
15–16	<i>Mass charm monster</i>
17–18	<i>Summon monster IX</i> (celestials only)
19–20	<i>Resurrection</i>

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

Darkvision out to 60 feet.

Immunity to disease.

Resistance to acid 10, cold 10, and electricity 10.

Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

A half-celestial’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell resistance equal to creature’s HD + 10 (maximum 35).

+4 racial bonus on Fortitude saves against poison.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the half-celestial gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always good (any).

Level Adjustment: Same as base creature +4.

Half-dragon

Half-dragon creatures are always more formidable than others of their kind that do not have dragon blood, and their appearance betrays their nature—scales, elongated features, reptilian eyes, and exaggerated teeth and claws. Sometimes they have wings.

Creating A Half-dragon

“Half-dragon” is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-dragon uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to dragon. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase base creature’s racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: A half-dragon that is Large or larger has wings and can fly at twice its base land speed (maximum 120 ft.) with average maneuverability. A half-dragon that is Medium or smaller does not have wings.

Armor Class: Natural armor improves by +4.

Attack: A half-dragon has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-dragon retains this ability. A half-dragon fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-dragon fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-dragons have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite	Claw
	Damage	Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-dragon retains all the special attacks of the base creature and gains a breath weapon based on the dragon variety (see the table below), usable once per day. A half-dragon's breath weapon deals 6d8 points of damage. A successful Reflex save (DC 10 + 1/2 half-dragon's racial HD + half-dragon's Con modifier) reduces damage by half.

Dragon Variety	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of lightning
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Green	30-foot cone of corrosive (acid) gas
Red	30-foot cone of fire
Silver	30-foot cone of cold
White	30-foot cone of cold

Special Qualities: A half-dragon has all the special qualities of the base creature, plus darkvision out to 60 feet and low-light vision. A half-dragon has immunity to *sleep* and paralysis effects, and an additional immunity based on its dragon variety.

Dragon Variety	Immunity
Black	Acid
Blue	Electricity
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Green	Acid
Red	Fire
Silver	Cold
White	Cold

Abilities: Increase from the base creature as follows: Str +8, Con +2, Int +2, Cha +2.

Skills: A half-dragon gains skill points as a dragon and has skill points equal to (6 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation—the half-dragon gains dragon skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Environment: Same as either the base creature or the dragon variety.

Challenge Rating: Same as the base creature + 2 (minimum 3).

Alignment: Same as the dragon variety.

Level Adjustment: Same as base creature +3.

Creating A Half-fiend

"Half-fiend" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more and non-good alignment (referred to hereafter as the base creature).

A half-fiend uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-fiends are normally native outsiders.

Speed: A half-fiend has bat wings. Unless the base creature has a better fly speed, the creature can fly at the base creature's base land speed (average maneuverability).

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Attack: A half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-fiend retains this ability. A half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-fiends have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite	Claw
	Damage	Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-fiend retains all the special attacks of the base creature and gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A half-fiend with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	Darkness 3/day
3–4	Desecrate
5–6	Unholy blight
7–8	Poison 3/day
9–10	Contagion
11–12	Blasphemy
13–14	Unholy aura 3/day, unhallow
15–16	Horrid wilting
17–18	Summon monster IX (fiends only)
19–20	Destruction

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.

Darkvision out to 60 feet.

Immunity to poison.

Resistance to acid 10, cold 10, electricity 10, and fire 10.

Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell resistance equal to creature's HD + 10 (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Half-fiend

No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, bat wings, a fetid odor, or some other obvious sign that it is tainted with evil.

Skills: A half-fiend gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation—the half-fiend gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

Level Adjustment: +4.

Halfling, 1st-Level Warrior

Small Humanoid (Halfling)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15
Base Attack/Grapple:	+1/-3
Attack:	Longsword +3 melee (1d6/19-20) or light crossbow +3 ranged (1d6/19-20)
Full Attack:	Longsword +3 melee (1d6/19-20) or light crossbow +3 ranged (1d6/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Halfling traits
Special Qualities:	Halfling traits
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills:	Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1
Feats:	Weapon Focus (longsword)
Environment:	Warm plains (Deep halfling: Warm hills) (Tallfellow: Temperate forests)
Organization:	Company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6-10 dogs, and 2-5 riding dogs)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Halflings reach adulthood in their early twenties and generally live into the middle of their second century. Halflings speak Halfling and Common.

Most halflings encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Halflings prefer to fight defensively, usually hiding and launching ranged attacks as the foe approaches. Their tactics are very much like those of elves but place more emphasis on cover and concealment and less on mobility.

Halfling Traits (Ex): Halflings possess the following racial traits.

+2 Dexterity, -2 Strength.

Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

A halfling's base land speed is 20 feet.

+2 racial bonus on Climb, Jump, and Move Silently checks.

+1 racial bonus on all saving throws.

+2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.

+1 racial bonus on attack rolls with thrown weapons and slings.

+2 racial bonus on Listen checks.

Automatic Languages: Common, Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Orc.

Favored Class: Rogue.

The halfling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Subraces

The information above is for the lightfoot halfling, the most common halfling variety. There are two other major halfling subraces, which differ from lightfoot halflings as follows.

Tallfellow

Tallfellows are somewhat rare among halfling folk. Tallfellows are 4 feet tall or more and weigh between 30 and 35 pounds. They generally speak Elven in addition to Common and Halfling.

Tallfellow Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

+2 racial bonus on Search, Spot, and Listen checks. Like an elf, a tallfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it. This trait replaces the lightfoot's +2 bonus on Listen checks.

Tallfellows are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

Deep Halfling

These halflings are shorter and stockier than the more common lightfeet.

Deep halflings are about 2-1/2 tall and weigh between 30 and 35 pounds. Deep halflings speak Dwarven fluently.

Deep Halfling Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

Darkvision out to 60 feet.

Stonecunning: Like dwarves, deep halflings have a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

+2 racial bonus on Appraise checks and Craft checks that are related to stone or metal.

Deep halflings are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

Harpy

Medium Monstrous
Humanoid

Hit Dice:	7d8 (31 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+7/+7
Attack:	Club +7 melee (1d6)
Full Attack:	Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Captivating song
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +7, Will +6
Abilities:	Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17
Skills:	Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3
Feats:	Dodge, Flyby Attack, Persuasive
Environment:	Temperate marshes
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3

Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new “toys” will it release them from suffering by killing and consuming them.

Combat

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy’s song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster’s attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard’s countersong ability allows the captivated creature to attempt a new Will save.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Hell Hound

Medium Outsider (Evil,
Extraplanar, Fire, Lawful)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+4/+5
Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)
Full Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, fiery bite
Special Qualities:	Darkvision 60 ft., immunity to fire, scent, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6
Skills:	Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*
Feats:	Improved Initiative, Run, Track ^B
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, or pack (5–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment:	+3 (cohort)

A typical hell hound stands 4-1/2 feet high at the shoulder and weighs 120 pounds.

Hell hounds do not speak but understand Infernal.

Combat

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn’t run, the pack closes in. Hell hounds track fleeing prey relentlessly.

A hell hound’s natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Hippogriff

Large Magical Beast

Hit Dice:	3d10+9 (25 hp)
Initiative:	+2
Speed:	50 ft. (10 squares), fly 100 ft. (average)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13 +3/+11
Base Attack/Grapple:	+3/+11
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills:	Listen +4, Spot +8
Feats:	Dodge, Wingover
Environment:	Temperate hills
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment:	—

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

Combat

Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

Training A Hippogriff

A hippogriff requires training before it can bear a rider in combat.

Training a hippogriff requires six weeks of work and a DC 25 Handle Animal check. Riding a hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Hobgoblin, 1st-Level Warrior

Medium Humanoid (Goblinoid)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14 +1/+2
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1) 5 ft./5 ft.
Space/Reach:	—
Special Attacks:	Darkvision 60 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will -1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +3, Listen +2, Move Silently +3, Spot +2
Feats:	Alertness
Environment:	Warm hills
Organization:	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–4 dire wolves, and 1–4 ogres or 1–2 trolls) 1/2

Challenge Rating:

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common. Most hobgoblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

The hobgoblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Hobgoblin Characters

Hobgoblin characters possess the following racial traits.

+2 Dexterity, +2 Constitution.

A hobgoblin's base land speed is 30 feet.

Darkvision out to 60 feet.

+4 racial bonus on Move Silently checks.

Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.

Favored Class: Fighter.

Level adjustment +1.

Homunculus

Tiny Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 50 ft. (good)
Armor Class:	14 (+2 Dex, +2 size), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-8
Attack:	Bite +2 melee (1d4-1 plus poison)
Full Attack:	Bite +2 melee (1d4-1 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision
Saves:	Fort +0, Ref +4, Will +1
Abilities:	Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Any (same as creator)
Advancement:	3-6 HD (Tiny)
Level Adjustment:	—

A homunculus is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master.

If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

Combat

Homunculi land on their victims and bite with their venomous fangs.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Construction

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (pottery) check.

After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workshop, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

Craft Construct, *arcane eye*, *mirror image*, *mending*, caster must be at least 4th level; Price — (never sold); Cost 1,050 gp + 78 XP.

Howler

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+5)
Full Attack:	Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Quills, howl
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills:	Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	A chaotic-aligned plane
Organization:	Solitary, gang (2-4), or pack (6-10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-9 HD (Large); 11-18 HD (Huge)
Level Adjustment:	+3 (cohort)

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

Combat

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again. A howler's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based.

The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Training A Howler

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

Hydra, Five-Headed

Huge Magical Beast

Hit Dice:	5d10+28 (55 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	15 (–2 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+5/+16
Attack:	5 bites +6 melee (1d10+3)
Full Attack:	5 bites +6 melee (1d10+3)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fast healing 15, low-light vision, scent
Saves:	Fort +9, Ref +5, Will +3
Abilities:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +6, Swim +11
Feats:	Combat Reflexes ^B , Iron Will, Toughness
Environment:	Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary
Challenge Rating:	4 (normal); 6 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	—
Level Adjustment:	—

Hydra, Six-Headed

Huge Magical Beast

Hit Dice:	6d10+33 (66 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+6/+17
Attack:	6 bites +8 melee (1d10+3)
Full Attack:	6 bites +8 melee (1d10+3)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fast healing 16, low-light vision, scent
Saves:	Fort +10, Ref +6, Will +4
Abilities:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +7, Swim +11
Feats:	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary
Challenge Rating:	5 (normal); 7 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	—
Level Adjustment:	—

Hydra, Seven-Headed

Huge Magical Beast

Hit Dice:	7d10+38 (77 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+7/+19
Attack:	7 bites +10 melee (1d10+4)
Full Attack:	7 bites +10 melee (1d10+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fast healing 17, low-light vision, scent
Saves:	Fort +10, Ref +6, Will +4
Abilities:	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +7, Spot +7, Swim +12
Feats:	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary
Challenge Rating:	6 (normal); 8 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	—
Level Adjustment:	—

Hydra, Eight-Headed

Huge Magical Beast

Hit Dice: 8d10+43 (87 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Attack/Grapple: +8/+20
Attack: 8 bites +11 melee (1d10+4)
Full Attack: 8 bites +11 melee (1d10+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., fast healing 18, low-light vision, scent
Saves: Fort +11, Ref +7, Will +4
Abilities: Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills: Listen +7, Spot +8, Swim +12
Feats: Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)
Environment: Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization: Solitary
Challenge Rating: 7 (normal); 9 (pyro- or cryo-)
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

Hydra, Nine-Headed

Huge Magical Beast

Hit Dice: 9d10+48 (97 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple: +9/+22
Attack: 9 bites +13 melee (1d10+5)
Full Attack: 9 bites +13 melee (1d10+5)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., fast healing 19, low-light vision, scent
Saves: Fort +11, Ref +7, Will +5
Abilities: Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills: Listen +8, Spot +8, Swim +13
Feats: Blind-Fight, Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)
Environment: Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization: Solitary
Challenge Rating: 8 (normal); 10 (pyro- or cryo-)
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

Hydra, Ten-Headed

Huge Magical Beast

Hit Dice: 10d10+53 (108 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple: +10/+23
Attack: 10 bites +14 melee (1d10+5)
Full Attack: 10 bites +14 melee (1d10+5)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., fast healing 20, low-light vision, scent
Saves: Fort +12, Ref +8, Will +3
Abilities: Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills: Listen +8, Spot +9, Swim +13
Feats: Blind-Fight, Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)
Environment: Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization: Solitary
Challenge Rating: 9 (normal); 11 (pyro- or cryo-)
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

Hydra, Eleven-Headed

Huge Magical Beast

Hit Dice: 11d10+58 (118 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20
Base Attack/Grapple: +11/+25
Attack: 11 bites +16 melee (1d10+6)
Full Attack: 11 bites +16 melee (1d10+6)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., fast healing 21, low-light vision, scent
Saves: Fort +12, Ref +8, Will +5
Abilities: Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills: Listen +9, Spot +9, Swim +14
Feats: Blind-Fight, Combat Reflexes^B, Iron Will, Toughness, Weapon Focus (bite)
Environment: Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization: Solitary
Challenge Rating: 10 (normal); 12 (pyro- or cryo-)
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

Hydra, Twelve-Headed

Huge Magical Beast

Hit Dice:	12d10+63 (129 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+12/+26
Attack:	12 bites +17 melee (2d8+6)
Full Attack:	12 bites +17 melee (2d8+6)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fast healing 22, low-light vision, scent
Saves:	Fort +13, Ref +9, Will +6
Abilities:	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +9, Spot +10, Swim +14
Feats:	Blind-Fight, Combat Reflexes ^B , Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate Marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary
Challenge Rating:	11 (normal); 13 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	—
Level Adjustment:	—

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

Combat

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Pyrohydra

Huge Magical Beast (Fire)

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

Cryohydra

Huge Magical Beast (Cold)

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

Inevitable

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using *geas* and *mark of justice* to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike most constructs, inevitables have an Intelligence score and can think, learn, and remember.

Inevitables speak Abyssal, Celestial, Infernal, and the native language of their first target.

Combat

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defense very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

An inevitable's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fast Healing (Ex): An inevitable heals a certain amount of damage each round (specified in each variety's description) as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Kolyarut

Medium Construct
(*Extraplanar, Lawful*)

Hit Dice:	13d10+20 (91 hp)
Initiative:	+1
Speed:	20 ft. in banded mail (4 squares); base speed 30 ft.
Armor Class:	27 (+1 Dex, +10 natural, +6 banded mail) touch 11, flat-footed 26
Base Attack/Grapple:	+9/+11
Attack:	Vampiric touch +11 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13 melee (1d8+5/19-20) or slam +11 melee (1d6+3)
Full Attack:	Vampiric touch +11/+6 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13/+8 melee (1d8+5/ 19-20) or slam +11/+6 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Enervation ray, spell-like abilities, vampiric touch
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 14, Dex 13, Con —, Int 10, Wis 17, Cha 16
Skills:	Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats:	Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (<i>suggestion</i>)
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	14-22 HD (Medium); 23-39 HD (Large)
Level Adjustment:	—

Kolyaruts mete out punishment to those who break bargains and oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will—only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use *disguise self* to appear as almost any kind of humanoid—useful if they need to go undercover to catch their quarry.

Combat

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker's abilities and defenses before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn't let concern for innocents delay or endanger its mission, however.

A kolyarut's favorite tactic is to use *invisibility* or *disguise self* to sneak close, then eliminate the quarry with its vampiric touch ability before it can react. A kolyarut has no compunctions about using its vampiric touch ability on allies to increase its own power, if doing so helps it complete its mission.

A kolyarut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (caster level 13th).

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice*; 1/week—*geas/quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Marut

Large Construct (Extraplanar, Lawful)

Hit Dice:	15d10+30 (112 hp)
Initiative:	+1
Speed:	30 ft. in full plate armor (6 squares); base speed 40 ft.
Armor Class:	34 (-1 size, +1 Dex, +16 natural, +8 full plate armor), touch 10, flat-footed 33
Base Attack/Grapple:	+11/+27
Attack:	Slam +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Full Attack:	2 slams +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fists of thunder and lightning, spell-like abilities
Special Qualities:	Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25
Saves:	Fort +7, Ref +6, Will +8
Abilities:	Str 35, Dex 13, Con —, Int 12, Wis 17, Cha 18
Skills:	Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)
Feats:	Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	16–28 HD (Large); 29–45 HD (Huge)
Level Adjustment:	—

Maruts confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

Combat

Once it has found its target, a marut brings it the death it has been trying to avoid. Those who defile death through necromancy may instead receive a *geas* and/or *mark of justice* to enforce proper respect. It typically uses *wall of force* to shut off any escape routes, then opens up with *chain lightning* while it closes to melee range. Once there, it strikes with its massive fists, using *circle of death* if beset by numbers of defenders. It hits spellcasting opponents with repeated uses of *greater dispel magic*, and it uses *dimension door* and *locate creature* to track down foes who flee.

A marut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right

fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: At will—*air walk*, *dimension door*, *fear* (DC 18), *greater command* (DC 19), *greater dispel magic*, *mass inflict light wounds* (DC 19), *locate creature*, *true seeing*; 1/day—*chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice*, *wall of force*; 1/week—*earthquake* (DC 22), *geas/quest*, *plane shift* (DC 21). Caster level 14th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

Zelekhut

Large Construct (Extraplanar, Lawful)

Hit Dice:	8d10+30 (74 hp)
Initiative:	+0
Speed:	35 ft. in plate barding (7 squares), fly 40 ft. (average) in plate barding (8 squares); base speed 50 ft., fly 60 ft. (average)
Armor Class:	27 (−1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27
Base Attack/Grapple:	+6/+15
Attack:	Spiked chain +10 melee (2d6+5 plus 1d6 electricity)
Full Attack:	2 spiked chains +10 melee (2d6+5 plus 1d6 electricity)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20
Saves:	Fort +4, Ref +2, Will +5
Abilities:	Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15
Skills:	Diplomacy +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +3 (+5 following tracks)
Feats:	Great Fortitude, Ride-By Attack, Spirited Charge
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	+7

Zelekhts are charged with hunting down those who would deny justice—especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives wherever they may hide.

A zelekhut may initially appear rather non-threatening—but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms as a free action. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back. Retracting the chains or the wings is also a free action.

Combat

Once it has found its fugitive, a zelekhut uses its speed and its spell-like abilities to cover the most likely escape routes. Then it immobilizes any defenders while attempting to protect any innocent bystanders. Finally, it apprehends the fugitive with its spiked chains, tripping or disarming the foe as needed.

A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 16), *hold person* (DC 15), *locate creature*, *true seeing*; 3/day—*hold monster* (DC 17), *mark of justice*; 1/week—*lesser geas* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Intellect Devourer

Small Aberration

Hit Dice:	6d8+12 (39 hp)
Initiative:	+4 (Dex)
Speed:	40 ft.
Armor Class:	17 (+1 size, +4 Dex, +2 natural)
Attacks:	4 claws +6 melee
Damage:	Claw 1d3+1
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Damage reduction 20/+3, electricity resistance 15, fire immunity, psionics, body-thief, protection from evil vulnerability
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str 13, Dex 19, Con 15, Int 12, Wis 12, Cha 10
Skills:	Climb +10, Jump +9, Listen +8, Perform (act) +8*, Spot +9
Feats:	Alertness, Skill Focus (Perform)
Environment:	Temperate and warm hill, mountains, and underground
Organization:	Solitary or pod (2–4)
Challenge Rating:	6
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	7–8 HD (Medium-size); 9–12 HD (Large)

Intellect devourers understand Common but must be in possession of a body to speak. An intellect devourer in a body also knows the languages known by that most recent victim.

Combat

Psionics (Sp): At will—*compression*, *domination*, *invisibility*, *lesser body adjustment*, *painful touch*, and *schism*. These abilities are as the powers manifested by a 16th-level psion.

Attack/Defense Modes (Sp): At will—*ego whip*, *id insinuation/empty mind*, *intellect fortress*, *thought shield*.

Body-Thief (Sp): When an intellect devourer overcomes a lone victim, it consumes the brain and enters the skull (compacting itself if necessary with compression). Once in place, it organically animates the body as if it were the original brain and can use all its psionic powers on the possessed body as if its own. The body is a bit stiff, but as long as the victim was not truly dead (hit points reduced to −10), the intellect devourer controls it completely. The theft lasts a maximum of seven days, after which time the intellect devourer must burrow out and seek more nourishment.

A possessed body's ability scores become those of its controlling intellect devourer, although its AC is unchanged. It has a maximum of 6 hit points (even when fully healed) and a base attack bonus of +4. The intellect devourer cannot use any of the victim's former special abilities, if any.

Protection from Evil Vulnerability (Ex): An intellect devourer is treated as a summoned creature for purposes of a protection from evil spell.

Skills: *When it consumes a brain, the intellect devourer absorbs some of the victim's memories, gaining a +5 competence bonus on Perform (act) checks when trying to pass off the possessed body as the original.

Invisible Stalker

Large Elemental (Air,
Extraplanar)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+6/+14
Attack:	Slam +10 melee (2d6+4)
Full Attack:	2 slams +10 melee (2d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., elemental traits, natural invisibility, improved tracking
Saves:	Fort +4, Ref +10, Will +4
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills:	Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)
Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

These creatures speak only Auran but can understand Common.

Combat

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Kobold, 1st-Level Warrior

Small Humanoid (Reptilian)

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-4
Attack:	Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Full Attack:	Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
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
Skills:	Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2
Feats:	Alertness
Environment:	Temperate forests
Organization:	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 plus 2-4 dire weasels), tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 5-8 dire weasels)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies.

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 Draconic with a voice that sounds like that of a yapping dog.

Combat

Kobolds like to attack with overwhelming odds—at least two to one—or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

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.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The kobold warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Kobolds with levels in NPC classes have a CR equal to their character level -3.

Kobold Characters

Kobold characters possess the following racial traits.

-4 Strength, +2 Dexterity, -2 Constitution.

Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

A kobold's base land speed is 30 feet.

Darkvision out to 60 feet.

Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Racial Feats: A kobold character gains feats according to its character class.

+1 natural armor bonus.

Special Qualities (see above): Light sensitivity.

Automatic Languages: Draconic. Bonus Languages: Common, Undercommon.

Favored Class: Sorcerer.

Level adjustment +0.

Kraken

Gargantuan Magical Beast (Aquatic)

Hit Dice:	20d10+180 (290 hp)
Initiative:	+4
Speed:	Swim 20 ft. (4 squares)
Armor Class:	20 (-4 size, +14 natural), touch 6, flat-footed 20
Base Attack/Grapple:	+20/+44
Attack:	Tentacle +28 melee (2d8+12/19-20)
Full Attack:	2 tentacles +28 melee (2d8+12/19-20) and 6 arms +23 melee (1d6+6) and bite +23 melee (4d6+6)
Space/Reach:	20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm)
Special Attacks:	Improved grab, constrict 2d8+12 or 1d6+6
Special Qualities:	Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities
Saves:	Fort +21, Ref +12, Will +13
Abilities:	Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20
Skills:	Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16
Feats:	Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	Triple standard
Alignment:	Usually neutral evil
Advancement:	21-32 HD (Gargantuan); 33-60 HD (Colossal)
Level Adjustment:	-

Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens speak Common and Aquan.

Combat

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

Improved Grab (Ex): To use this ability, the kraken must hit with an arm or tentacle 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.

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Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: 1/day—*control weather, control winds, dominate animal* (DC 18), *resist energy*. Caster level 9th. The save DC is Charisma-based.

Skills: A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Krenshar

Medium Magical Beast

Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+2
Attack:	Bite +2 melee (1d6)
Full Attack:	Bite +2 melee (1d6) and 2 claws +0 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Scare
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +3, Ref +5, Will +1
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
Skills:	Hide +4, Jump +9, Listen +3, Move Silently +6
Feats:	Multiattack, Track ^B
Environment:	Temperate forests
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–8 HD (Large)
Level Adjustment:	+2

The krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

Combat

Krenshars use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

Lamia

Large Magical Beast

Hit Dice:	9d10+9 (58 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19–20) or claw +12 melee (1d4+4)
Full Attack:	Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19–20) and 2 claws +7 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spell-like abilities, Wisdom drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12
Skills:	Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11
Feats:	Dodge, Iron Will, Mobility, Spring Attack
Environment:	Temperate deserts
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+4

A typical lamia is about 8 feet long and weighs about 700 pounds.

Combat

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion abilities to lure heroes into perilous situations, and then uses its Spring Attack feat to bound out of the shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat attacks with a dagger in one of its human hands and a pair of lion-like claws.

Spell-Like Abilities: At will—*disguise self, ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image, suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Wisdom Drain (Su): A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.

Lammasu

Large Magical Beast

Hit Dice:	7d10+21 (59 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 60 ft. (average)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+7/+17
Attack:	Claw +12 melee (1d6+6)
Full Attack:	2 claws +12 melee (1d6+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+3, spells
Special Qualities:	Darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities
Saves:	Fort +8, Ref +8, Will +7
Abilities:	Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14
Skills:	Concentration +13, Diplomacy +4, Knowledge (arcana) +13, Listen +13, Sense Motive +13, Spot +15
Feats:	Blind-Fight, Iron Will, Lightning Reflexes
Environment:	Temperate deserts
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+5

A typical lammasu is about 8 feet long and weighs about 500 pounds. Lammasus speak Common, Draconic, and Celestial.

Combat

A lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil.

Spells: A lammasu casts spells as a 7th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

Typical Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level): 0—*detect magic, guidance* (2), *light, read magic, resistance*; 1st—*bless* (2), *detect evil, divine favor, entropic shield, protection from evil* *; 2nd—*aid* *, *bear's endurance, bull's strength, lesser restoration, resist energy*; 3rd—*daylight, dispel magic, magic circle against evil* *, *remove curse*; 4th—*holy smite**, *neutralize poison*.

*Domain spell. Domains: Good and Healing.

Magic Circle against Evil (Su): A lammasu radiates a continuous magic circle against evil that affects a 20-foot radius.

Spell-Like Abilities: 2/day—*greater invisibility* (self only); 1/day—*dimension door*. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Lammasus have a +2 racial bonus on Spot checks.

Leonal

Medium Outsider (Extraplanar, Good)

Hit Dice:	12d8+60 (114 hp)
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	27 (+3 Dex, +14 natural)
Base Attack/Grapple:	+12/+20
Attack:	Claw +20 melee (1d6+8)
Full Attack:	2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Roar, pounce, improved grab, rake 1d6+8, spell-like abilities
Special Qualities:	Damage reduction 10/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, lowlight vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28
Saves:	Fort +13 (+17 against poison), Ref +11, Will +10
Abilities:	Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15
Skills:	Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17
Feats:	Ability Focus (roar), Dodge, Mobility, Spring Attack, Track
Environment:	A good-aligned plane.
Organization:	Solitary or pride (4–9)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	—

Combat

Leonals like their battles as straightforward as can be. They begin with a roar to put their foes off balance, then follow up with a frenzy of claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks.

A leonal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *holy word* spell and deals an extra 2d6 points of sonic damage (Fortitude DC 20 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +20 melee, damage 1d6+8.

Spell-Like Abilities: At will— *detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17), *polymorph*, *wall of force*; 3/day— *cure critical wounds* (DC 16), *neutralize poison*, *remove disease*; 1/day — *heal* (DC 18) . Caster level 10th. The save DCs are Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like *speak with animals* (caster level 8th) but is a free action and does not require sound.

Skills: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive..

Spells: A lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the base creature's special qualities and gains those described below.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Lich

A lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets.

Liches speak Common plus any other languages they knew in life.

Creating A Lich

“Lich” is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery; see The Lich's Phylactery, below.

A lich has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich without natural weapons has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10 + 1/2 lich's HD + lich's Cha modifier) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: A lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Lich Characters

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all class abilities it had in life.

The Lich's Phylactery

An integral part of becoming a lich is creating a magic phylactery in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Lillend

Large Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 70 ft. (average)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+7/+16
Attack:	Short sword +11 melee (1d8+5/19-20)
Full Attack:	Short sword +11/+6 melee (1d8+5/19-20) and tail slap +6 melee (2d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 2d6+5, improved grab, spells, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to poison, resistance to fire 10
Saves:	Fort +7, Ref +10, Will +8
Abilities:	Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18
Skills:	Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17
Feats:	Combat Casting, Extend Spell, Lightning Reflexes
Environment:	A chaos-aligned plane
Organization:	Solitary or covey (2-4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	+6

A typical lillend's coils are 20 feet long. The creature weighs about 3,800 pounds. A few lillends have male torsos.

Lillends speak Celestial, Infernal, Abyssal, and Common.

Combat

Lillends are generally peaceful unless they intend vengeance against someone they believe guilty of harming, or even threatening, a favored art form, artwork, or artist. Then they become implacable foes. They use their spells and spell-like abilities to confuse and weaken opponents before entering combat. A covey of lillends usually discusses strategy before a battle.

A lillend's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend must hit with its tail slap 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.

Spells: A lillend casts arcane spells as a 6th-level bard.

Typical Bard Spells Known (3/4/3; save DC 14 + spell level): 0—*dancing lights, daze, detect magic, lullaby, mage hand, read magic*; 1st—*charm person, cure light wounds, identify, sleep*; 2nd—*hold person, invisibility, sound burst*.

Spell-Like Abilities: 3/day—*darkness, hallucinatory terrain* (DC 18), *knock, light*; 1/day—*charm person* (DC 15), *speak with animals, speak with plants*. Caster level 10th. The save DCs are Charisma-based.

A lillend also has the bardic music ability as a 6th-level bard.

Skills: Lillends have a +4 racial bonus on Survival checks.

Lizardfolk

Medium Humanoid (Reptilian)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	15 (+5 natural) or 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17
Base Attack/Grapple:	+1/+2
Attack:	Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)
Full Attack:	2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)
Special Attacks:	—
Special Qualities:	Hold breath
Space/Reach:	5 ft./5 ft.
Saves:	Fort +1, Ref +3, Will +0
Abilities:	Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
Skills:	Balance +4, Jump +5, Swim +2
Feats:	Multiattack
Environment:	Temperate marshes
Organization:	Gang (2-3), band (6-10 plus 50% noncombatants plus 1 leader of 3rd-6th level), or tribe (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

A lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds.

Lizardfolk speak Draconic.

Combat

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -2 armor check penalty (-4 on Swim checks) for carrying a heavy shield.

Lizardfolk As Characters

Lizardfolk characters possess the following racial traits.

+2 Strength, +2 Constitution, -2 Intelligence.

Medium size.

A lizardfolk's base land speed is 30 feet.

Racial Hit Dice: A lizardfolk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.

Racial Skills: A lizardfolk's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, and Swim. Lizardfolk have a +4 racial bonus on Balance, Jump, and Swim checks.

Racial Feats: A lizardfolk's humanoid levels give it one feat.

Weapon and Armor Proficiency: A lizardfolk is automatically proficient with simple weapons and shields.

+5 natural armor bonus.

Natural Weapons: 2 claws (1d4) and bite (1d4).

Special Qualities (see above): Hold breath.

Automatic Languages: Common, Draconic. **Bonus Languages:** Aquan, Goblin, Gnoll, Orc.

Favored Class: Druid.

Level adjustment +1.

Locathah

Medium Humanoid (Aquatic)

Hit Dice:	2d8 (9 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 60 ft.
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/+1
Attack:	Longspear +2 melee (1d8/?3) or light crossbow +2 ranged (1d8/19-20)
Full Attack:	Longspear +2 melee (1d8/?3) or light crossbow +2 ranged (1d8/19-20)
Space/Reach:	5 ft./5 ft.
Saves:	Fort +3, Ref +1, Will +1
Special Attacks:	—
Special Qualities:	—
Abilities:	Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +6, Listen +6, Spot +6, Swim +8
Feats:	Weapon Focus (longspear)
Environment:	Warm aquatic
Organization:	Company (2-4), patrol (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe (30-100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

Although humanoid in shape, locathahs are clearly more fish than human. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs.

Locathahs speak Aquan.

Combat

Any battle with locathahs usually begins with the creatures loosing volleys of bolts from their crossbows; underwater, their crossbows have a range increment of 20 feet. If they have managed to set up an ambush or other trap, they continue to employ crossbows for as long as possible. Otherwise, they close to bring their longspear into play. Although primarily used for fishing, these spears make formidable weapons.

Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. A weaponless locathah will generally turn and flee.

Skills: A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

Lycanthrope

Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

Combat

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and it has the same damage reduction that its animal form possesses.

Creating A Lycanthrope

"Lycanthrope" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Lycanthropes can

also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope's natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope's grapple bonus uses its attack bonus and modifiers for Strength and size depending on the lycanthrope's form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons.

These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope's hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the polymorph spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores -10 or -11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multi-classed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a lycanthrope cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the alignment of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Common Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Preferred Alignment
Werebear	Brown bear	Str +16, Dex +2, Con +8	Lawful good
Wereboar	Boar	Str +4, Con +6	Neutral
Wererat	Dire rat	Dex +6, Con +2	Chaotic evil
Weretiger	Tiger	Str +12, Dex +4, Con +6	Neutral
Werewolf	Wolf	Str +2, Dex +4, Con +4	Chaotic evil
Dire wereboar	Dire boar	Str +16, Con +6	Neutral

Lycanthropy As An Affliction

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

Lycanthropes As Characters

Becoming a lycanthrope does not change a character's favored class but usually changes alignment (see above). This alignment change may cause characters of certain classes to lose some of their class features.

Lycanthrope characters possess the following racial traits.

+2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.

Size same as the base creature or the base animal form.

Low-light vision in any form.

Scent in any form.

Racial Hit Dice: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly.

Racial Skills: A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of the animal form. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. The lycanthrope's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.

Racial Feats: Add the animal's Hit Dice to the base character's own Hit Dice to determine how many feats the character has. All lycanthropes gain Iron Will as a bonus feat.

+2 natural armor bonus in any form.

Special Qualities (see above): Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).

Afflicted lycanthrope: damage reduction 5/silver (in animal or hybrid form only).

Natural lycanthrope: damage reduction 10/silver (in animal or hybrid form only).

Automatic Languages: As base creature.

Favored Class: Same as the base creature.

Level adjustment: Same as the base creature +2 (afflicted) or +3 (natural).

Control Shape (Wis)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Control Shape Checks

Change	Control Shape DC
Resist involuntary change	25
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

Werebear (Human Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 6d8+30 (62 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 natural, +3 studded leather armor), touch 10, flat-footed 15
Base Attack/Grapple: +5/+6
Attack: Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)
Full Attack: Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Alternate form, bear empathy, low-light vision, scent
Saves: Fort +8, Ref +5, Will +4
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8
Skills: Handle Animal +3, Listen +4, Spot +4, Swim +1
Feats: Endurance, Iron Will^B, Multiattack, Power Attack, Run, Track^B
Environment: Cold forests
Organization: Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)
Challenge Rating: 5
Treasure: Standard
Alignment: Always lawful good
Advancement: By character class
Level Adjustment: +3

Werebear (Bear Form)

Large Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 6d8+30 (62 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +5/+18
Attack: Claw +13 melee (1d8+9)

Full Attack: 2 claws +13 melee (1d8+9) and bite +11 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, curse of lycanthropy
Special Qualities: Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent
Saves: Fort +12, Ref +6, Will +4
Abilities: Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8
Skills: Handle Animal +3, Listen +4, Spot +4, Swim +13 (same as human form)
Feats: —
Environment: Cold forests
Organization: (same as human form)
Challenge Rating: 5
Treasure: Standard
Alignment: Always lawful good
Advancement: By character class
Level Adjustment: +3

Werebear (Hybrid Form)

Large Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 6d8+30 (62 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +5/+18
Attack: Greataxe +11 melee (1d12+13/x3); or claw +13 melee (1d6+9)
Full Attack: Claw +13 melee (1d6+9) and greataxe +9 melee (1d12+4/x3) and bite +11 melee (1d8+4) or 2 claws +13 melee (1d6+9) and bite +11 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Curse of lycanthropy
Special Qualities: Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent
Saves: Fort +12, Ref +6, Will +4
Abilities: Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8
Skills: Handle Animal +3, Listen +4, Spot +5, Swim +9 (same as human form)
Feats: —
Environment: Cold forests
Organization: (same as human form)
Challenge Rating: 5
Treasure: Standard
Alignment: Always lawful good
Advancement: By character class
Level Adjustment: +3

Werebears in humanoid form tend to be stout, well-muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace

Combat

Werebears fight just as brown bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes or greatswords. The werebear's greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form.

Alternate Form (Su): A werebear can assume the form of a brown bear or a bear-humanoid hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a werebear must be in bear form and must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Werebears have a +4 racial bonus on Swim checks in any bear form.

The werebear presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Werebear (Human Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice:	1d8+4 plus 3d8+12 (34 hp)
Initiative:	+0
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	18 (+2 natural, +4 scale mail, +2 heavy shield) touch 10, flat-footed 18
Base Attack/Grapple:	+3/+4
Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)
Full Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +3
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats:	Alertness ^B , Improved Bull Rush, Iron Will ^B , Power Attack, Toughness
Environment:	Temperate forests
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 boars)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+3

Werebear (Boar Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice:	1d8+4 plus 3d8+12 (34 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	18 (+8 natural) touch 10, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Gore +6 melee (1d8+4)
Full Attack:	Gore +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +9, Ref +3, Will +3
Abilities:	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats:	(same as human form)
Environment:	Temperate forests
Organization:	(same as human form)
Challenge Rating:	4
Treasure:	Standard

Alignment: Always neutral
Advancement: By character class
Level Adjustment: +3

Wereboar (Hybrid Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+4 plus 3d8+12 (34 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 18 (+8 natural) touch 10, flat-footed 18
Base Attack/Grapple: +3/+6
Attack: Battleaxe +6 melee (1d8+4/x3) or claw +6 melee (1d4+3)
Full Attack: Battleaxe +6 melee (1d8+4/x3) and gore +1 melee (1d6+1); or 2 claws +6 melee (1d4+3) and gore +1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy
Special Qualities: Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves: Fort +9, Ref +3, Will +3
Abilities: Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8
Skills: Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats: (same as human form)
Environment: Temperate forests
Organization: (same as human form)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: By character class
Level Adjustment: +3

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace.

Combat

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

Alternate Form (Su): A wereboar can assume the form of a boar or a boar-humanoid hybrid.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

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

The wereboar presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Wererat (Human Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 1d8+2 (12 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)
Full Attack: Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Alternate form, rat empathy, low-light vision, scent
Saves: Fort +5, Ref +2, Will +4
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8
Skills: Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9
Feats: Alertness, Dodge, Iron Will^B, Weapon Finesse^B
Environment: Any
Organization: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 dire rats)
Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +3

Wererat (Dire Rat Form)

Small Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 1d8+2 (12 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple: +1/-2
Attack: Bite +6 melee (1d4+1 plus disease)
Full Attack: Bite +6 melee (1d4+1 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy, disease
Special Qualities: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
Saves: Fort +6, Ref +5, Will +4
Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills: Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11 (same as human form)
Feats: (same as human form)
Environment: Any

Organization: (same as human form)
Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +3

Wererat (Hybrid Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 1d8+2 (12 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Rapier +5 melee (1d6+1/18–20) or light crossbow +4 ranged (1d8/19–20)
Full Attack: Rapier +4 melee (1d6+1/18–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy, disease
Special Qualities: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
Saves: Fort +6, Ref +5, Will +4
Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9
Feats: (same as human form)
Environment: Any
Organization: (same as human form)
Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +3

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

Combat

In animal form, wererats avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a wererat fights with a rapier and light crossbow.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Feats: Wererats gain Weapon Finesse as a bonus feat.

The wererat presented here is based on a 1st-level human warrior who is a natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Weretiger (Human Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 6d8+18 (50 hp)
Initiative: +4
Speed: 20 ft. in breastplate (4 squares); base speed 30 ft.
Armor Class: 17 (+2 natural, +5 breastplate) touch 10, flat-footed 17
Base Attack/Grapple: +5/+6
Attack: Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)
Full Attack: Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)
Space/Reach: 5 ft./5 ft. (10 ft. with glaive)
Special Attacks: —
Special Qualities: Alternate form, tiger empathy, low-light vision, scent
Saves: Fort +8, Ref +5, Will +4
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8
Skills: Balance +0, Climb +1, Handle Animal +3, Hide +0, Listen +6, Move Silently +0, Spot +6
Feats: Alertness^B, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will^B
Environment: Warm forests
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: By character class
Level Adjustment: +3

Weretiger (Tiger Form)

Large Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 6d8+18 (50 hp)
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +5/+16
Attack: Claw +11 melee (1d8+7)
Full Attack: 2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)

Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake, curse of lycanthropy
Special Qualities: Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent
Saves: Fort +10, Ref +7, Will +4
Abilities: Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills: Balance +6, Climb +12, Handle Animal +3, Hide +2*, Listen +6, Move Silently +12, Spot +6 (same as human form)
Feats: Warm forests
Environment: (same as human form)
Organization: 5
Challenge Rating: Standard
Treasure: Always neutral
Alignment: By character class
Advancement: +3
Level Adjustment: +3

Weretiger (Hybrid Form)

Large Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 6d8+18 (50 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +5/+16
Attack: Claw +11 melee (1d8+7)
Full Attack: 2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Curse of lycanthropy
Special Qualities: Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent
Saves: Fort +10, Ref +7, Will +4
Abilities: Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills: Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6 (same as human form)
Feats: Warm forests
Environment: (same as human form)
Organization: 5
Challenge Rating: Standard
Treasure: Always neutral
Alignment: By character class
Advancement: +3
Level Adjustment: +3

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

Combat

Weretigers can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws.

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a weretiger in tiger form must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Tiger Empathy (Ex): Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Skills: In any form, weretigers have a +4 bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

The weretiger presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Werewolf (Human Form)

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 2d8+6 (20 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 17 (+2 natural, +4 chain shirt, +1 light shield) touch 10, flat-footed 17
Base Attack/Grapple: +2/+3
Attack: Longsword +3 melee (1d8+1/19-20) or light crossbow +2 ranged (1d8/19-20)
Full Attack: Longsword +3 melee (1d8+1/19-20) or light crossbow +2 ranged (1d8/19-20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Alternate form, wolf empathy, low-light vision, scent
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8
Skills: Handle Animal +1, Hide +1, Listen +1, Move Silently +2, Spot +1, Survival +2
Feats: Improved Initiative, Iron Will^B, Stealthy, Track^B, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +3

29: Monsters (Lycanthrope)

Werewolf (Wolf Form)

Medium Humanoid (Human. Shapechanger)

Hit Dice:	1d8+1 plus 2d8+6 (20 hp)
Initiative:	+6
Speed:	50 ft. (10 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Bite +5 melee (1d6+3)
Full Attack:	Bite +5 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Curse of lycanthropy, trip
Special Qualities:	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*
Feats:	(same as human form)
Environment:	Temperate forests
Organization:	(same as human form)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+3

Advancement:

By character class

Level Adjustment:

+3

Werewolves in humanoid form have no distinguishing traits.

Combat

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

The werewolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Werewolf (Hybrid Form)

Medium Humanoid (Human. Shapechanger)

Hit Dice:	1d8+1 plus 2d8+6 (20 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite +0 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8 Ref +5, Will +2
Abilities:	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*
Feats:	(same as human form)
Environment:	Temperate forests
Organization:	(same as human form)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil

Hill Giant Dire Wereboar (Giant Form)

Large Giant (Shapechanger)

Hit Dice:	12d8+51 plus 7d8+49 (185 hp)
Initiative:	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	22 (-1 size, -1 Dex, +11 natural, +3 hide armor), touch 8, flat-footed 22
Base Attack/Grapple:	+14/+25
Attack:	Greatclub +21 melee (2d8+10) or slam +20 melee (1d4+7) or rock +12 ranged (2d6+7)
Full Attack:	Greatclub +21/+16 melee (2d8+10) or 2 slams +20 melee (1d4+7) or rock +12 ranged (2d6+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, rock catching, scent
Saves:	Fort +17, Ref +8, Will +12
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 7
Skills:	Climb +10, Jump +10, Listen +10, Spot +12
Feats:	Alertness ^B , Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will ^B , Power Attack, Weapon Focus (greatclub)
Environment:	Temperate hills
Organization:	Solitary, pair, brood (3-4), or troupe (2-4 plus 1-4 dire boars)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+7

Hill Giant Dire Wereboar (Dire Boar Form)

Large Giant (Shapechanger)

Hit Dice:	12d8+51 plus 7d8+49 (185 hp)
Initiative:	-1
Speed:	40 ft. (8 squares)
Armor Class:	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+14/+33
Attack:	Gore +28 melee (1d8+22)
Full Attack:	Gore +28 melee (1d8+22)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +20, Ref +8, Will +12
Abilities:	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7
Skills:	Climb +18, Jump +22, Listen +10, Spot +12
Feats:	(same as giant form)

Environment:	Temperate hills
Organization:	(same as giant form)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+7

Hill Giant Dire Wereboar (Hybrid Boar Form)

Large Giant (Shapechanger)

Hit Dice:	12d8+51 plus 7d8+49 (185 hp)
Initiative:	-1
Speed:	40 ft. (8 squares)
Armor Class:	19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+14/+33
Attack:	Greatclub +29 melee (2d8+22) or claw +28 melee (1d6+15)
Full Attack:	Greatclub +29 melee (2d8+22) and gore +23 melee (1d8+7); or 2 claws +28 melee (1d6+15) and gore +23 melee (1d8+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +20, Ref +8, Will +12
Abilities:	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7
Skills:	Climb +18, Jump +22, Listen 10, Spot +12
Feats:	(same as giant form)
Environment:	Temperate hills
Organization:	(same as giant form)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+7

Dire wereboars in giant form look much like normal hill giants though slightly stockier, and with coarser, stiffer hair and stiff. The dire wereboar described here is based on a hill giant and natural lycanthrope with normal ability scores for a hill giant.

Combat

Dire wereboars anger quickly. They usually begin a battle in giant form, then switch to hybrid form to take advantage of their immense strength in that shape. They like to use their Improved Bull Rush and Improved Sunder feats to shove opponents around and smash their weapons and shields.

Alternate Form (Su): A dire wereboar can assume a bipedal hybrid form or the form of a dire boar.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a dire wereboar's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

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

Magmin

Small Elemental (Fire, Extraplanar)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/-1
Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Full Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Combustion, fiery aura
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10
Skills:	Climb +4, Spot +3
Feats:	Great Fortitude
Environment:	Elemental Plane of Fire
Organization:	Solitary, gang (2-4), or squad (6-10)
Challenge Rating:	3
Treasure:	Standard coins; standard goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always chaotic neutral
Advancement:	3-4 HD (Small); 5-6 HD (Medium)
Level Adjustment:	—

Magmins are small, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4 feet tall and weighs 400 pounds.

Magmins speak Ignan.

Combat

Although small, magmins are dangerous opponents. Their touch is effective against those who lack protection or immunity from heat and flames, but if faced with opponents who have immunity to fire, magmins rely on their slam attack. In any case, magmins are not valiant fighters. They usually flee if injured, although often only far enough to set up a fiery ambush for their enemies.

A magmin's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

Manticore

Large Magical Beast

Hit Dice:	6d10+24 (57 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (clumsy)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6/+15
Attack:	Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19-20)
Full Attack:	2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19-20)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spikes
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +7, Will +3
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills:	Listen +5, Spot +9, Survival +1
Feats:	Flyby Attack, Multiattack, Track ^B , Weapon Focus (spikes)
Environment:	Warm marshes
Organization:	Solitary, pair, or pride (3-6)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	7-16 HD (Large); 17-18 HD (Huge)
Level Adjustment:	+3 (cohort)

A typical manticore is about 10 feet long and weighs about 1,000 pounds. Manticores speak Common.

Combat

A manticore begins most attacks with a volley of spikes, then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills: *Manticores have a +4 racial bonus on Spot checks.

Medusa

Medium Monstrous Humanoid

Hit Dice:	6d8+6 (33 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/+6
Attack:	Shortbow +8 ranged (1d6/x3) or dagger +8 melee (1d4/19-20) or snakes +8 melee (1d4 plus poison)
Full Attack:	Shortbow +8/+3 ranged (1d6/x3); or dagger +8/+3 melee (1d4/19-20) and snakes +3 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrifying gaze, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +6
Abilities:	Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Skills:	Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8
Feats:	Point Blank Shot, Precise Shot, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary or covey (2-4)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	—

A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil.

A typical medusa is 5 to 6 feet tall and about the same weight as a human.

Medusas speak Common.

Combat

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Mephit

Mephits are minor creatures from the elemental planes.

All mephits appear as small, winged creatures with more or less humanoid features. While they are often described as impish, their elemental origins are apparent at first glance.

Combat

All mephits fight by biting and clawing or by using a breath weapon, the nature and effects of which vary from creature to creature.

A mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. See the individual descriptions for details.

Air Mephit

Small Outsider (Air, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)

29: Monsters (M)

Air mephits come from the Elemental Plane of Air. An air mephit is about 4 feet tall and weighs about 1 pound.

Air mephits speak Common and Auran.

Combat

Breath Weapon (Su): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can use *gust of wind* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.

Dust Mephit

Small Outsider (Air, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Dust mephits come from the Elemental Plane of Air.

A dust mephit is about 4 feet tall and weighs about 2 pounds.

Dust mephits speak Common and Auran.

Combat

Breath Weapon (Su): 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a dust mephit can surround itself with a plume of dust, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a mass of roiling dust that duplicates the effect of *wind wall* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A dust mephit heals only if in an arid, dusty environment.

Earth Mephit

Small Outsider (Earth, Extraplanar)

Hit Dice:	3d8+6 (19 hp)
Initiative:	–1
Speed:	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	16 (+1 size, –1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+2
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Change size, damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope –1 (+1 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Earth mephits come from the Elemental Plane of Earth.

An earth mephit is about 4 feet tall and weighs about 80 pounds.

Earth mephits speak Common and Terran.

Combat

Breath Weapon (Su): 15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/day— *soften earth and stone*. Caster level 6th.

Change Size (Sp): Once per hour, an earth mephit can magically change its size. This works just like an *enlarge person* spell, except that the power works only on the earth mephit. This is the equivalent of a 2nd-level spell.

Fast Healing (Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

Fire Mephit

Small Outsider (Extraplanar,
Fire)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 and 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 and 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Fire mephits come from the Elemental Plane of Fire.

A fire mephit is about 4 feet tall and weighs about 1 pound.

Fire mephits speak Common and Ignan.

Combat

Breath Weapon (Su): 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

Spell-Like Abilities: 1/hour — *scorching ray* (DC 14) as the spell cast by a 3rd-level sorcerer; 1/day — *heat metal* (DC 14). Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

Ice Mephit

Small Outsider (Air, Cold,
Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 cold)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Ice mephits come from the Elemental Plane of Air.

Ice mephits have a cold, aloof demeanor. Each one is about 4 feet tall and weighs about 30 pounds.

Ice mephits speak Common and Auran.

Combat

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour — *magic missile* (caster level 3rd); 1/day — *chill metal* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

Magma Mephit

Small Outsider (Fire,
Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Magma mephits come from the Elemental Plane of Fire. Magma mephits are slow-witted and brutish. Each one is about 4 feet tall and weighs about 60 pounds.

Magma mephits speak Common and Ignan.

Combat

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use *shapechange* to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Ooze Mephit

Small Outsider (Extraplanar,
Water)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+1
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Ooze mephits come from the Elemental Plane of Water. An ooze mephit is about 4 feet tall and weighs about 30 pounds.

Ooze mephits speak Common and Aquan.

Combat

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Skills: An ooze mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Salt Mephit

Small Outsider (Earth,
Extraplanar)

Hit Dice:	3d8+6 (19 hp)
Initiative:	-1
Speed:	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+2
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)

Salt mephits come from the Elemental Plane of Earth.

Salt mephits are sarcastic creatures who loathe water and moisture of any kind. Each one is about 4 feet tall and weighs about 80 pounds.

Salt mephits speak Common and Terran.

Combat

Breath Weapon (Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a salt mephit can use *glitterdust* (DC 14, caster level 3rd).

Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

Steam Mephit

Small Outsider (Extraplanar,
Fire)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)

Steam mephits come from the Elemental Plane of Fire.

Steam mephits are bossy creatures who consider themselves the lords of all their kind. Each one is about 4 feet tall and weighs about 2 pounds.

Steam mephits speak Common and Ignan.

Combat

Unlike other mephits, steam mephits rush into combat eagerly, driven by an oversized ego.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

Water Mephit

Small Outsider (Extraplanar,
Water)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+1
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Water mephits come from the Elemental Plane of Water.

Water mephits are jaunty creatures with an unflinching sense of humor who quickly get on the nerves of everyone around them. Each one is about 4 feet tall and weighs about 30 pounds.

Water mephits speak Common and Aquan.

Combat

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Skills: A water mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

Merfolk, 1st-Level

Warrior

Medium Humanoid (Aquatic)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	5 ft. (1 square), swim 50 ft.
Armor Class:	13 (+1 Dex, +2 leather), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20)
Full Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +4, Ref +1, Will –1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Skills:	Listen +3, Spot +3, Swim +9
Feats:	Alertness
Environment:	Temperate aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 10 porpoises)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.

Merfolk speak Common and Aquan.

Most merfolk encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet. Merfolk often barrage their enemies before closing, when they resort to tridents.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

The merfolk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Merfolk Characters

A merfolk's favored class is bard.

Mimic

Large Aberration (Shapechanger)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+5/+13
Attack:	Slam +9 melee (1d8+4)
Full Attack:	2 slams +9 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Adhesive, crush
Special Qualities:	Darkvision 60 ft., immunity to acid, mimic shape
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
Skills:	Climb +9, Disguise +13, Listen +8, Spot +8
Feats:	Alertness, Lightning Reflexes, Weapon Focus (slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

A mimic can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds.

Mimics speak Common.

Combat

A mimic often surprises an unsuspecting adventurer, lashing out with a heavy pseudopod. The creature does not necessarily fight to the death if it can succeed in extorting treasure or food from a party.

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

Minotaur

Large Monstrous Humanoid

Hit Dice:	6d8+12 (39 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed — (see text)
Base Attack/Grapple:	+6/+14
Attack:	Greataxe +9 melee (3d6+6/x3) or gore +9 melee (1d8+4)
Full Attack:	Greataxe +9/+4 melee (3d6+6/x3) and gore +4 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Powerful charge 4d6+6
Special Qualities:	Darkvision 60 ft., natural cunning, scent
Saves:	Fort +6, Ref +5, Will +5
Abilities:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills:	Intimidate +2, Listen +7, Search +2, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Underground
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic Evil
Advancement:	By character class
Level Adjustment:	+2

A minotaur stands more than 7 feet tall and weighs about 700 pounds.

Minotaurs speak Giant.

Combat

Minotaurs prefer melee combat, where their great strength serves them well.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Minotaurs As Characters

Minotaur characters possess the following racial traits.

+8 Strength, +4 Constitution, -4 Intelligence (minimum 3), -2 Charisma.

Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

A minotaur's base land speed is 30 feet.

Darkvision out to 60 feet.

Racial Hit Dice: A minotaur begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.

Racial Skills: A minotaur's monstrous humanoid levels give it skill points equal to $9 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Intimidate, Jump, Listen, Search, and Spot. Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Racial Feats: A minotaur's monstrous humanoid levels give it three feats.

Weapon Proficiency: A minotaur is proficient with the greataxe and all simple weapons.

+5 natural armor bonus.

Natural Weapons: Gore (1d8).

Special Attacks (see above): Powerful charge.

Special Qualities (see above): Natural cunning, scent.

Automatic Languages: Common, Giant. **Bonus Languages:** Orc, Goblin, Terran.

Favored Class: Barbarian.

Level adjustment +2.

Mohrg

Medium Undead

Hit Dice:	14d12 (91 hp)
Initiative:	+9
Speed:	30 ft. (6 squares)
Armor Class:	23 (+4 Dex, +9 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+7/+12
Attack:	Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)
Full Attack:	Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, paralyzing touch, create spawn
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +10, Will +9
Abilities:	Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
Skills:	Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9
Feats:	Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (2–4 plus 5–10 zombies)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	15–21 HD (Medium); 22–28 HD (Large)
Level Adjustment:	—

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds.

Combat

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based. **Create Spawn (Su):** Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Mummy

Medium Undead

Hit Dice:	8d12+3 (55 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+4/+11
Attack:	Slam +11 melee (1d6+10 plus mummy rot)
Full Attack:	Slam +11 melee (1d6+10 plus mummy rot)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Despair, mummy rot
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire
Saves:	Fort +4, Ref +2, Will +8
Abilities:	Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15
Skills:	Hide +7, Listen +8, Move Silently +7, Spot +8
Feats:	Alertness, Great Fortitude, Toughness
Environment:	Any
Organization:	Solitary, warden squad (2–4), or guardian detail (6–10)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten.

Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

Mummies can speak Common, but seldom bother to do so.

Combat

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Naga

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Combat

Nagas favor spells over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes.

Dark Naga

Large Aberration

Hit Dice:	9d8+18 (58 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+6/+12
Attack:	Sting +7 melee (2d4+2 plus poison)
Full Attack:	Sting +7 melee (2d4+2 plus poison) and bite +2 melee (1d4+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm
Saves:	Fort +5, Ref +7, Will +8
Abilities:	Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17
Skills:	Bluff +9, Concentration +13, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +5, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate hills
Organization:	Solitary or nest (2-4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	—

Dark nagas speak Common and Infernal.

Combat

Dark nagas prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

Poison (Ex): Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

Spells: Dark nagas cast spells as 7th-level sorcerers.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*expeditious retreat, magic missile, ray of enfeeblement, shield, silent image*; 2nd—*cat's grace, invisibility, scorching ray*; 3rd—*displacement, lightning bolt*.

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all *charm* effects (not included in the statistics block).

Detect Thoughts (Su): A dark naga can continuously use detect thoughts as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

Guardian Naga

Large Aberration

Hit Dice:	11d8+44 (93 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+8/+17
Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Full Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, spit, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +7, Will +11
Abilities:	Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18
Skills:	Bluff +18, Concentration +19, Listen +13, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +18, Spellcraft +17, Spot +13
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate plains
Organization:	Solitary or nest (2-4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually lawful good
Advancement:	12-16 HD (Large); 17-33 HD (Huge)
Level Adjustment:	—

Guardian nagas speak Celestial and Common.

Combat

Guardian nagas usually warn off intruders before attacking. If the warning is ignored, they may begin a spell assault or spit poison.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast spells from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*; 2nd—*detect thoughts, lesser restoration, see invisibility, scorching ray*; 3rd—*cure serious wounds, dispel magic, lightning bolt*; 4th—*divine power, greater invisibility*.

Spirit Naga

Large Aberration

Hit Dice:	9d8+36 (76 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+14
Attack:	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Charming gaze, poison, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17
Skills:	Concentration +13, Listen +14, Spellcraft +10, Spot +14
Feats:	Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate marshes
Organization:	Solitary or nest (2–4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	—

Spirit nagas speak Abyssal and Common.

Combat

Spirit nagas meet foes boldly so as to use their gaze attacks to best effect. They quickly slither forward to bite foes that avert their eyes.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas cast spells as 7th-level sorcerers, and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/5; save DC 13 + spell level): 0—*cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic*; 1st—*charm person, cure light wounds, divine favor, magic missile, shield of faith*; 2nd—*cat's grace, invisibility, summon swarm*; 3rd—*displacement, fireball*.

Water Naga

Large Aberration (Aquatic)

Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 50 ft.
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (2d6+4 plus poison)
Full Attack:	Bite +7 melee (2d6+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +6, Ref +5, Will +8
Abilities:	Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15
Skills:	Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11
Feats:	Alertness, Combat Casting, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate aquatic
Organization:	Solitary, pair, or nest (3–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Water nagas speak Aquan and Common.

Combat

Water nagas prefer to stay mostly concealed in a body of water while they launch a spell attack.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Water nagas cast spells as 7th-level sorcerers but never use fire spells.

Typical Sorcerer Spells Known (6/7/7/4; save DC 12 + spell level): 0—*acid splash, daze, detect magic, light, mage hand, open/close, read magic*; 1st—*expeditious retreat, magic missile, obscuring mist, shield, true strike*; 2nd—*invisibility, acid arrow, mirror image*; 3rd—*protection from energy, suggestion*.

Skills: A water naga has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Neothelid

Gargantuan Aberration

Hit Dice:	25d8+200 (312 hp)
Initiative:	+2 (-2 Dex, +4 Improved Initiative)
Speed:	20 ft.
Armor Class:	19 (-4 size, -2 Dex, +15 natural)
Attacks:	4 tentacle rakes +24 melee
Damage:	Tentacle rake 2d6+10
Space/Reach:	30 ft. by 30 ft. (coiled)/25 ft.
Special Attacks:	Breath weapon, improved grab, swallow whole, psionics
Special Qualities:	Psionics, blindsight, damage reduction 15/+2, power resistance 25
Saves:	Fort +16, Ref +6, Will +16
Abilities:	Str 30, Dex 7, Con 27, Int 16, Wis 15, Cha 9
Skills:	Climb +26, Knowledge (psionics) +21, Listen +20
Feats:	Alertness, Cleave, Improved Initiative, Power Attack, Psychic Bastion
Environment:	Any underground
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	26–45 HD (Colossal)

Although they understand Undercommon, they rarely communicate in a meaningful way.

Combat

Breath Weapon (Su): Cone of acid 50 feet long, once every 1d4 rounds; damage 14d10, Reflex half DC 30.

Psionics (Sp): At will—*body equilibrium, charm monster, clairaudience/clairvoyance, detect thoughts, levitate, suggestion, teleport, and true telekinesis*. These abilities are as the powers manifested by an 18th-level psion.

Attack/Defense Modes (Sp): At will—all/all.

Improved Grab (Ex): To use this ability, the neothelid must hit a creature with two tentacles during the same attack. If it gets a hold, it automatically deals tentacle damage and can attempt to swallow the foe.

Swallow Whole (Ex): A neothelid can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the neothelid's flesh-dissolving secretions. A swallowed creature can climb out with a successful grapple check. This places the escapee in the neothelid's tentacled maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The neothelid's interior can hold one Large, two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Blindsight (Ex): The neothelid can ascertain creatures by nonvisual means within 500 feet. Beyond that range, they treat all targets as having total concealment.

Night Hag

Medium Outsider (Evil, Extraplanar)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8/+12
Attack:	Bite +12 melee (2d6+6 plus disease)
Full Attack:	Bite +12 melee (2d6+6 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, dream haunting
Special Qualities:	Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, <i>sleep</i> , and fear, spell resistance 25
Saves:	Fort +12*, Ref +9*, Will +10*
Abilities:	Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
Skills:	Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15
Feats:	Alertness, Combat Casting, Mounted Combat
Environment:	A evil-aligned plane
Organization:	Solitary, mounted (1, on nightmare), or covey (3, on nightmares)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–16 HD (Medium)

A night hag is about the same height and weight as a female human.

Night hags speak Abyssal, Celestial, Common, and Infernal.

Combat

Night hags attack good creatures on sight if the odds of success seem favorable.

These creatures rip through armor and flesh with their deadly teeth. They love to use *sleep* and then strangle those who are overcome by it.

A night hag's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Disease (Ex): Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Spell-Like Abilities: At will—*detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph (self only), ray of enfeeblement (DC 12), sleep (DC 12)*. Caster level 8th. A night hag can use *etherealness* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a

hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Heartstone

All night hags carry a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. In addition, a *heartstone* provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A night hag that loses this charm can no longer use *ethereality* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone's* powers, but the periapt shatters after ten uses (any disease cured or saving throw affected

counts as a use) and it does not bestow *ethereality* to a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Ethereality (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Nightmare

*Large Outsider (Evil,
Extraplanar)*

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	24 (-1 size, +2 Dex, +13 natural), touch 11, flat-footed 22
Base Attack/Grapple:	+6/+14
Attack:	Hoof +9 melee (1d8+4 plus 1d4 fire)
Full Attack:	2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Flaming hooves, smoke
Special Qualities:	Astral projection, darkvision 60 ft., ethereality
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12
Skills:	Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)
Feats:	Alertness, Improved Initiative, Run
Environment:	A evil-aligned plane
Organization:	Solitary Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-10 HD (Large); 11-18 HD (Huge)
Level Adjustment:	+4 (cohort)

A nightmare is about the size of a light war horse.

Combat

A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

A nightmare's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Nightshade

Nightshades are powerful undead composed of equal parts darkness and absolute evil.

Nightshades can read and understand all forms of communication; however, they communicate with others by telepathy.

Combat

Each of the three known varieties of nightshade is a terrible creature with unique powers and abilities. Their tactics vary according to their abilities, but they all make liberal use of *haste*.

Nightshade Abilities

All nightshades have the following special abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a -4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20-foot-radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a *consecrated* or *hallowed* area, but the nightshade's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area.

Nightcrawler

Gargantuan Undead (Extraplanar)

Hit Dice:	25d12+50 (212 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), burrow 60 ft.
Armor Class:	35 (−4 size, +29 natural), touch 6, flat-footed 35
Base Attack/Grapple:	+12/+45
Attack:	Bite +29 melee (4d6+21)
Full Attack:	Bite +29 melee (4d6+21/19–20) and sting +24 melee (2d8+11/ 19–20 plus poison)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Desecrating aura, energy drain, spell-like abilities, poison, summon undead, swallow whole
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 31, telepathy 100 ft, tremorsense 60 ft., undead traits
Saves:	Fort +12, Ref +10, Will +23
Abilities:	Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +32, Diplomacy +6, Hide +16, Knowledge (arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +5 (+7 following tracks)
Feats:	Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (<i>cone of cold</i>)
Environment:	Plane of Shadow
Organization:	Solitary or pair
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	26–50 HD (Colossal)
Level Adjustment:	—

A nightcrawler is a massive behemoth similar to a purple worm, though utterly black in color.

A nightcrawler measures about 7 feet in diameter and is 100 feet long from its toothy maw to the tip of its stinging tail. It weighs about 55,000 pounds.

Combat

A nightcrawler attacks by burrowing through the ground and emerging to strike.

A nightcrawler's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard gain one negative level each round. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

For each such negative level bestowed, the nightcrawler gains 5 temporary hit points.

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

the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *invisibility*, *see invisibility*, *unholy blight* (DC 18); 3/day—*cone of cold* (DC 19), *confusion* (DC 18), *hold monster* (DC 19); 1/day—*finger of death* (DC 21), *mass hold monster* (DC 23), *plane shift* (DC 21). Caster level 25th. The save DCs are Charisma-based.

Summon Undead (Su): A nightcrawler can summon undead creatures once per night: 9–16 shadows, 3–6 greater shadows, or 2–4 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nightcrawler's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents.

Nightwalker

Huge Undead (Extraplanar)

Hit Dice:	21d12+42 (178 hp)
Initiative:	+6
Speed:	40 ft (8 squares)., fly 20 ft. (poor)
Armor Class:	32 (-2 size, +2 Dex, +22 natural), touch 10, flat-footed 30
Base Attack/Grapple:	+10/+34
Attack:	Slam +24 melee (2d6+16)
Full Attack:	2 slams +24 melee (2d6+16)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits
Saves:	Fort +11, Ref +11, Will +19
Abilities:	Str 38, Dex 14, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)
Feats:	Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quickened Spell-Like Ability (<i>unholy blight</i>)
Environment:	Plane of Shadow
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	22–31 HD (Huge); 32–42 HD (Gargantuan)
Level Adjustment:	—

Nightwalkers are human-shaped horrors that haunt the darkness.

A nightwalker is about 20 feet tall and weighs about 12,000 pounds.

Combat

Nightwalkers lurk in dark areas where they can almost always surprise the unwary.

A nightwalker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, and *unholy blight* (DC 18); 3/day—*confusion* (DC 18), *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC

21), *plane shift* (DC 21). Caster level 21st. The save DCs are Charisma-based.

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Tactics Round-by-Round

The nightwalker is an exceedingly intelligent foe that makes the best use of all its abilities. It favors using its spell-like abilities to divide and disable its enemies, then closing to melee with opponents it has isolated from their allies.

Prior to combat: The nightwalker keeps its *see invisibility* power active most of the time. It uses *haste* and *invisibility* to prepare for battle.

Round 1: Move to within 30 feet to make use of gaze attack and strike with *confusion* or *hold monster*, coupled with a quickened *unholy blight*.

Round 2: Hit a spellcaster with *finger of death* and another quickened *unholy blight*.

Round 3: Move up to engage the enemy and attempt to disarm an enemy fighter.

Round 4: Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

Round 5: Full attack against the unarmed foe (or on a nearby spellcaster).

Nightwing

Huge Undead (Extraplanar)

Hit Dice:	17d12+34 (144 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	30 (-2 size, +4 Dex, +18 natural) touch 12, flat-footed 26
Base Attack/Grapple:	+8/+28
Attack:	Bite +18 melee (2d6+17/19-20 plus magic drain)
Full Attack:	Bite +18 melee (2d6+17/19-20 plus magic drain)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Desecrating aura, magic drain, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100 ft., undead traits
Saves:	Fort +9, Ref +11, Will +17
Abilities:	Str 31, Dex 18, Con —, Int 18, Wis 20, Cha 18
Skills:	Concentration +24, Diplomacy +6, Hide +16*, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +5 (+7 following tracks)
Feats:	Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative Plane of Shadow
Environment:	Plane of Shadow
Organization:	Solitary, pair, or flock (3-6)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	18-25 HD (Huge); 26-34 HD (Gargantuan)
Level Adjustment:	—

Nightwings are batlike flyers that hunt on the wing.

A nightwing has a wingspan of about 40 feet and weighs about 4,000 pounds.

Combat

Nightwings prowl the night sky and dive onto their victims. They are all but invisible, detectable only because of the stars they obscure in their passing.

A nightwing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed on a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities (such as flaming) as well. Casting *dispel evil* upon the item reverses the effect of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *haste*, *see invisibility*, *unholy blight* (DC 18); 3/day—*confusion* (DC 18), *greater dispel magic*, *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 17th. The save DCs are Charisma-based.

Summon Undead (Su): A nightwing can summon undead creatures once per night: 5-12 shadows, 2-4 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

Nymph

Medium Fey

Hit Dice:	6d6+6 (27 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+3/+3
Attack:	Dagger +6 melee (1d4/19-20)
Full Attack:	Dagger +6 melee (1d4/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding beauty, spells, spell-like abilities, stunning glance
Special Qualities:	Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy
Saves:	Fort +7, Ref +12, Will +12
Abilities:	Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19
Skills:	Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)
Feats:	Combat Casting, Dodge, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7-12 HD (Medium)
Level Adjustment:	+7

A nymph is about the height and weight of a female elf.

Nymphs speak Sylvan and Common.

Combat

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*; 1st—*calm animal*, *cure light wounds*, *entangle*, *longstrider*, *speak with animals*; 2nd—*barkskin*, *heat metal*, *lesser restoration*, *tree shape*; 3rd—*call lightning*, *cure moderate wounds*, *protection from energy*; 4th—*rusting grasp*.

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Ogre

Large Giant

Hit Dice:	4d8+11 (29 hp)
Initiative:	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16
Base Attack/Grapple:	+3/+12
Attack:	Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)
Full Attack:	Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills:	Climb +5, Listen +2, Spot +2
Feats:	Toughness, Weapon Focus (greatclub)
Environment:	Temperate hills (Morrow; Temperate aquatic)
Organization:	Solitary, pair, gang (3-4), or band (5-8)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

Combat

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

Ogres As Characters

Ogre characters possess the following racial traits.

+10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.

Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

An ogre's base land speed is 40 feet.

Darkvision out to 60 feet.

Racial Hit Dice: An ogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

Racial Skills: An ogre's giant levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, and Spot.

Racial Feats: An ogre's giant levels give it two feats.

Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

+5 natural armor bonus.

Automatic Languages: Common, Giant. **Bonus Languages:** Dwarven, Orc, Goblin, Terran.

Favored Class: Barbarian.

Level adjustment +2.

Morrow

These cousins of the ogre have the aquatic subtype.

They dwell in freshwater lakes and rivers. They have a base land speed of 30 feet and a swim speed of 40 feet and are found only in aquatic environments.

Instead of the typical ogre's greatclub, they prefer to use longspears in melee (attack +8 melee, damage 1d8+7).

Ogre Mage

Large Giant

Hit Dice:	5d8+15 (37 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 40 ft. (good)
Armor Class:	18 (-1 size, +5 natural, +4 chain shirt), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+12
Attack:	Greatsword +7 melee (3d6+7/ 19-20) or longbow +2 ranged (2d6/x3)
Full Attack:	Greatsword +7 melee (3d6+7/ 19-20) or longbow +2 ranged (2d6/x3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19
Saves:	Fort +7, Ref +1, Will +3
Abilities:	Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17
Skills:	Concentration +11, Listen +10, Spellcraft +10, Spot +10
Feats:	Combat Expertise, Improved Initiative
Environment:	Cold hills
Organization:	Solitary, pair, or troupe (1-2 plus 2-4 ogres)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+7

The ogre mage is a more intelligent and dangerous variety of its mundane cousin.

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre mages speak Giant and Common.

Combat

Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using *gaseous form* rather than fight a losing battle.

Spell-Like Abilities: At will—*darkness*, *invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Ogre Mages As Characters

Ogre mage characters possess the following racial traits.

+10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.

Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

An ogre mage's base land speed is 40 feet. It also has a fly speed of 40 feet (good).

Darkvision: Ogre mages can see in the dark up to 60 feet.

Racial Hit Dice: An ogre mage begins with five levels of giant, which provide 5d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

Racial Skills: An ogre mage's giant levels give it skill points equal to 8 x (2 + Int modifier [minimum 1]). Its class skills are Concentration, Listen, Spellcraft, and Spot.

Racial Feats: An ogre mage's giant levels give it two feats.

+5 natural armor bonus.

Special Attacks (see above): Spell-like abilities.

Special Qualities (see above): Regeneration 5, spell resistance 19.

Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Goblin, Infernal, Orc.

Favored Class: Sorcerer.

Level adjustment +7.

Ooze

Oozes 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.

Combat

Oozes 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.

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

Black Pudding

Huge Ooze

Hit Dice:	10d10+60 (115 hp)
Initiative:	–5
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (–2 size, –5 Dex), touch 3, flat-footed 3 +7/+18
Base Attack/Grapple:	+7/+18
Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)
Full Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., split, ooze traits
Saves:	Fort +9, Ref –2, Will –2
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1 Climb +11
Skills:	
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

Combat

A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding 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 deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Gelatinous Cube

Huge Ooze

Hit Dice:	4d10+32 (54 hp)
Initiative:	-5
Speed:	15 ft. (3 squares)
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+3/+11
Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Full Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60 ft., immunity to electricity, ooze traits, transparent
Saves:	Fort +9, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment:	Always neutral
Advancement:	5–12 HD (Huge); 13–24 HD (Gargantuan)

Level Adjustment:

—

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body.

A typical gelatinous cube is 15 feet on a side and weighs about 50,000 pounds, though much larger specimens are not unknown.

Combat

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Gray Ooze

Medium Ooze

Hit Dice:	3d10+15 (31 hp)
Initiative:	-5
Speed:	10 ft. (2 squares)
Armor Class:	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+2/+3
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
Saves:	Fort +6, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Cold marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

Combat

A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze 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.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Ochre Jelly

Large Ooze

Hit Dice:	6d10+36 (69 hp)
Initiative:	-5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+4/+10
Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:	Blindsight 60 ft., split, ooze traits
Saves:	Fort +8, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +10
Feats:	—
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

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.

Combat

An ochre jelly attempts to envelop and squeeze its prey.

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 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Orc, 1st-Level Warrior

Medium Humanoid (Orc)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 studded leather armor), touch 10, flat-footed 13
Base Attack/Grapple:	+1/+4
Attack:	Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Full Attack:	Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., light sensitivity
Saves:	Fort +3, Ref +0, Will -2
Abilities:	Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills:	Listen +1, Spot +1
Feats:	Alertness
Environment:	Temperate hills
Organization:	Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+0

An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds.

Females are slightly smaller.

The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

Most orcs encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least time. Many orcs who take up the warrior or fighter class also gain proficiency with the falchion or the greataxe as a martial weapon. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them.

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

Orcs As Characters

Orc Traits (Ex): Orcs possess the following racial traits.

+4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.

An orc's base land speed is 30 feet.

Darkvision out to 60 feet.

Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnome, Goblin, Undercommon.

Favored Class: Barbarian.

The orc warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Half-orcs

These orc-human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Half-Orc Traits (Ex): Half-orcs possess the following racial traits.

+2 Strength, -2 Intelligence, -2 Charisma.

Medium size.

A half-orc's base land speed is 30 feet.

Darkvision: Half-orcs can see in the dark up to 60 feet.

Orc Blood: For all effects related to race, a half-orc is considered an orc.

Automatic Languages: Common, Orc. Bonus Languages: Draconic, Giant, Gnomish, Goblin, Abyssal.

Favored Class: Barbarian.

Otyugh

Large Aberration

Hit Dice:	6d8+9 (36 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+4/+8
Attack:	Tentacle +4 melee (1d6)
Full Attack:	2 tentacles +4 melee (1d6) and bite -2 melee (1d4)
Space/Reach:	10 ft./10 ft. (15 ft. with tentacle)
Special Attacks:	Constrict 1d6, disease, improved grab
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
Skills:	Hide -1*, Listen +6, Spot +6
Feats:	Alertness, Toughness, Weapon Focus (tentacle)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7-8 HD (Large); 9-18 HD (Huge)
Level Adjustment:	—

A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Otyughs speak Common.

Combat

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle 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.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Owl, Giant

Large Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 70 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Superior lowlight vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Temperate forests
Organization:	Solitary, pair, or company (3-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	+2 (cohort)

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

Giant owls speak Common and Sylvan.

Combat

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

*When in flight, giant owls gain a +8 bonus on Move Silently checks.

Training A Giant Owl

Although intelligent, a giant owl requires training before it can bear a rider in combat. To be trained, a giant owl must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant owl requires six weeks of work and a DC 25 Handle Animal check. Riding a giant owl requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasus

Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	60 ft. (12 squares), fly 120 ft. (average)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Hoof +7 melee (1d6+4)
Full Attack:	2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent, spell-like abilities
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Listen +8, Sense Motive +9, Spot +8
Feats:	Flyby Attack, Iron Will
Environment:	Temperate forests
Organization:	Solitary, pair, or herd (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic good
Advancement:	5–8 HD (Large)
Level Adjustment:	+2 (cohort)

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed.

A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

Combat

Spell-Like Abilities: At will—*detect good* and *detect evil* within a 60-foot radius. Caster level 5th.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

Training A Pegasus

Although intelligent, a pegasus requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a DC 25 Handle Animal check. Riding a pegasus requires an exotic saddle. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant owl.

Carrying Capacity: A light load for a giant owl is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Owlbear

Large Magical Beast

Hit Dice:	5d10+25 (52 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+14
Attack:	Claw +9 melee (1d6+5)
Full Attack:	2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Alertness, Track
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (3–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

Combat

Owlbears attack prey—any creature bigger than a mouse—on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Phantom Fungus

Medium Plant

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, plant traits, greater invisibility
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Listen +4, Move Silently +6, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

This creature looks like a brown and greenish-brown mass with a cluster of nodules atop the main mass, though it is visible only when dead. A cluster of nodules atop the main mass serve as sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about. This ambulatory fungus is naturally invisible, making it a feared predator among subterranean inhabitants.

Combat

A phantom fungus usually roams quietly, hunting for prey. It attacks lone individuals almost anywhere, but when tackling groups it prefers an open space where it has a better chance.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Skills: A phantom fungus has a +5 racial bonus on Move Silently checks.

Phase Spider

Large Magical Beast

Hit Dice:	5d10+15 (42 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (1d6+4 plus poison)
Full Attack:	Bite +7 melee (1d6+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Quality:	Darkvision 60 ft., ethereal jaunt, low-light vision
Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills:	Climb +11, Move Silently +11, Spot +4
Feats:	Ability Focus (poison), Improved Initiative
Environment:	Warm hills
Organization:	Solitary or cluster (2–5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane.

A typical phase spider's body is 8 feet long. It weighs about 700 pounds.

Phase spiders cannot speak.

Combat

Phase spiders dwell and hunt on the Material Plane. Once a spider locates prey, however, it shifts to the Ethereal Plane to attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Phasm

Medium Aberration (Shapechanger)

Hit Dice:	15d8+30 (97 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+11/+12
Attack:	Slam +12 melee (1d3+1)
Full Attack:	Slam +12 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Alternate form, amorphous, resilient, scent, telepathy 100 ft., tremorsense 60 ft.
Saves:	Fort +11, Ref +11, Will +11
Abilities:	Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14
Skills:	Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12, Disguise +20 (+22 acting)*, Intimidate +4, Knowledge (any one) +18, Listen +12, Spot +12, Survival +8
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	15–21 HD (Huge); 22–45 HD (Gargantuan)
Level Adjustment:	—

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

Phasms can speak Common but prefer telepathic communication.

Combat

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes.

If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Amorphous (Ex): A phasm in its natural form has immunity to poison, *sleep*, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Alternate Form (Su): A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 15th), except that the phasm does not regain hit points for changing form. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Skills: *When using shapechange, a phasm gains a +10 circumstance bonus on Disguise checks.

Phthisic

Large Monstrous Humanoid

Hit Dice:	6d8+30 (57 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
Armor Class:	18 (–1 size, +1 Dex, +8 natural)
Attacks:	2 claws +11 melee, bite +6 melee
Damage:	Claw 1d6+6, bite 1d6+3 and mind feed (see text)
Space/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Mind feed
Special Qualities:	Damage reduction 10/+1, cold resistance 20, psionics, regeneration 5, scent, darkvision 90 ft.
Saves:	Fort +7, Ref +6, Will +8
Abilities:	Str 23, Dex 12, Con 21, Int 10, Wis 16, Cha 6
Skills:	Listen +14, Move Silently +3, Search +8, Spot +14
Feats:	Alertness, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
	Phthisics speak Common.

Combat

Mind Feed (Ex): A phthisic that hits with its bite attack deals 1d4 points of temporary Intelligence damage. If this reduces the opponent's Intelligence score to 0, the damage becomes permanent.

Regeneration (Ex): Fire and acid deal normal damage to a phthisic.

Psionics (Sp): At will—*brain lock*, *dimension slide*, and *skate*. These abilities are as the powers manifested by a 15th-level psion.

Attack/Defense Modes (Sp): At will—*ego whip*, *id insinuation/mental barrier*, *thought shield*.

Planetouched

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial.

The effects of having a supernatural being in one's heritage last for many generations. Although not as dramatically altered as a half-celestial or a half-fiend, planetouched still retain some special qualities.

The two planetouched varieties described here are the most common. Aasimars are humans with some trace of celestial blood in their veins, and tieflings have some fiendishness in their family tree.

Aasimar, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+4
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/ 19-20) or light crossbow +1 ranged (1d8/19-20)
Full Attack:	Longsword +2 melee (1d8+1/ 19-20) or light crossbow +1 ranged (1d8/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Daylight</i>
Special Qualities:	Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10
Skills:	Heal +4, Knowledge (religion) +1, Listen +3, Ride +1, Spot +3
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Solitary, pair, or team (3-4)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually good (any)
Advancement:	By character class
Level Adjustment:	+1

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare.

Most aasimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare.

Combat

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death.

Daylight (Sp): An aasimar can use *daylight* once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

The aasimar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Aasimar as Characters

Aasimar characters possess the following racial traits.

+2 Wisdom, +2 Charisma.

Medium size.

An aasimar's base land speed is 30 feet.

Darkvision: Aasimars can see in the dark up to 60 feet.

Racial Skills: Aasimars have a +2 racial bonus on Spot and Listen checks.

Racial Feats: An aasimar gains feats according to its class levels.

Special Attacks (see above): *Daylight*.

Special Qualities (see above): Resistance to acid 5, cold 5, and electricity 5.

Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.

Favored Class: Paladin.

Level adjustment +1.

Tiefling, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Rapier +3 melee (1d6+1/18-20) or light crossbow +2 ranged (1d8/19-20)
Full Attack:	Rapier +3 melee (1d6+1/18-20) or light crossbow +2 ranged (1d8/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Darkness</i>
Special Qualities:	Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5
Saves:	Fort +3, Ref +1, Will -1
Abilities:	Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
Skills:	Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1
Feats:	Weapon Focus (rapier)
Environment:	Temperate plains
Organization:	Solitary, pair, or gang (3-4)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually evil (any)
Advancement:	By character class
Level Adjustment:	+1

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same.

Combat

Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

The tiefling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Tieflings as Characters

Tiefling characters possess the following racial traits.

+2 Dexterity, +2 Intelligence, -2 Charisma.

Medium size.

A tiefling's base land speed is 30 feet.

Darkvision out to 60 feet.

Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.

Racial Feats: A tiefling gains feats according to its class levels.

Special Attacks (see above): *Darkness*.

Special Qualities (see above): Resistance to cold 5, electricity 5, and fire 5.

Automatic Languages: Common, Infernal. **Bonus Languages:** Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.

Favored Class: Rogue.

Level adjustment +1.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsight (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

Psion-Killer

Large Construct

Hit Dice:	15d10 (82 hp)
Initiative:	+0
Speed:	20 ft. (can't run)
Armor Class:	27 (-1 size, +18 natural)
Attacks:	2 slams +20 melee
Damage:	Slam 2d10+10
Space/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Negate psionics
Special Qualities:	Construct, psionics immunity, damage reduction 30/+2
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1
Environment:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	16-21 HD (Large); 22-42 (Huge)

Combat

A psion-killer's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, the psion-killer usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple program to govern its actions in his or her absence.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Psionic Immunity (Ex): Psion-killers completely resist psionic effects, including psionic attack modes.

Negate Psionics (Su): A psion-killer can use *negate psionics* as a free action once per round. The effect is as an area negation in a 30-foot-radius burst. Otherwise this power is as manifested by an 18th level manifester.

Construction

A psion-killer's body is constructed from massive blocks of crystal, with a total weight of at least 4,000 pounds.

The golem costs 90,000 gp to create, which includes 10,000 gp for the body. Assembling the body requires a successful Craft (sculpting) or Profession (masonry) check (DC 17).

The creator must be 18th level and able to manifest psionic powers. Completing the construction drains 1,600 XP from the creator and requires *emulate power*, *matter manipulation*, *negate psionics*, and *psionic surgery*.

Pseudodragon

Tiny Dragon

Hit Dice:	2d12+2 (15 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), fly 60 ft. (good)
Armor Class:	18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+2/-8
Attack:	Sting +4 melee (1d3-2 plus poison)
Full Attack:	Sting +4 melee (1d3-2 plus poison) and bite -1 melee (1)
Space/Reach:	2-1/2 ft./0 ft. (5 ft. with tail)
Special Attacks:	Poison
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., immunity to <i>sleep</i> and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Skills:	Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks)
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or clutch (3-5)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral good
Advancement:	3-4 HD (Tiny)
Level Adjustment:	+3

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.

A pseudodragon can communicate telepathically and can also vocalize animal noises.

Combat

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Psionic Creature

“Psionic” is a template that can be added to any creature that does not already possess a psionic template (referred to hereafter as the “base creature”).

A psionic creature uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: A psionic creature retains all the special attacks of the base creature and also gains the following, according to the base creature’s Hit Dice.

Psionic Powers (Sp): A psionic creature possesses the indicated number of psionic powers (see Table: The Psionic Template, below), which it can manifest at will. The power’s level can be no more than the creature’s Hit Dice + 2. Psionic creatures freely manifest their powers but do not need a minimum score in the key ability for a given discipline. They otherwise follow the standard rules for manifesting.

Psionic Attack/Defense Modes (Sp): A psionic creature possesses the indicated number of attack and defense modes from the five of each available (see Table: The Psionic Template, below). The creature does not pay power points to activate a psionic attack or defense mode but freely manifests it. Psionic creatures otherwise follow all the rules for psionic combat.

Variant: Psionic creatures freely manifest each of their known powers and combat modes 3/day. Creatures may swap out usages of combat modes they know. Always use this variant for characters who play psionic monsters.

Power Resistance (Ex): A psionic creature may have power resistance (PR) as noted for its HD (see Table: The Psionic Template, below). Power resistance and spell resistance are equally effective against both magic and psionics.

Special Qualities: A psionic creature retains all the special qualities of the base creature and also gains telepathy.

Telepathy (Su): The creature can communicate telepathically with any creature within 100 feet that has a language.

Saves: Same as the base creature.

Abilities: Same as the base creature.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD: as base creature +1; 4–7 HD: as base creature +2; 8–15 HD: as base creature +3; 16+ HD: as base creature +4.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

The Psionic Template

Hit Dice	Psionic Powers ¹	Attack Modes ²	Defense Modes ²	Power Resistance ⁴
1–3	1	1 ³	1	—
4–7	3	2 ³	2	—
8–12	6	3 ³	3	—
13–15	9	4 ³	All	15
16+	13	All	All	25

¹ Unique psionic creatures possess the number of powers noted in their entry when it differs from this value. Unique psionic creatures may also ignore normal restrictions to a known power’s level (see below).

² Psionic creatures do gain psionic attack and defense modes as noted here, even though their entry does not mention these.

³ Creatures of less than 15 HD never have mind blast unless the power is already in their entry, or they are related to creatures that have mind blast in their entry.

⁴ Psionic creatures have power resistance (PR) equal to their spell resistance (SR), if any. Those without spell resistance never gain power resistance, even if they have 13 or more Hit Dice.

Special Note: Creatures with more than one head usually possess the psionic powers of just one creature, not many.

Undead Psionic Creatures

Undead psionic creatures are rare. They can use psionic attack modes, but must also learn defense modes, since undead take ability damage from psionic attack modes.

An undead creature can use Psychokinesis powers, but it substitutes its Charisma ability score as the key modifier with these powers. An undead creature cannot use Psychometabolism powers, since it has no metabolism.

Undead are immune to mind-influencing effects, however psionic undead beings can still use mind-influencing powers on the living.

Puppeteer

Fine Vermin

Hit Dice:	1/16 d8 (1 hp)
Initiative:	+4 (Dex)
Speed:	5 ft.
Armor Class:	22 (+8 size, +4 Dex)
Attacks:	Bite +3 melee
Damage:	Bite 1d2–5
Space/Reach:	1/2 ft. by 1/2 ft./0 ft.
Special Attacks:	Psionics, thrall
Special Qualities:	Blindsight, psionics, host protection
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 1, Dex 19, Con 11, Int 18, Wis 16, Cha 14
Skills:	Hide +24, Listen +7, Spot +7
Feats:	Psychic Bastion
Environment:	Any land and underground
Organization:	Solitary or pack (2–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	—

Combat

Psionics (Sp): At will—*brain lock*, *glide*, and *lesser domination*. These abilities are as the powers manifested by a 16th-level psion.

Attack/Defense Modes (Sp): At will—*ego whip*/*mental barrier*.

Thrall (Sp): If a puppeteer successfully dominates a victim seven times, the final effect is permanent, bonding the host to the puppeteer as thrall manifested by an 18th-level psion.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet.

Host Protection (Ex): An attached puppeteer uses its host’s base saving throw bonuses if they’re better than its own. Furthermore, only psionic powers, spells, and effects that specify the host’s type can affect the puppeteer.

Feats: Puppeteers gain Psychic Bastion as a bonus feat.

Purple Worm

Gargantuan Magical Beast

Hit Dice:	16d10+112 (200 hp)
Initiative:	-2
Speed:	20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Armor Class:	19 (-4 size, -2 Dex, +15 natural), touch 4, flat-footed 19
Base Attack/Grapple:	+16/+40
Attack:	Bite +25 melee (2d8+12)
Full Attack:	Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison)
Space/Reach:	20 ft./15ft.
Special Attacks:	Improved grab, swallow whole, poison
Special Qualities:	Tremorsense 60 ft.
Saves:	Fort +17, Ref +8, Will +4
Abilities:	Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Listen +18, Swim +20
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	No coins, 50% goods (stone only), no items
Alignment:	Always neutral
Advancement:	16–32 HD (Gargantuan); 33–48 HD (Colossal)

Level Adjustment:

The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

Combat

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

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

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A purple worm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Rakshasa

Medium Outsider (Native)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+7/+8
Attack:	Claw +8 melee (1d4+1)
Full Attack:	2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detect thoughts, spells
Special Qualities:	Change shape, damage reduction 15/good and piercing, darkvision 60 ft., spell resistance 27
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills:	Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats:	Alertness, Combat Casting, Dodge
Environment:	Warm marshes
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+7

A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human.

A rakshasa is about the same height and weight as a human.

Rakshasas speak Common, Infernal, and Undercommon.

Combat

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0— *detect magic, light, mage hand, message, read magic, resistance, touch of fatigue*; 1st— *charm person, mage armor, magic missile, shield, silent image*; 2nd— *bear's endurance, invisibility, acid arrow*; 3rd— *haste, suggestion*.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Rakshasas As Characters

Rakshasa characters possess the following racial traits.

+2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma.

Medium size.

A rakshasa's base land speed is 40 feet.

Darkvision out to 60 feet.

Racial Hit Dice: A rakshasa begins with seven levels of outsider, which provide 7d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.

Racial Skills: A rakshasa's outsider levels give it skill points equal to 10 x (8 + Int modifier). Its class skills are Bluff, Disguise, Listen, Move Silently, Perform, Sense Motive, and Spot. A rakshasa has a +4 racial bonus on Bluff and Disguise checks, and it can gain further bonuses by using change shape (+10 on Disguise checks) and detect thoughts (+4 on Bluff and Disguise checks).

Racial Feats: A rakshasa's outsider levels give it three feats.

+9 natural armor bonus.

Natural Weapons: Bite (1d6) and 2 claws (1d4).

Detect Thoughts (Su): The save DC is 13 + the character's Cha modifier.

Spells: A rakshasa character casts spells as a 7th-level sorcerer. If the character takes additional levels of sorcerer, these levels stack with the rakshasa's base spellcasting ability for spells known, spells per day, and other effects dependent on caster level. A rakshasa character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.

Special Qualities (see above): Change shape, damage reduction 15/good and piercing, spell resistance equal to 27 + class levels.

Automatic Languages: Common, Infernal. **Bonus Languages:** Sylvan, Undercommon.

Favored Class: Sorcerer.

Level adjustment +7.

Rast

*Medium Outsider
(Extraplanar, Fire)*

Hit Dice:	4d8+7 (25 hp)
Initiative:	+5
Speed:	5 ft. (1 square), fly 60 ft. (good)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2) or bite +6 melee (1d8+3)
Full Attack:	4 claws +6 melee (1d4+2) or bite +6 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralyzing gaze, improved grab, blood drain
Special Qualities:	Darkvision 60 ft., flight, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8
Feats:	Improved Initiative, Toughness
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	—

A rast has anywhere from ten to fifteen claws, though it can only use four at once.

A rast has a body about the size of a large dog's, with a head almost as large as the body. It weighs about 200 pounds.

Combat

Rasts paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Ravid

Medium Outsider (Extraplanar)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	25 (+15 natural), touch 10, flat-footed 25
Base Attack/Grapple:	+3/+4
Attack:	Tail slap +4 melee (1d6+1 plus positive energy) or tail touch +4 melee touch (positive energy)
Full Attack:	Tail slap +4 melee (1d6+1 plus positive energy) and claw +2 melee (1d4 plus positive energy); or tail touch +4 melee touch (positive energy) and claw touch +2 melee touch (positive energy)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Positive energy lash, animate objects
Special Qualities:	Darkvision 60 ft., flight, immunity to fire
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14
Skills:	Escape Artist +6, Hide +6, Listen +7, Move Silently +6, Spot +7, Survival +7, Use Rope +0 (+2 with bindings)
Feats:	Improved Initiative, Multiattack
Environment:	Positive Energy Plane
Organization:	Solitary (1 plus at least 1 animated object)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Medium); 5–9 HD (Large)
Level Adjustment:	—

Ravids are creatures from the Positive Energy Plane. These bizarre entities imbue creatures with energy by their touch and animate lifeless objects around them. Ravids that make their way to the Material Plane wander about aimlessly, followed by the objects to which they have given life.

A ravid is about 7 feet long and weighs about 75 pounds.

Combat

Ravids fight only in self-defense. A ravid itself is not very powerful but is always accompanied by at least one animated object that defends it.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su): Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su): A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Feats: A ravid has the Multiattack feat even though it does not have the requisite three natural weapons.

Remorhaz

Huge Magical Beast

Hit Dice:	7d10+35 (73 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+7/+23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.
Saves:	Fort +10, Ref +6, Will +3
Abilities:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Awesome Blow, Improved Bull Rush, Power Attack
Environment:	Cold desert
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	8–14 HD (Huge); 15–21 HD (Gargantuan)
Level Adjustment:	—

A remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

Remorhazes cannot speak.

Combat

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based. Skills: Remorhazes have a +4 racial bonus on Listen checks.

29: Monsters (R)

Roc

Gargantuan Animal

Hit Dice:	18d8+126 (207 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	17 (-4 size, +2 Dex, +9 natural), touch 8, flatfooted 15 +13/+37
Base Attack/Grapple:	+13/+37
Attack:	Talon +21 melee (2d6+12)
Full Attack:	2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)
Space/Reach:	20 ft./15 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +18, Ref +13, Will +9
Abilities:	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills:	Hide -3, Listen +10, Spot +14
Feats:	Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
Environment:	Warm mountains
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 HD (Gargantuan); 33–54 (Colossal)
Level Adjustment:	—

A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

Combat

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Skills: Rocs have a +4 racial bonus on Spot checks.

Roper

Large Magical Beast

Hit Dice:	10d10+30 (85 hp)
Initiative:	+5
Speed:	10 ft. (2 squares)
Armor Class:	24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23 +10/+18
Base Attack/Grapple:	+11 ranged touch (drag) or bite +13 melee (2d6+6)
Attack:	6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6)
Full Attack:	10 ft./10 ft. (50 ft. with strand)
Space/Reach:	10 ft./10 ft. (50 ft. with strand)
Special Attacks:	Drag, strands, weakness
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire
Saves:	Fort +10, Ref +8, Will +8
Abilities:	Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12
Skills:	Climb +12, Hide +10*, Listen +13, Spot +13
Feats:	Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	12
Treasure:	No coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	—

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

Ropers speak Terran and Undercommon.

Combat

A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Skills: *Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

Rust Monster

Medium Aberration

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+3/+3
Attack:	Antennae touch +3 melee (rust)
Full Attack:	Antennae touch +3 melee (rust) and bite -2 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rust
Special Qualities:	Darkvision, scent
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills:	Listen +7, Spot +7
Feats:	Alertness, Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	—

The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact.

The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

Combat

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Sahuagin

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 60 ft.
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+4
Attack:	Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); or heavy crossbow +3 ranged (1d10/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood frenzy, rake 1d4+1
Special Qualities:	Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills:	Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*
Feats:	Great Fortitude, Multiattack ^B
Environment:	Warm aquatic
Organization:	Solitary, pair, team (5–8), patrol (11–20 plus 1 3rd-level lieutenant and 1–2 sharks), band (20–80 plus 100% noncombatants plus 1 3rd-level lieutenant and 1 4th-level chieftain per 20 adults plus 1–2 sharks), or tribe (70–160 plus 100% noncombatants plus 1 3rd-level lieutenant per 20 adults, 1 4th-level chieftain per 40 adults, 9 4th-level guards, 1–4 underpriestesses of 3rd–6th level, 1 7th-level priestess, and 1 baron of 6th–8th level plus 5–8 sharks)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	3–5 HD (Medium), 6–10 HD (Large), or by character class +2 (+3 if four-armed)
Level Adjustment:	

Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

Sahuagin are the natural enemy of aquatic elves. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons.

Sahuagin speak their own language, Sahuagin. Thanks to their high Intelligence scores, most sahuagin also speak two bonus languages, usually Common and Aquan.

Combat

Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin tears with its feet as it strikes with its talons or a weapon. About half of any group of sahuagin are also armed with nets.

Blindsight (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Skills: A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

*A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

*A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Sahuagin Mutants

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the claw and bite attacks.

If a community of aquatic elves is located within 100 miles of a sahuagin community, about one in one hundred sahuagin looks just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for 1 hour per point of Constitution, and have freshwater sensitivity and light sensitivity (dazzled in bright light). Malenti have no natural attacks. They are otherwise identical with sahuagin.

Salamander, Flamebrother

Small Outsider (Extraplanar, Fire)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+1
Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire)
Full Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d4 plus 1d6 fire, heat, improved grab
Special Qualities:	Darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +6, Ref +5, Will +6
Abilities:	Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13
Skills:	Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11
Feats:	Alertness, Multiattack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	3
Treasure:	Standard (nonflammables only)
Alignment:	Usually evil (any)
Advancement:	4–6 HD (Small)
Level Adjustment:	+4

Salamander, Average

Medium Outsider (Extraplanar, Fire)

Hit Dice:	9d8+18 (58 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+9/+11
Attack:	Spear +11 melee (1d8+3/x3 plus 1d6 fire)
Full Attack:	Spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)
Space/Reach:	5 ft./5 ft. (10 ft. with tail)
Special Attacks:	Constrict 2d6+1 plus 1d6 fire, heat, improved grab
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13
Skills:	Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8

Feats:	Alertness, Multiattack, Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	6
Treasure:	Standard (nonflammables only)
Alignment:	Usually evil (any)
Advancement:	8–14 HD (Medium)
Level Adjustment:	+5

Salamander, Noble

Large Outsider (Extraplanar, Fire)

Hit Dice:	15d8+45 (112 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+15/+25
Attack:	+3 <i>longspear</i> +23 melee (1d8+9/x3 plus 1d8 fire)
Full Attack:	+3 <i>longspear</i> +23/+18/+13 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
Space/Reach:	10 ft./10 ft. (20 ft. with tail or <i>longspear</i>)
Special Attacks:	Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities
Special Qualities:	Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +12, Ref +10, Will +11
Abilities:	Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15
Skills:	Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13
Feats:	Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing])
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or noble party (9–14)
Challenge Rating:	10
Treasure:	Double standard (nonflammables only) and +3 <i>longspear</i>
Alignment:	Usually evil (any)
Advancement:	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	—

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

Combat

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap 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.

Spell-Like Abilities: (Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Satyr

Medium Fey

Hit Dice:	5d6+5 (22 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Pipes
Special Qualities:	Damage reduction 5/cold iron, low-light vision
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness ^B , Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary, pair, band (3–5), or troop (6–11)
Challenge Rating:	2 (without pipes) or 4 (with pipes)
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	6–10 HD (Medium)
Level Adjustment:	+2

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

Satyrs speak Sylvan, and most also speak Common.

Combat

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *charm person*,

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sleep, or fear (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Satyrs As Characters

Satyr characters possess the following racial traits.

+2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.

Medium size.

A satyr's base land speed is 40 feet.

Low-light vision.

Racial Hit Dice: A satyr begins with five levels of fey, which provide 5d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

Racial Skills: A satyr's fey levels give it skill points equal to 8 x (6 + Int modifier). Its class skills are Bluff, Hide, Knowledge (nature), Listen, Move Silently, Perform, and Spot. Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Racial Feats: A satyr's fey levels give it two feats. A satyr receives Alertness as a bonus feat.

+4 natural armor bonus.

Natural Weapons: Head butt (1d6).

Special Attacks (see above): Pipes.

Special Qualities (see above): Damage reduction 5/cold iron.

Automatic Languages: Sylvan. **Bonus Languages:** Common, Elven, Gnome.

Favored Class: Bard.

Level adjustment +2.

Sea Cat

Large Magical Beast

Hit Dice:	6d10+18 (51 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 40 ft.
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rend 2d6+6
Special Qualities:	Darkvision 60 ft., hold breath, low-light vision, scent
Saves:	Fort +8, Ref +6, Will +5
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills:	Listen +8, Spot +7, Swim +12
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary, pair, or pride (5-12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

A typical sea cat is 12 feet long and weighs 800 pounds.

Combat

Sea cats attack on sight, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Shadow

Medium Undead (Incorporeal)

Hit Dice:	3d12 (19 hp)
Initiative:	+2
Speed:	Fly 40 ft. (good) (8 squares)
Armor Class:	13 (+2 Dex, +1 deflection), touch 13, flat-footed 11
Base Attack/Grapple:	+1/—
Attack:	Incorporeal touch +3 melee (1d6 Str)
Full Attack:	Incorporeal touch +3 melee (1d6 Str)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, strength damage
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13
Skills:	Hide +8*, Listen +7, Search +4, Spot +7
Feats:	Alertness, Dodge
Environment:	Any
Organization:	Solitary, gang (2-5), or swarm (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4-9 HD (Medium)
Level Adjustment:	—

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly.

Combat

Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Shambling Mound

Large Plant

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

Shadow Mastiff

Medium Outsider
(Extraplanar)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+4/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, trip
Special Qualities:	Darkvision 60 ft., shadow blend, scent
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Feats:	Dodge, Improved Initiative, Track ^B
Environment:	Plane of Shadow
Organization:	Solitary, pair, or pack (5–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+3 (cohort)

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.

A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.

Shadow mastiffs cannot speak, but they understand Common.

Combat

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage.

If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or back off and break up the opposition with their baying. They have been known to seize and carry off items enspelled with *daylight* spells.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+6/+15
Attack:	Slam +11 melee (2d6+5)
Full Attack:	2 slams +11 melee (2d6+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, constrict 2d6+7
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10
Saves:	Fort +9, Ref +2, Will +4
Abilities:	Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills:	Hide +3*, Listen +8, Move Silently +8
Feats:	Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	+6

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants.

A shambler's brain and sensory organs are located in its upper body.

A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

Combat

A shambling mound batters or constricts its opponents with two huge, armlike appendages.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. 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.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. *They have a +12 racial bonus on Hide checks when in a swampy or forested area.

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Shield Guardian

Large Construct

Hit Dice:	15d10+30 (112 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	24 (-1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+11/+21
Attack:	Slam +16 melee (1d8+6)
Full Attack:	2 slams +16 melee (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, <i>shield other</i> , <i>spell</i> <i>storing</i>
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment:	—

Created by spellcasters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so).

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

Shield guardians cannot speak, but they understand commands given in any language.

Combat

Shield guardians are straightforward in battle, bashing with their heavy stone fists. They are made for defense and are not particularly impressive on offense.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Construction

A shield guardian is built from wood, bronze, stone, and steel. The materials cost 5,000 gp.

The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 16 Craft (blacksmithing) or Craft (carpentry) check. The keyed amulet is fashioned at the same time, and its cost (20,000 gp) is included in the cost of the guardian. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together. A shield guardian with more than 15 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the market price, and the price increases by +20,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 15th; Craft Construct, *limited wish*, *discern location*, *shield*, *shield other*, caster must be at least 15th level; Price 120,000 gp; Cost 65,000 gp + 4,600 XP.

Amulet

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

Shocker Lizard

Small Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+2/-2
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stunning shock, lethal shock
Special Qualities:	Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills:	Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10
Feats:	Improved Initiative
Environment:	Warm marshes
Organization:	Solitary, pair, clutch (3–5), or colony (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	—

A shocker lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

Combat

A shocker lizard relies on its electricity abilities in combat. A lizard tends to bite only after its shock has rendered an opponent unconscious or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards

are nearby, they all home in on their comrade's discharges and attempt to administer their shocks to the foe.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks.

Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Skeleton

Skeletons are the animated bones of the dead, mindless automata that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

Creating A Skeleton

"Skeleton" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s. If the creature has more than 20 Hit Dice, it can't be made into a skeleton by the *animate dead* spell.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton's size:

Size	Natural AC Bonus
Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A skeleton's base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.)

Size	Claw Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A skeleton retains none of the base creature's special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A skeleton's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

Hit Dice	Challenge Rating
1/2	1/6
1	1/3
2–3	1
4–5	2
6–7	3
8–9	4
10–11	5
12–14	6
15–17	7
18–20	8

Advanced Megaraptor Skeleton

Huge Undead

Hit Dice:	12d12 (78 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	14 (-2 size, +3 Dex, +3 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+6/+19
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 claws +4 melee (1d8+2) and bite +4 melee (2d6+2)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +4, Ref +7, Will +8
Abilities:	Str 21, Dex 17, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Warm forests
Organization:	Any
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral evil
Advancement:	13–16 HD (Huge); 17–20 HD (Gargantuan)
Level Adjustment:	—

Chimera Skeleton

Large Undead

Hit Dice:	9d12 (58 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	13 (+2 Dex., -1 size, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+4/+12
Attack:	Bite +7 melee (2d6+4)
Full Attack:	Bite +7 melee (2d6+4) and bite+7 melee (1d8+4) and gore +7 melee (1d8+4) and 2 claws +2 melee (1d6+2)
Space/Reach:	10 ft./5 ft
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +3, Ref +5, Will +6
Abilities:	Str 19, Dex 15, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate hills
Organization:	Any
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	—

Cloud Giant Skeleton

Huge Undead

Hit Dice:	17d12 (110 hp)
Initiative:	+6
Speed:	50 ft. (10 squares)
Armor Class:	13 (-2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+8/+28
Attack:	Gargantuan morningstar +18 melee (4d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12)
Full Attack:	Gargantuan morningstar +18/+13 melee (4d6+18) or 2 claws +18 melee (1d8+12) or rock +8 ranged (2d8+12)
Space/Reach:	15 ft./15 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, oversize weapon, undead traits
Saves:	Fort +5, Ref +7, Will +10
Abilities:	Str 35, Dex 15, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate mountains
Organization:	Any
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Ettin Skeleton

Large Undead

Hit Dice:	10d12 (65 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	11 (-1 size, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+5/+15
Attack:	Morningstar +10 melee (2d6+6) or claw +10 melee (1d6+6) or javelin +4 ranged (1d8+6)
Full Attack:	2 morningstars +10 melee (2d6+6) or 2 claws +10 melee (1d6+6) or 2 javelins +4 ranged (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., darkvision 60 ft., immunity to cold, superior twoweapon
Saves:	Fort +3, Ref +3, Will +7
Abilities:	Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Cold hills
Organization:	Any
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Human Warrior Skeleton

Medium Undead

Hit Dice:	1d12 (6 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14
Base Attack/Grapple:	+0/+1
Attack:	Scimitar +1 melee (1d6+1/18-20) or claw +1 melee (1d4+1)
Full Attack:	Scimitar +1 melee (1d6+1/18-20) or 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2
Abilities:	Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Any
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Owlbear Skeleton

Large Undead

Hit Dice:	5d12 (32 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+2/+11
Attack:	Claw +6 melee (1d6+5)
Full Attack:	2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str 21, Dex 14, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate forests
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Troll Skeleton

Large Undead

Hit Dice:	6d12 (39 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	14 (+3 Dex, –1 size, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Cold mountains
Organization:	Any
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Wolf Skeleton

Medium Undead

Hit Dice:	2d12 (13 hp)
Initiative:	+7
Speed:	50 ft. (10 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Bite +2 melee (1d6+1)
Full Attack:	Bite +2 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +3, Will +3
Abilities:	Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate forests
Organization:	Any
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	3 HD (Medium); 4–6 HD (Large)
Level Adjustment:	—

Young Adult Red Dragon Skeleton

Huge Undead (Fire)

Hit Dice:	19d12 (123 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	12 (-2 size, +1 Dex, +3 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+9/+27
Attack:	Bite +17 melee (2d8+10)
Full Attack:	Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, undead traits
Saves:	Fort +6, Ref +7, Will +8
Abilities:	Str 31, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Warm mountains
Organization:	Any
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral evil
Advancement:	20 HD (Huge)
Level Adjustment:	—

Skum

Medium Aberration (Aquatic)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+5
Attack:	Bite +5 melee (2d6+4)
Full Attack:	Bite +5 melee (2d6+4) and 2 claws +0 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rake 1d6+2
Special Qualities:	Darkvision 60 ft., amphibious
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12
Feats:	Alertness
Environment:	Underground
Organization:	Brood (2-5) or pack (6-15)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	+3

A skum is about the same height and weight as a human. Skum speak Aquan.

Combat

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spectre

Medium Undead (Incorporeal)

Hit Dice:	7d12 (45 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 80 ft. (perfect)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, create spawn
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, gang (2-4), or swarm (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	8-14 HD (Medium)
Level Adjustment:	—

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless.

Combat

In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Sphinx

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

A typical sphinx is about 10 feet long and weighs about 800 pounds.

Sphinxes speak Sphinx, Common, and Draconic.

Combat

Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks on the fly.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. Each sphinx's description provides its attack bonus and damage.

Androsphinx

Large Magical Beast

Hit Dice:	12d10+48 (114 hp)
Initiative:	+0
Speed:	50 ft. (10 squares), fly 80 ft. (poor)
Armor Class:	22 (-1 size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple:	+12/+23
Attack:	Claw +18 melee (2d4+7)
Full Attack:	2 claws +18 melee (2d4+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 2d4+3, roar, spells
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +12, Ref +8, Will +7
Abilities:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17
Skills:	Intimidate +17, Knowledge (any one) +18, Listen +18, Spot +18, Survival +18
Feats:	Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	13–18 HD (Large); 19–36 HD (Huge)
Level Adjustment:	+5 (cohort)

These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

Combat

In battle, an androsphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its spells for defense or healing.

Rake (Ex): Attack bonus +18 melee, damage 2d4+3.

Roar (Su): Three times per day an androsphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a DC 19 Will save or be affected as though by a *fear* spell for 2d6 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save). If it roars a third time during the same encounter, all those within 250 feet must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 19 Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a DC 19 Reflex save. Other androsphinxes are immune to these effects. The save DCs are Charisma-based.

Spells: An androsphinx casts divine spells as a 6th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level):
 0— *cure minor wounds, detect magic, guidance, light, resistance*;
 1st— *divine favor, protection from evil*, shield of faith, remove fear, summon monster I*; 2nd— *bull's strength, remove paralysis, resist energy, shield other*, summon monster II*; 3rd— *cure serious wounds*, daylight, invisibility purge, searing light*.

*Domain spell. Domains: Good and Healing.

Criosphinx

Large Magical Beast

Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 60 ft. (poor)
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+10/+20
Attack:	Gore +15 melee (2d6+6)
Full Attack:	Gore +15 melee (2d6+6) and 2 claws +10 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+3
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 23, Dex 10, Con 17, Int 10, Wis 11, Cha 11
Skills:	Intimidate +8, Listen +11, Spot +1
Feats:	Alertness, Cleave, Flyby Attack, Power Attack
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+3 (cohort)

These sphinxes are always male. Neither good nor evil, they lack the intelligence of the androsphinx.

Combat

Criosphinxes attack with their claws, as do their kin, but they can also butt with their horns. They don't cast spells and employ only the most simple battle tactics.

Rake (Ex): Attack bonus +15 melee, damage 1d6+3.

Gynosphinx

Large Magical Beast

Hit Dice: 8d10+8 (52 hp)
Initiative: +5
Speed: 40 ft. (8 squares), fly 60 ft. (poor)
Armor Class: 21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (1d6+4)
Full Attack: 2 claws +11 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +7, Will +8
Abilities: Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills: Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17
Feats: Combat Casting, Improved Initiative, Iron Will
Environment: Warm deserts
Organization: Solitary or covey (2-4)
Challenge Rating: 8
Treasure: Double standard
Alignment: Always neutral
Advancement: 9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment: +4 (cohort)

These sphinxes are the female counterparts of androsphinxes.

Combat

In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like Abilities: 3/day— *clairaudience/clairvoyance*, *detect magic*, *read magic*, *see invisibility*; 1/day— *comprehend languages*, *locate object*, *dispel magic*, *remove curse* (DC 18), *legend lore*. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

Hieracosphinx

Large Magical Beast

Hit Dice: 9d10+18 (67 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 90 ft. (poor)
Armor Class: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +9/+18
Attack: Bite +13 melee (1d10+5)
Full Attack: Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2
Special Qualities: Darkvision 60 ft., lowlight vision
Saves: Fort +8, Ref +8, Will +5
Abilities: Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10
Skills: Listen +10, Spot +14
Feats: Alertness, Cleave, Flyby Attack, Power Attack
Environment: Warm deserts
Organization: Solitary, pair, or flock (4-7)
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement: 10-14 HD (Large); 15-27 HD (Huge)
Level Adjustment: +3 (cohort)

Combat

Hieracosphinxes can make short work of even the most dangerous opponents with their claws. They are not particularly intelligent, but are cunning enough to dive at their enemies from above with their flying ability.

Rake (Ex): Attack bonus +13 melee, damage 1d6+2.

Skills: Hieracosphinxes have a +4 racial bonus on Spot checks.

Spider Eater

Large Magical Beast

Hit Dice:	4d10+20 (42 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flatfooted 13
Base Attack/Grapple:	+4/+13
Attack:	Sting +8 melee (1d8+5 plus poison)
Full Attack:	Sting +8 melee (1d8+5 plus poison) and bite +3 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Implant, poison
Special Qualities:	Darkvision 60 ft., freedom of movement, lowlight vision, scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +11
Feats:	Alertness, Dodge
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Huge)
Level Adjustment:	—

A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20 feet. It weighs about 4,000 pounds.

Combat

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex): Injury, Fortitude DC 17, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of Movement (Su): Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters have a +4 racial bonus on Listen and Spot checks.

Training A Spider Eater

A spider eater requires training before it can bear a rider in combat.

Training a spider eater requires six weeks of work and a DC 25 Handle Animal check. Riding a spider eater requires an exotic saddle. A spider eater can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 3,000 gp to rear or train a spider eater.

Carrying Capacity: A light load for a spider eater is up to 306 pounds; a medium load, 307–612 pounds; and a heavy load, 613–920 pounds.

Sprite

Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands. Combat

Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

Grig

Tiny Fey

Hit Dice:	1/2 d6+1 (2 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+0/-11
Attack:	Short sword +6 melee (1d3-3/19-20) or longbow +6 ranged (1d4-3/x3)
Full Attack:	Short sword +6 melee (1d3-3/19-20) or longbow +6 ranged (1d4-3/x3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Spell-like abilities, fiddle
Special Qualities:	Damage reduction 5/cold iron, lowlight vision, spell resistance 17
Saves:	Fort +1, Ref +6, Will +3
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8*, Perform (string instruments) +6, Search +2, Spot +3
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	1-3 HD (Tiny)
Level Adjustment:	+3

Grigs can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1-1/2 feet tall and weighs about 1 pound.

Grigs speak Sylvan. Some also speak Common.

Combat

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Spell-Like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Nixie

Small Fey (Aquatic)

Hit Dice:	1d6 (3 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Short sword +4 melee (1d4-2/19-20) or light crossbow +4 ranged (1d6/19-20)
Full Attack:	Short sword +4 melee (1d4-2/19-20) or light crossbow +4 ranged (1d6/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Charm person</i>
Special Qualities:	Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, <i>water breathing</i> , wild empathy
Saves:	Fort +0, Ref +5, Will +3
Abilities:	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18
Skills:	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate aquatic
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	1
Treasure:	No coins; 50% goods (metal or stone only); 50% items (no scrolls)
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	+3

Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies prefer not to leave their lakes.

A nixie stands about 4 feet tall and weighs about 45 pounds.

Nixies speak Aquan and Sylvan. Some also speak Common.

Combat

Nixies rely on their *charm person* ability to deter enemies, entering combat only to protect themselves and their territory.

Charm Person (Sp): A nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be *charmed* for 24 hours. Most *charmed* creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the *charmed* creature away and orders it to keep walking. The save DC is Charisma-based.

Amphibious (Ex): Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have *charmed*.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Nixies have a +5 racial bonus on Hide checks when in the water.

Pixie

Small Fey

Hit Dice:	1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-6
Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2/?3)
Full Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2)/x3
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items
Advancement:	Always neutral good
Level Adjustment:	+4 (+6 with <i>irresistible dance</i>)

Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

Combat

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

One pixie in ten can use *irresistible dance* (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Pixies as Characters

A pixie character exchanges its 1 HD of fey for its first class level.

Pixie characters possess the following racial traits.

–4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.

Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

A pixie's base land speed is 20 feet. It also has a fly speed of 60 feet (good).

Low-light vision.

Skills: Pixies have a +2 racial bonus on Listen, Search, and Spot checks.

Racial Feats: A pixie receives Dodge as a bonus feat.

+1 natural armor bonus.

Special Attacks (see above): Spell-like abilities.

Special Qualities (see above): Damage reduction 10/cold iron, greater invisibility, spell resistance equal to 15 + class levels.

Automatic Languages: Common, Sylvan. **Bonus Languages:** Elven, Gnome, Halfling.

Favored Class: Sorcerer.

Level adjustment +4 (+6 if the pixie can use *irresistible dance*).

Stirge

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+4
Speed:	10 ft (2 squares), fly 40 ft. (average)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+1/–11 (+1 when attached)
Attack:	Touch +7 melee (attach)
Full Attack:	Touch +7 melee (attach)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Alertness, Weapon Finesse ^B
Environment:	Warm marshes
Organization:	Colony (2–4), flock (5–8), or storm (9–14)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base.

A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

Combat

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Swarm

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, rat swarms, and spider swarms are described here. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

Combat

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Bat Swarm

Diminutive Animal (Swarm)

Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	5 ft. (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+2/—
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, wounding
Special Qualities:	Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +11, Spot +11
Feats:	Alertness, Lightning Reflexes
Environment:	Temperate deserts
Organization:	Solitary, flight (2–4 swarms), or colony (11–20 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A bat swarm is nocturnal, and is never found aboveground in daylight.

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Centipede Swarm

Diminutive Vermin (Swarm)

Hit Dice:	9d8–9 (31 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+6/—
Attack:	Swarm (2d6 plus poison)
Full Attack:	Swarm (2d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Climb +12, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Combat

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Hellwasp Swarm

*Diminutive Magical Beast
(Extraplanar, Evil, Swarm)*

Hit Dice:	12d10+27 (93 hp)
Initiative:	+10
Speed:	5 ft. (1 square), fly 40 ft.
Armor Class:	20 (+4 size, +6 Dex), touch 20, flat-footed 14
Base Attack/Grapple:	+12/—
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, inhabit, poison
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits
Saves:	Fort +10, Ref +14, Will +7
Abilities:	Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9
Skills:	Hide +19, Listen +10, Spot +10
Feats:	Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness
Environment:	A evil-aligned plane
Organization:	Solitary, fright (2–4 swarms), or terror (5–8 swarms)
Challenge Rating:	8
Treasure:	None
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	—

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps form a collective hive mind intelligence with infernal cunning and bloodlust.

Combat

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or unliving) puppets to accomplish acts of wickedness that a swarm of insects could never attempt.

A hellwasp swarm's attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the vic-

tim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Hive Mind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

Locust Swarm

Diminutive Vermin (Swarm)

Hit Dice:	6d8–6 (21 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), fly 30 ft. (poor)
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+4/—
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, cloud (2–7 swarms), or plague (11–20 swarms)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path.

Combat

A locust swarm surrounds and attacks any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A locust swarm has a +4 racial bonus on Listen and Spot checks.

Rat Swarm

Tiny Animal (Swarm)

Hit Dice:	4d8 (13 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus disease)
Full Attack:	Swarm (1d6 plus disease)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Disease, distraction
Special Qualities:	Half damage from slashing and piercing, low-light vision, scent, swarm traits
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10
Feats:	Alertness, Weapon Finesse
Environment:	Any
Organization:	Solitary, pack (2–4 swarms), or infestation (7–12 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spider Swarm

Diminutive Vermin (Swarm)

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+1/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Listen +4, Spot +4
Environment:	Warm forests
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Combat

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Tarrasque

Colossal Magical Beast

Hit Dice:	48d10+594 (858 hp)
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	35 (–8 size, +3 Dex, +30 natural), touch 5, flat-footed 32 +48/+81
Base Attack/Grapple:	+48/+81
Attack:	Bite +57 melee (4d8+17/18–20/x3)
Full Attack:	Bite +57 melee (4d8+17/18–20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8)
Space/Reach:	30 ft./20 ft.
Special Attacks:	Augmented critical, frightful presence, improved grab, rush, swallow whole
Special Qualities:	Carapace, damage reduction 15/epic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32
Saves:	Fort +38, Ref +29, Will +20
Abilities:	Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14
Skills:	Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks)
Feats:	Alertness, Awesome Blow, Blind- Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness (6)
Environment:	Any
Organization:	Solitary
Challenge Rating:	20
Treasure:	None
Alignment:	Always neutral
Advancement:	49+ HD (Colossal)
Level Adjustment:	—

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.

The tarrasque cannot speak.

Combat

The tarrasque attacks with its claws, teeth, horns, and tail.

The tarrasque's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Augmented Critical (Ex): The tarrasque's bite threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the tarrasque. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing

damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The tarrasque's armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points +10 (or 868 hp). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability.

The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points +10 (or 868 hit points) and using a *wish* or *miracle* spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque has a +8 racial bonus on Listen and Spot checks.

Temporal Filcher

Large Aberration

Hit Dice:	8d8+16 (52 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.
Armor Class:	15 (–1 size, +3 Dex, +3 natural)
Attack:	4 claws +6 melee, bite +1 melee
Damage:	Claw 1d6+1, bite 2d6
Space/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Psionics, time filch
Saves:	Fort +5, Ref +5, Will +7
Abilities:	Str 13, Dex 17, Con 14, Int 7, Wis 12, Cha 10
Skills:	Listen +10, Move Silently +8, Spot +10, Tumble +10
Feats:	Alertness, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually evil (any)
Advancement:	9–15 HD_(Large)

Temporal filchers do not speak.

Combat

Psionics (Sp): At will—*chameleon*, *dimension door*, and *distract*. These abilities are as the powers manifested by a 15th-level psion.

Attack/Defense Modes (Sp): At will—*id insinuation*/ *intellect fortress*, *mental barrier*.

Time Filch (Su): If a temporal filcher hits a Large or smaller creature with two or more claw attacks, it latches onto the opponent's body and shifts forward in time 7 minutes as a free action. To observers, the filcher and its prey disappear, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and prey, no time passes at all. If conditions in the location have changed in the meantime, the victim must succeed at

a Wisdom check (DC 15) or lose a round of action from disorientation. The ability is otherwise identical to *time hop* manifested by a 15th-level psion.

Feats: Temporal filchers gain Improved Initiative as a bonus feat.

Tendriculos

Huge Plant

Hit Dice:	9d8+54 (94 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16
Base Attack/Grapple:	+6/+23
Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Full Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, paralysis, swallow whole
Special Qualities:	Low-light vision, plant traits, regeneration 10
Saves:	Fort +12, Ref +2, Will +4
Abilities:	Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3
Skills:	Hide +9, Listen +1, Move Silently +1, Spot +1
Feats:	Alertness, Iron Will, Power Attack, Stealthy
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)
Level Adjustment:	—

A tendriculos can rear up to a height of 15 feet. It weighs about 3,500 pounds.

Animals and other plant creatures are unnerved by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours.

Combat

Prowling deep forests or waiting in vegetated areas (looking like nothing more than a small hillock), a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its

way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Thoqqua

Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+2/+4
Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Full Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold
Saves:	Fort +4, Ref +2, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +3, Survival +3
Feats:	Alertness, Track
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–9 HD (Large)
Level Adjustment:	—

A thoqqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.

Combat

When a thoqqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqqua does not need to move 10 feet before attacking.)

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Thought Eater

Small Aberration

Hit Dice:	3d8 (13 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft.
Armor Class:	17 (+1 size, +4 Dex, +2 natural)
Attacks:	Touch +4 melee
Damage:	Touch eat thoughts (see text)
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Eat thoughts
Special Qualities:	Ethereal jaunt, psionics
Saves:	Fort +1, Ref +5, Will +4
Abilities:	Str 12, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills:	Hide +14, Listen +7, Spot +7
Feats:	Improved Initiative
Environment:	Any land and underground
Organization:	Solitary or group (1–3)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–6 HD (Small)

Thought eaters do not speak.

Combat

A thought eater can spend a maximum of 10 continuous rounds on the Material Plane before its flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continue the fight.

Eat Thoughts (Su): A thought eater can drain power points with a successful melee touch attack. This ability resembles the psychic vampire power but drains 6 power points from the victim. Against a nonpsionic creature, this touch attack deals 1 point of temporary Intelligence damage, which provides nourishment equivalent to 6 power points.

A thought eater requires 10 power points per day to survive but will gorge itself on weak prey.

Ethereal Jaunt (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. The ability is otherwise identical to *ethereal jaunt* manifested by a 15th-level psion.

Psionics (Sp): At will—*detect psionics*, *distract*, *inkling*, and *know direction*. These abilities are as the powers manifested by a 15th-level psion.

Attack/Defense Modes (Sp): At will—none/thought shield.

Feats: Thought eaters gain Improved Initiative as a bonus feat.

Titan

Huge Outsider (Chaotic, Extraplanar)

Hit Dice:	20d8+280 (370 hp)
Initiative:	+1
Speed:	40 ft. in half-plate armor (8 squares); base speed 60 ft.
Armor Class:	38 (–2 size, +19 natural, +11 +4 half-plate armor), touch 8, flat-footed 38
Base Attack/Grapple:	+20/+44
Attack:	Gargantuan +3 <i>adamantine warhammer</i> +37 melee (4d6+27/x3) or +3 <i>javelin</i> +22 ranged (2d6+19) or slam +34 (1d8+16)
Full Attack:	Gargantuan +3 <i>adamantine warhammer</i> +37/+32/+27/+22 melee (4d6+27/?3) or +3 <i>javelin</i> +22 ranged (2d6+19) or 2 slams +34 (1d8+16)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Oversized weapon, spell-like abilities
Special Qualities:	Damage reduction 15/lawful, darkvision 60 ft., spell resistance 32
Saves:	Fort +26, Ref +13, Will +21
Abilities:	Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24
Skills:	Balance +7, Bluff +19, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +32, Jump +38, Knowledge (any one) +28, Listen +32, Perform (oratory) +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 following tracks), Swim +16
Feats:	Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-Like Ability (<i>chain lightning</i>)
Environment:	A chaotic good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	Double standard plus +4 half-plate armor and Gargantuan +3 <i>adamantine warhammer</i>
Alignment:	Always chaotic (any)
Advancement:	21–30 HD (Huge); 31–60 HD (Gargantuan)
Level Adjustment:	—

A titan is about 25 feet tall and weighs about 14,000 pounds.

Titans speak Abyssal, Common, Celestial, Draconic, and Giant.

Combat

A titan's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Oversized Weapon (Ex): A titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Tojanida, Juvenile

Small Outsider (Extraplanar. Water)

Spell-Like Abilities: At will— *chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour); 3/day— *etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day— *gate*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

In addition, titans of good or neutral alignment can use the following additional spell-like abilities: At will— *daylight*, *holy smite* (DC 21), *remove curse* (DC 21); 1/day— *greater restoration*. Caster level 20th. The save DCs are Charisma-based.

Titans of evil alignment can use the following additional spell-like abilities: At will— *bestow curse* (DC 21), *deeper darkness*, *unholy blight* (DC 21); 1/day— *crushing hand* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Tactics Round-by-round

Titans enjoy combat and usually close with their foes. If that proves ineffective, they swiftly back off and pelt the foe with spell-like abilities and magical effects. Because of a titan's Quicken Spell-Like Ability feat, it can use *chain lightning* as a free action, and frequently attacks in melee while lashing out with this ability at the same time.

Prior to combat: *Invisibility purge* or *invisibility*.

Round 1: Charge and attempt to sunder the weapon of the most dangerous foe. Hurl *chain lightning* at opponents standing away from the fight.

Round 2: Full attack against the disarmed opponent, and hurl *chain lightning* at other opponents.

Round 3: Back away from first opponent and use *maze* or *meteor swarm* on any spellcaster causing trouble.

Round 4: Sunder the weapon of the next most effective combatant, or use *greater dispel magic* on all nearby opponents.

Round 5: Full attack against any nearby opponent, or use *fire storm*.

Use another quickened *chain lightning* if foes seem really dangerous.

A titan usually reserves its *gate* and *etherealness* abilities to escape a fight that is not going well.

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 90 ft.
Armor Class:	22 (+1 size, +1 Dex, +10 natural), touch 12, flat-footed 21
Base Attack/Grapple:	+3/+1
Attack:	Bite +6 melee (2d6+2)
Full Attack:	Bite +6 melee (2d6+2) and 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to
Saves:	Fort +5, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +7, Hide +11, Knowledge (the planes) +6, Listen +7, Search +6, Spot +9, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)
Feats:	Blind-Fight, Dodge
Environment:	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4–6 HD (Small)
Level Adjustment:	—

Tojanida, Adult

Medium Outsider (Extraplanar. Water)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 90 ft.
Armor Class:	23 (+1 Dex, +12 natural), touch 11, flat-footed 22
Base Attack/Grapple:	+7/+10
Attack:	Bite +10 melee (2d8+3)
Full Attack:	Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., immunity to acid and cold, electricity 10 and fire 10
Saves:	Fort +7, Ref +6, Will +6
Abilities:	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings)

Feats: Blind-Fight, Dodge, Power Attack
Environment: Elemental Plane of Water
Organization: Solitary or clutch (2–4)
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 8–14 HD (Medium)
Level Adjustment: —

Tojanida, Elder

Large Outsider (Extraplanar, Water)

Hit Dice: 15d8+60 (127 hp)
Initiative: +1
Speed: 10 ft. (2 squares), swim 90 ft.
Armor Class: 24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple: +15/+25
Attack: Bite +20 melee (4d6+6)
Full Attack: Bite +20 melee (4d6+6) and 2 claws +15 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, ink cloud
Special Qualities: All-around vision, darkvision 60 ft., resistance to electricity 10 and fire 10 immunity to acid and cold, resistance to electricity 10 and fire 10
Saves: Fort +13, Ref +10, Will +10
Abilities: Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills: Escape Artist +19, Hide +15, Intimidate +17, Knowledge (the Planes) +18, Listen +21, Search +22, Sense Motive +17, Spot +25, Survival +1 (+3 other planes and following tracks), Swim +14, Use Rope +1 (+3 with bindings)
Feats: Alertness, Blind-Fight, Cleave, Dodge, Improved Sunder, Power Attack
Environment: Elemental Plane of Water
Organization: Solitary or clutch (2–4)
Challenge Rating: 9
Treasure: Standard
Alignment: Always neutral
Advancement: 16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment: —

A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

Combat

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller

at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Treant

Huge Plant

Hit Dice: 7d8+35 (66 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 20 (–2 size, –1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple: +5/+22
Attack: Slam +12 melee (2d6+9)
Full Attack: 2 slams +12 melee (2d6+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Animate trees, double damage against objects, trample 2d6+13
Special Qualities: Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire
Saves: Fort +10, Ref +1, Will +7
Abilities: Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12
Skills: Diplomacy +3, Hide –9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)
Feats: Improved Sunder, Iron Will, Power Attack
Environment: Temperate forests
Organization: Solitary or grove (4–7)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral good
Advancement: 8–16 HD (Huge); 17–21 HD (Gargantuan)
Level Adjustment: +5

A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

Combat

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Triton

Medium Outsider (Native, Water)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	5 ft. (1 square), swim 40 ft.
Armor Class:	16 (+6 natural), touch 10, flat-footed 16 +3/+4
Base Attack/Grapple:	+3/+4
Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks), Swim +9
Feats:	Mounted Combat, Ride-By Attack
Environment:	Temperate aquatic
Organization:	Company (2–5), squad (6–11), or band (20–80)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	4–9 HD (Medium)
Level Adjustment:	+2

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green.

A triton is about the same size and weight as a human. Tritons speak Common and Aquan.

Combat

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as porpoises.

Spell-Like Abilities: 1/day— *summon nature's ally IV*. Caster level 7th. Tritons often choose water elementals for their companions.

Skills: A triton has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Troglodyte

Medium Humanoid (Reptilian)

Hit Dice:	2d8+4 (13 hp)
Initiative:	–1
Speed:	30 ft. (6 squares)
Armor Class:	15 (–1 Dex, +6 natural), touch 9, flat-footed 15 +1/+1
Base Attack/Grapple:	+1/+1
Attack:	Club +1 melee (1d6) or claw +1 melee (1d4) or javelin +1 ranged (1d6)
Full Attack:	Club +1 melee (1d6) and claw –1 melee (1d4) and bite –1 melee (1d4); or 2 claws +1 melee (1d4) and bite –1 melee (1d4); or javelin +1 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Darkvision 90 ft.
Saves:	Fort +5, Ref –1, Will +0
Abilities:	Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Skills:	Hide +5*, Listen +3
Feats:	Multiattack ^B , Weapon Focus (javelin)
Environment:	Underground
Organization:	Clutch (2–5), squad (6–11 plus 1–2 monitor lizards), or band (20–80 plus 20% noncombatants plus 3–13 monitor lizards)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

A troglodyte stands about 5 feet tall and weighs about 150 pounds.

Troglodytes speak Draconic.

Combat

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

Troglodyte Characters

Troglodyte characters possess the following racial traits.

-2 Dexterity, +4 Constitution, -2 Intelligence.

Medium size.

A troglodyte's base land speed is 30 feet.

Darkvision out to 90 feet.

Racial Hit Dice: A troglodyte begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

Racial Skills: A troglodyte's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide and Listen. Troglodytes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).

Racial Feats: A troglodyte's humanoid levels give it one feat. A troglodyte receives Multiattack as a bonus feat.

+6 natural armor bonus.

Natural Weapons: 2 claws (1d4) and bite (1d4).

Special Attacks (see above): Stench.

Automatic Languages: Draconic. Bonus Languages: Common, Giant, Goblin, Orc.

Favored Class: Cleric.

Level adjustment +2.

Troll

Large Giant

Hit Dice:	6d8+36 (63 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, scent
Saves:	Fort +11, Ref +4, Will +3
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills:	Listen +5, Spot +6
Feats:	Alertness, Iron Will, Track
Environment:	Cold mountains (Scrag: Cold aquatic)
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Trolls speak Giant.

Combat

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Trolls As Characters

Troll characters possess the following racial traits.

+12 Strength, +4 Dexterity, +12 Constitution, -4 Intelligence (minimum 3), -2 Wisdom, -4 Charisma.

Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

A troll's base land speed is 30 feet.

Darkvision out to 60 feet and low-light vision.

Racial Hit Dice: A troll begins with six levels of giant, which provide 6d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +5, Ref +2, and Will +2.

Racial Skills: A troll's giant levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.

Racial Feats: A troll's giant levels give it three feats.

+5 natural armor bonus.

Natural Weapons: Claw (1d6) and bite (1d6).

Special Attacks (see above): Rend, damage 2d6 + 1-1/2 times Str modifier.

Special Qualities: Regeneration 5, scent.

Automatic Languages: Giant. Bonus Languages: Common, Orc.

Favored Class: Fighter.

Level adjustment +5.

Scrag

These cousins of the troll have the aquatic subtype. They dwell in any body of water in any climate. They have a base land speed of 20 feet and a swim speed of 40 feet and are found only in aquatic environments. They regenerate only if mostly immersed in water.

Udoroot

Huge Plant

Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	14 (-2 size, +6 natural)
Attacks:	—
Damage:	—
Space/Reach:	See text
Special Attacks:	Psionics
Special Qualities:	Electricity immunity, cold and fire resistance 20, blindsight, psionics
Saves:	Fort +8, Ref +2, Will +3
Abilities:	Str 3, Dex 10, Con 16, Int —, Wis 13, Cha 9
Environment:	Temperate and warm forest and underground
Organization:	Solitary or patch (2-4)
Challenge Rating:	5
Treasure:	1/5 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7-16 HD (Huge); 17-20 HD (Gargantuan)

Combat

Udoroot crowns grow in a circular pattern, creating a rough circle some 20 feet in diameter. Each crown acts as a separate creature for purposes of combat, allowing the plant to psionically attack up to six times per round. Once a victim is overcome, the udoroot telekinetically drags the body into the circle (if not already there) to nourish the main plant below.

An udoroot can only be killed if its root is dug up or exposed, then burned, hacked apart, or otherwise totally destroyed. Severing or psionically disabling all six crowns puts the plant out of commission, allowing excavation of the root. To sever a crown, an opponent must penetrate the woody bark of the stalk (hardness 5) and deal 7 or more points of damage. A severed crown dies and can no longer be used to attack, but the udoroot suffers no other penalties. As long as the root system remains intact, the crown regrows in about a month. It is also possible to overcome a crown in psionic combat by reducing any one attribute score to 0; this does not harm the main root or any other crowns, which must be attacked separately.

Blindsight (Ex): Udoroots can ascertain all foes by nonvisual means within 30 feet.

Psionics (Sp): At will—*astral construct II*, *biocurrent*, *false sensory input*, *lesser body adjustment*, and *telekinesis*. These abilities are as the powers manifested by a 15th-level psion.

Attack/Defense Modes (Sp): At will—*id insinuation*, *mind thrust/mental barrier*, *thought shield*.

Unicorn

Large Magical Beast

Hit Dice:	4d10+20 (42 hp)
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+13
Attack:	Horn +11 melee (1d8+8)
Full Attack:	Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24
Skills:	Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*
Feats:	Alertness, Skill Focus (Survival)
Environment:	Temperate forests
Organization:	Solitary, pair, or grace (3-6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5-8 HD (Large)
Level Adjustment:	+4 (cohort)

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

Combat

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can use *detect evil* at will as a free action.

Once per day a unicorn can use *greater teleport* to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Vampire

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves.

Like lichens, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

Vampires speak any languages they knew in life.

Creating A Vampire

“Vampire” is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A vampire uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Armor Class: The base creature’s natural armor bonus improves by +6.

Attack: A vampire retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire’s HD + vampire’s Cha modifier unless noted otherwise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent’s will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire’s influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire’s energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim’s Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master’s destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire’s slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn’t already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5), or troupe (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Vampire Weaknesses

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Vampire Characters

Vampires are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A vampire cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards: Vampire sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

Vampire Spawn

Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+5
Attack:	Slam +5 melee (1d6+4 plus energy drain)
Full Attack:	Slam +5 melee (1d6+4 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, domination, energy drain
Special Qualities:	+2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14
Skills:	Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11
Feats:	Alertness ^B , Improved Initiative ^B , Lightning Reflexes ^B , Skill Focus (selected Craft or Profession skill), Toughness
Environment:	Any
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	—
Level Adjustment:	—

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.

Vampire spawn speak Common.

Combat

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th-level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For

each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Vampire Spawn Weaknesses

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry.

Vargouille

Small Outsider (Evil, Extraplanar)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple:	+1/-3
Attack:	Bite +3 melee (1d4 plus poison)
Full Attack:	Bite +3 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Shriek, kiss, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8
Skills:	Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5
Feats:	Weapon Finesse
Environment:	An evil-aligned plane
Organization:	Cluster (2-5) or mob (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Small)
Level Adjustment:	—

A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds.

Vargouilles speak Infernal.

Combat

Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for

24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Wight

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+3
Attack:	Slam +3 melee (1d4+1 plus energy drain)
Full Attack:	Slam +3 melee (1d4+1 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, energy drain
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills:	Hide +8, Listen +7, Move Silently +16, Spot +7
Feats:	Alertness, Blind-Fight
Environment:	Any
Organization:	Solitary, pair, gang (3-5), or pack (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5-8 HD (Medium)
Level Adjustment:	—

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

Wights speak Common.

Combat

Wights attack by hammering with their fists.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each

such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Will-o'-Wisp

Small Aberration (Air)

Hit Dice:	9d8 (40 hp)
Initiative:	+13
Speed:	Fly 50 ft. (perfect) (10 squares)
Armor Class:	29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20
Base Attack/Grapple:	+6/-3
Attack:	Shock +16 melee touch (2d8 electricity)
Full Attack:	Shock +16 melee touch (2d8 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunity to magic, natural invisibility
Saves:	Fort +3, Ref +12, Will +9
Abilities:	Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12
Skills:	Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)
Feats:	Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary, pair, or string (3-4)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	10-18 HD (Small)
Level Adjustment:	—

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.

Will-o'-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

Combat

Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Winter Wolf

Large Magical Beast (Cold)

Hit Dice:	6d10+18 (51 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+14
Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Full Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon, freezing bite, trip
Special Qualities:	Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
Skills:	Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*
Feats:	Alertness, Improved Initiative, Track
Environment:	Cold forests
Organization:	Solitary, pair, or pack (3-5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	+3 (cohort)

A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds.

Winter wolves can speak Giant and Common.

Combat

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Worg

Medium Magical Beast

Hit Dice:	4d10+8 (30 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +6, Will +3
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*
Feats:	Alertness, Track
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+1 (cohort)

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

Combat

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Wraith

Medium Undead (Incorporeal)

Hit Dice:	5d12 (32 hp)
Initiative:	+7
Speed:	Fly 60 ft. (good) (12 squares)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12
Base Attack/Grapple:	+2/—
Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)
Full Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constitution drain, create spawn
Special Qualities:	Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)
Feats:	Alertness ^B , Blind-Fight, Combat Reflexes, Improved Initiative ^B
Environment:	Any
Organization:	Solitary, gang (2–5), or pack (6–11)
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful evil
Advancement:	6–10 HD (Medium)
Level Adjustment:	—

Wraith. Dread

Large Undead (Incorporeal)

Hit Dice:	16d12 (104 hp)
Initiative:	+13
Speed:	Fly 60 ft. (good) (12 squares)
Armor Class:	25 (–1 size, +9 Dex, +7 deflection), touch 25, flat-footed 16
Base Attack/Grapple:	+8/—
Attack:	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Full Attack:	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constitution drain, create spawn
Special Qualities:	Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura
Saves:	Fort +5, Ref +14, Will +14
Abilities:	Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24
Skills:	Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks)
Feats:	Alertness ^B , Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Improved Natural

Attack (incorporeal touch), Mobility,
Spring Attack

Environment: Any
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always lawful evil
Advancement: 17–32 HD (Large)
Level Adjustment: —

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless.

Wraiths speak Common and Infernal.

Combat

Both the wraith and the dread wraith share the following abilities.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

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Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Dread Wraith

The oldest and most malevolent wraiths lurk in the depths of forgotten temples and other forsaken places. They can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows—or the walls.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Wyvern

Large Dragon

Hit Dice: 7d12+14 (59 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (poor)
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +7/+15
Attack: Sting +10 melee (1d6+4 plus poison) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4)
Full Attack: Sting +10 melee (1d6+4 plus poison) and bite +8 melee (2d8+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, improved grab
Special Qualities: Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, scent
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
Skills: Hide +7, Listen +13, Move Silently +11, Spot +16
Feats: Ability Focus (poison), Alertness, Flyby Attack, Multiattack^B
Environment: Warm hills
Organization: Solitary, pair, or flight (3–6)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement: 8–10 HD (Huge); 11–21 HD (Gargantuan)
Level Adjustment: —

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Combat

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making a flyby attack.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. 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 stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

Xill

Medium Outsider (Extraplanar)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple:	+5/+7
Attack:	Short sword +7 melee (1d6+2/ 19–20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3)
Full Attack:	2 short swords +5 melee (1d6+2/ 19–20, 1d6+1/19–20) and 2 claws +5 melee (1d4+1); or 4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Implant, improved grab, paralysis
Special Qualities:	Darkvision 60 ft., planewalk, spell resistance 21
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
Skills:	Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings)
Feats:	Improved Initiative, Multiattack ^B , Multiweapon Fighting
Environment:	Ethereal Plane
Organization:	Solitary or gang (2–5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	+4

A xill stands 4 to 5 feet tall and weighs about 100 pounds. Xills speak Infernal.

Combat

Xills are dangerous opponents, attacking with all four limbs. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks. Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, then ambush it using their planewalk ability. They make full use of their Tumble skill in combat: Usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Xorn, Minor

Small Outsider (Extraplanar, Earth)

Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	23 (+1 size, +12 natural), touch 11, flat-footed 23
Attack:	Bite +6 melee (2d8+2)
Full Attack:	Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +6, Spot +8, Survival +6 (+8 following tracks or underground)
Feats:	Multiattack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–6 HD (Small)
Level Adjustment:	—

Xorn, Average

Medium Outsider (Extraplanar, Earth)

Hit Dice:	7d8+17 (48 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	24 (+14 natural), touch 10, flat-footed 24
Attack:	Bite +10 melee (4d6+3)
Full Attack:	Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 17, Dex 10, Con 15,
Skills:	Hide +10, Intimidate +10, Knowledge(dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival+10 (+12 following tracks or underground)
Feats:	Cleave ^B , Multiattack, Power Attack, Toughness

Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral
Advancement:	8–14 HD (Medium)
Level Adjustment:	—

Xorn, Elder

Large Outsider (Extraplanar, Earth)

Hit Dice:	15d8+63 (130 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	25 (–1 size, +16 natural), touch 9, flat-footed 25
Attack:	Bite +21 melee (4d8+7)
Full Attack:	Bite +21 melee (4d8+7) and 3 claws +19 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +13, Ref +9, Will +9
Abilities:	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10 Int 10, Wis 11, Cha 10
Skills:	Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival+18 (+20 following tracks or underground)
Feats:	Awesome Blow, Cleave ^B , Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or party (6–11)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement:	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	—

Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds.

Xorns speak Common and Terran.

Combat

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Yeth Hound

*Medium Outsider
(Extraplanar, Evil)*

Hit Dice:	3d8+6 (19 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Bite +6 melee (1d8+4)
Full Attack:	Bite +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, trip
Special Qualities:	Damage reduction 10/silver, darkvision 60 ft., flight, scent
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*
Feats:	Improved Initiative, Track
Environment:	An evil-aligned plane
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	+3 (cohort)

A yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds cannot speak, but understand Infernal.

Combat

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it.

A yeth hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

Hit Dice:	12d10+36 (102 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 60 ft. (average)
Armor Class:	18 (–2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+12/+25
Attack:	Bite +15 melee (2d8+5) or sonic lance +12 ranged touch (6d6)
Full Attack:	Bite +15 melee (2d8+5) and 2 claws +13 melee (1d6+2); or sonic lance +12 ranged touch (6d6)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Sonic lance, explosion
Special Qualities:	Blindsight 120 ft., immunities, vulnerability to sonic
Saves:	Fort +11, Ref +10, Will +5
Abilities:	Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
Skills:	Listen +12, Move Silently +10
Feats:	Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch
Environment:	Temperate mountains
Organization:	Solitary or clutch (2–4)
Challenge Rating:	9
Treasure:	None
Alignment:	Often neutral
Advancement:	13–16 HD (Huge); 17–36 HD (Gargantuan)

Level Adjustment:

A yrthak is blind. It senses sound and movement by means of a special organ on its long tongue. It emits powerfully focused beams of sound from the protrusion on its head. The creature is a yellowish-green color, with the wings and fin being more yellow and the head and body more green. The teeth are yellow.

A yrthak is about 20 feet long, with a wingspan of 40 feet. It weighs about 5,000 pounds.

Despite their intelligence, yrthaks do not speak.

Combat

A yrthak prefers to attack from the air, strafing the ground with sonic attacks or snatching up and dropping prey.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

Zombie

Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

Creating A Zombie

“Zombie” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can’t be made into a zombie with the *animate dead* spell.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombie’s size:

Size	Natural AC Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: A zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie’s size. (Use the base creature’s slam damage if it’s better.)

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A zombie retains none of the base creature’s special attacks.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A zombie’s Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature and gains Toughness.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/8
1	1/4
2	1/2
4	1
6	2
8–10	3
12–14	4
15–16	5
18–20	6

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (maximum 20), or — if the base creature advances by character class.

Level Adjustment: —.

Bugbear Zombie

Medium Undead

Hit Dice:	6d12+3 (42 hp)
Initiative:	+0
Speed:	30 ft. (6 squares; can’t run)
Armor Class:	16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+6
Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)
Full Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +2, Ref +2, Will +5
Abilities:	Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Temperate mountains
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Gray Render Zombie

Large Undead

Hit Dice:	20d8+3 (133 hp)
Initiative:	–1
Speed:	30 ft. (6 squares; can’t run)
Armor Class:	16 (–1 size, –1 Dex, +8 natural) touch 8, flat-footed 16
Base Attack/Grapple:	+10/+21
Attack:	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Full Attack:	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +6, Ref +5, Will +12
Abilities:	Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Temperate marshes
Organization:	Any
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Human Commoner Zombie

Medium Undead

Hit Dice:	2d12+3 (16 hp)
Initiative:	-1
Speed:	30 ft. (6 squares; can't run)
Armor Class:	11 (-1 Dex, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+1/+2
Attack:	Slam+2 melee (1d6+1) or club +2 melee (1d6+1)
Full Attack:	Slam+2 melee, (1d6+1) or club +2 melee (1d6+1)
Space/Reach:	5 ft./5 ft
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +0, Ref -1, Will +3
Abilities:	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Any
Organization:	Any
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Kobold Zombie

Small Undead

Hit Dice:	2d12+3 (16 hp)
Initiative:	+0
Speed:	30 ft. (6 squares; can't run)
Armor Class:	13 (+1 size, +2 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/-4
Attack:	Spear+1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d6/19-20)
Full Attack:	Spear +0 melee (1d6-1/x3) or slam +0 melee (1d4-1) or light crossbow +1 ranged (1d6/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +0, Ref +0, Will +3
Abilities:	Str 8, Dex 11, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Temperate forests
Organization:	Any
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Minotaur Zombie

Large Undead

Hit Dice:	12d8+3 (81 hp)
Initiative:	-1
Speed:	30 ft. (6 squares; can't run)
Armor Class:	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+6/+15
Attack:	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Full Attack:	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +3, Will +8
Abilities:	Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Underground
Organization:	Any
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Ogre Zombie

Large Undead

Hit Dice:	8d12+3 (55 hp)
Initiative:	-2
Speed:	40 ft. (8 squares; can't run)
Armor Class:	15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+4/+14
Attack:	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)
Full Attack:	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +2, Ref +0, Will +6
Abilities:	Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Temperate hills
Organization:	Any
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Troglodyte Zombie

Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	-2
Speed:	30 ft. (6 squares; can't run)
Armor Class:	16 (-2 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+2/+3
Attack:	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Full Attack:	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Space/Reach:	5 ft./5 ft
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +1, Ref -1, Will +4
Abilities:	Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Underground
Organization:	Any
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

Wyvern Zombie

Large Undead

Hit Dice:	14d12+3 (94 hp)
Initiative:	+0
Speed:	20 ft. (4 squares; can't run), fly 60 ft. (poor)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+7/+16
Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)
Full Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)
Special Attacks:	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +4, Will +9
Abilities:	Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Warm hills
Organization:	Any
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	16–20 HD (Huge)
Level Adjustment:	—

ANIMALS & VERMIN

This section provides statistics and basic information for many common kinds of mundane animals.

Animal

These creatures 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 with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

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.

Ape

Large Animal

Hit Dice:	4d8+11 (29 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claws +7 melee (1d6+5)
Full Attack:	2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +6, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or company (3-5)
Challenge Rating:	2
Advancement:	5-8 HD (Large)
Level Adjustment:	—

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Combat

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Baboon

Medium Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+0/+2
Attack:	Bite +2 melee (1d6+3)
Full Attack:	Bite +2 melee (1d6+3)
Space Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills:	Climb +10, Listen +5, Spot +5
Feats:	Alertness
Environment:	Warm plains
Organization:	Solitary or troop (10-40)
Challenge Rating:	1/2
Advancement:	2-3 HD (Medium)
Level Adjustment:	—

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.

Males can be 2 to 4 feet long and weigh as much as 90 pounds.

Combat

Baboons usually attack in groups.

Skills: Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Badger

Small Animal

Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-5
Attack:	Claw +4 melee (1d2-1)
Full Attack:	2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1)
Space Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Escape Artist +7, Listen +3, Spot +3
Feats:	Track ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or cete (3-5)
Challenge Rating:	1/2
Advancement:	2 HD (Small)
Level Adjustment:	—

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

Combat

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on Escape Artist checks.

Bat

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	5 ft (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—
Space Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Blindsense 20 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats:	Alertness
Environment:	Temperate deserts
Organization:	Colony (10-40) or crowd (10-50)
Challenge Rating:	1/10
Advancement:	—
Level Adjustment:	—

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Combat

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Bear, Black

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Space Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Climb +4, Listen +4, Spot +4, Swim +8
Feats:	Endurance, Run
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4-5 HD (Medium)
Level Adjustment:	—

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Combat

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

Bear, Brown

Large Animal

Hit Dice:	6d8+24 (51 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+4/+16
Attack:	Claw +11 melee (1d8+8)
Full Attack:	2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +7, Swim +12
Feats:	Endurance, Run, Track
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	7–10 HD (Large)
Level Adjustment:	—

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

Combat

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Bear, Polar

Large Animal

Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), swim 30 ft.
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+18
Attack:	Claw +13 (1d8+8)
Full Attack:	2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Hide -2*, Listen +5, Spot +7, Swim +16
Feats:	Endurance, Run, Track
Environment:	Cold plains
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	9–12 HD (Large)
Level Adjustment:	—

These long, lean carnivores are slightly taller than brown bears.

Combat

Polar bears fight just as brown bears do.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Bison

Large Animal

Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	13 (-1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Gore +8 melee (1d8+9)
Full Attack:	Gore +8 melee (1d8+9)
Space Reach:	10 ft./5 ft.
Special Attacks:	Stampede
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Endurance
Environment:	Temperate plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	2
Advancement:	6–7 HD (Large)
Level Adjustment:	—

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Combat

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Boar

Medium Animal

Hit Dice:	3d8+12 (25 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Gore +4 melee (1d8+3)
Full Attack:	Gore +4 melee (1d8+3)
Space Reach:	5 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Toughness
Environment:	Temperate forests
Organization:	Solitary or herd (5-8)
Challenge Rating:	2
Advancement:	4-5 HD (Medium)
Level Adjustment:	—

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.

Combat

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

Camel

Large Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	13 (-1 size, +3 Dex, +1 natural) touch 12, flat-footed 10
Base Attack/Grapple:	+2/+10
Attack:	Bite +0 melee (1d4+2*)
Full Attack:	Bite +0 melee* (1d4+2*)
Space Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Alertness, Endurance
Environment:	Warm deserts
Organization:	Domesticated or herd (6-30)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Camels are known for their ability to travel long distances without food or water.

The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (16).

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A camel can drag 4,500 pounds.

Combat

*A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

Cat

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Claw +4 melee (1d2-4)
Full Attack:	2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4)
Space Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate plains
Organization:	Domesticated or solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a common housecat.

Combat

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Cheetah

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Space Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent, sprint
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Finesse
Environment:	Warm plains
Organization:	Solitary, pair, or family (3–5)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

Combat

Cheetahs make sudden sprints to bring down prey.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

SprInt (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

Crocodile

Medium Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+6
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Skills:	Hide +7*, Listen +4, Spot +4, Swim +12
Feats:	Alertness, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Combat

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Crocodile, Giant

Huge Animal

Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6-11)
Challenge Rating:	4
Advancement:	8-14 HD (Huge)
Level Adjustment:	—

These huge creatures usually live in salt water and can be more than 20 feet long.

Giant crocodiles fight and behave like their smaller cousins.

Dog

Small Animal

Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-3
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +7, Listen +5, Spot +5, Survival +1*
Feats:	Alertness, Track ^B
Environment:	Temperate plains
Organization:	Solitary or pack (5-12)
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

Combat

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on Jump checks. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.

Dog, Riding

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
Feats:	Alertness, Track ^B
Environment:	Temperate plains
Organization:	Solitary or pack (5-12)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

This category includes working breeds such as collies, huskies, and St. Bernards.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

Combat

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Skills: Riding dogs have a +4 racial bonus on Jump checks. *Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

Donkey

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Bite +1 melee (1d2)
Full Attack:	Bite +1 melee (1d2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Balance +3, Listen +3, Spot +2
Feats:	Endurance
Environment:	Temperate deserts
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

Combat

A donkey bites only when it has no way to escape.

Skills: Donkeys have a +2 racial bonus on Balance checks.

Eagle

Small Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/−4
Attack:	Talons +3 melee (1d4)
Full Attack:	2 talons +3 melee (1d4) and bite −2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots.

A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Combat

Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +8 racial bonus on Spot checks.

Elephant

Huge Animal

Hit Dice:	11d8+55 (104 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (−2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple:	+8/+26
Attack:	Gore +16 melee (2d8+15)
Full Attack:	Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +6
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +12, Spot +10
Feats:	Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment:	Warm plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	7
Advancement:	12–22 HD (Huge)
Level Adjustment:	—

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Combat

Elephants tend to charge at threatening creatures.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Hawk

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 60 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-10
Attack:	Talons +5 melee (1d4-2)
Full Attack:	Talons +5 melee (1d4-2)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Combat

Hawks combine both talons into a single attack.

Skills: Hawks have a +8 racial bonus on Spot checks.

Horse

Horses are widely domesticated for riding and as beasts of burden.

Combat

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

Horse, Heavy

Large Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+9
Attack:	Hoof -1 melee (1d6+1*)
Full Attack:	2 hooves -1 melee (1d6+1*)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds. A heavy horse can drag 3,000 pounds.

Horse, Light

Large Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	60 ft. (12 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+8
Attack:	Hoof -2 melee (1d4+1*)
Full Attack:	2 hooves -2 melee (1d4+1*)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated or herd (6-30)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; and a heavy load, 301-450 pounds. A light horse can drag 2,250 pounds.



Warhorse, Heavy

Large Animal

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Hoof +6 melee (1d6+4)
Full Attack:	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	2
Advancement:	—
Level Adjustment:	—

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

Warhorse, Light

Large Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	60 ft. (12 squares)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

These animals are similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

Hyena

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
Skills:	Hide +3*, Listen +6, Spot +4
Feats:	Alertness
Environment:	Warm deserts
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–5 HD (Large)
Level Adjustment:	—

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

Leopard

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	40 ft (8 squares), climb 20 ft.
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
Feats:	Alertness, Weapon Finesse
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

Combat

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

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened.

Lion

Large Animal

Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	3
Advancement:	6–8 HD (Large)
Level Adjustment:	—

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Lizard

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d4-4)
Full Attack:	Bite +4 melee (1d4-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +10, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

Combat

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

Skills: Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

Lizard, Monitor

Medium Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats:	Alertness, Great Fortitude
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4-5 HD (Medium)
Level Adjustment:	—

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

Combat

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Skills: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

Manta Ray

Large Animal (Aquatic)

Hit Dice:	4d8 (18 hp)
Initiative:	+0
Speed:	Swim 30 ft. (6 squares)
Armor Class:	12 (-1 size, +3 natural), touch 9, flat-footed 12
Base Attack/Grapple:	+3/+9
Attack:	Ram -1 melee* (1d6+1)
Full Attack:	Ram -1 melee* (1d6+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +6, Swim +10
Feats:	Alertness, Endurance
Environment:	Warm aquatic
Organization:	Solitary or school (2-5)
Challenge Rating:	1
Advancement:	5-6 HD (Medium)
Level Adjustment:	—

These fish are nonaggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

Combat

*If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

Skills: A manta ray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Monkey

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance + 10, Climb +10, Hide +10, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Troop (10-40)
Challenge Rating:	1/6
Advancement:	2-3 HD (Small)
Level Adjustment:	—

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

Combat

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Mule

Large Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Alertness, Endurance
Environment:	Warm plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

Combat

A mule's powerful kick can be dangerous.

Carrying Capacity: A light load for a mule is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A mule can drag 3,450 pounds.

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

Octopus

Small Animal (Aquatic)

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/+2
Attack:	Arms +5 melee (0)
Full Attack:	Arms +5 melee (0) and bite +0
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9
Feats:	Weapon Finesse
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	1
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

Combat

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms 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 automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Octopus, Giant

Large Animal (Aquatic)

Hit Dice:	8d8+11 (47 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+6/+15
Attack:	Tentacle +10 melee (1d4+5)
Full Attack:	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
Space/Reach:	10 ft./10 ft. (20 ft. with tentacle)
Special Attacks:	Improved grab, constrict
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats:	Alertness, Skill Focus (Hide), Toughness
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	8
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

Combat

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle 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.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Owl

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Talons +5 melee (1d4-3)
Full Attack:	Talons +5 melee (1d4-3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +14, Move Silently +17, Spot +6*
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	2 HD (Small)
Level Adjustment:	—

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

Combat

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

Pony

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Hoof -3 melee (1d3*)
Full Attack:	2 hooves -3 melee (1d3*)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

Combat

*A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack is treated as a secondary attack and adds only half the pony's Strength bonus to damage.

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A pony can drag 1,125 pounds.

Pony, War

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Hoof +3 melee (1d3+2)
Full Attack:	2 hooves +3 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +0
Abilities:	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1/2
Advancement:	—
Level Adjustment:	—

Warponies are bred for strength and aggression, and are similar to light warhorses.

Combat

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a warpony is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A warpony can drag 1,500 pounds.

Porpoise

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Slam +4 melee (2d4)
Full Attack:	Slam +4 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Spot +7*, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary, pair, or school (3–20)
Challenge Rating:	1/2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

Combat

Blindsight (Ex): Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Skills: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Rat

Tiny Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats:	Weapon Finesse
Environment:	Any
Organization:	Plague (10-100)
Challenge Rating:	1/8
Advancement:	—
Level Adjustment:	—

These omnivorous rodents thrive almost anywhere.

Combat

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Raven

Tiny Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-13
Attack:	Claws +4 melee (1d2-5)
Full Attack:	Claws +4 melee (1d2-5)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +3, Spot +5
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

Rhinoceros

Large Animal

Hit Dice:	8d8+40 (76 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+6/+18
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Alertness, Endurance, Improved Natural Attack (gore)
Environment:	Warm plains
Organization:	Solitary or herd (2-12)
Challenge Rating:	4
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	—

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

Shark, Medium

Medium Animal (Aquatic)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+3
Attack:	Bite +4 melee (1d6+1)
Full Attack:	Bite +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsense, keen scent
Saves:	Fort +4, Ref +5, Will +2
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9
Feats:	Alertness, Weapon Finesse
Environment:	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	1
Advancement:	4–6 HD (Medium)
Level Adjustment:	—

Shark, Large

Large Animal (Aquatic)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (1d8+4)
Full Attack:	Bite +7 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsense, keen scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +8, Spot +7, Swim +11
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	2
Advancement:	8–9 HD (Large)
Level Adjustment:	—

Shark, Huge

Huge Animal (Aquatic)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+7/+20
Attack:	Bite +10 melee (2d6+7)
Full Attack:	Bite +10 melee (2d6+7)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Blindsense, keen scent
Saves:	Fort +11, Ref +9, Will +4
Abilities:	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	4
Advancement:	11–17 HD (Huge)
Level Adjustment:	—

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snake

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snake, Constrictor

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d3+4)
Full Attack:	Bite +5 melee (1d3+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3+4, improved grab
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium); 6–10 HD (Large)
Level Adjustment:	—

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

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

Snake, Giant Constrictor

Huge Animal

Hit Dice:	11d8+14 (63 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (–2 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+8/+23
Attack:	Bite +13 melee (1d8+10)
Full Attack:	Bite +13 melee (1d8+10)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Constrict 1d8+10, improved grab
Special Qualities:	Scent
Saves:	Fort +8, Ref +10, Will +4
Abilities:	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide), Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	5
Advancement:	12–16 HD (Huge); 17–33 HD (Gargantuan)
Level Adjustment:	—

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

Snake, Tiny Viper

Tiny Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+3
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/–11
Attack:	Bite +5 melee (1 plus poison)
Full Attack:	Bite +5 melee (1 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5
Feats:	Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

Snake, Small Viper

Small Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+0/-6
Attack:	Bite +4 melee (1d2-2 plus poison)
Full Attack:	Bite +4 melee (1d2-2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Feats:	Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1/2
Advancement:	—
Level Adjustment:	—

Snake, Medium Viper

Medium Animal

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+1/+0
Attack:	Bite +4 melee (1d4-1 plus poison)
Full Attack:	Bite +4 melee (1d4-1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7
Feats:	Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Snake, Large Viper

Large Animal

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Bite +4 melee (1d4 plus poison)

Full Attack:	Bite +4 melee (1d4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8
Feats:	Improved Initiative, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	2
Advancement:	—
Level Adjustment:	—

Snake, Huge Viper

Huge Animal

Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+4/+15
Attack:	Bite +6 melee (1d6+4 plus poison)
Full Attack:	Bite +6 melee (1d6+4 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Feats:	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	3
Advancement:	7-18 HD (Huge)
Level Adjustment:	—

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC
Tiny	10
Small	10
Medium	11
Large	11
Huge	14

Squid

Medium Animal (Aquatic)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+8*
Attack:	Arms +4 melee (0)
Full Attack:	Arms +4 melee (0) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10
Feats:	Alertness, Endurance
Environment:	Temperate aquatic
Organization:	Solitary or school (6-11)
Challenge Rating:	1
Advancement:	4-6 HD (Medium); 7-11 HD (Large)
Level Adjustment:	—

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms 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 automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Squid, Giant

Huge Animal (Aquatic)

Hit Dice:	12d8+18 (72 hp)
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+9/+29
Attack:	Tentacle +15 melee (1d6+8)
Full Attack:	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	15 ft./15 ft. (30 ft. with tentacle)
Special Attacks:	Constrict 1d6+8, improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +11, Swim +16
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)

Level Adjustment:

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

Combat

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle 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. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Tiger

Large Animal

Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats:	Natural Attack (claw)
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Combat

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

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Toad

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+1
Speed:	5 ft. (1 square)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—
Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
Skills:	Hide +21, Listen +4, Spot +4
Feats:	Alertness
Environment:	Temperate marshes
Organization:	Swarm (10–100)
Challenge Rating:	1/10
Advancement:	—
Level Adjustment:	—

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Skills: A toad's coloration gives it a +4 racial bonus on Hide checks.

Weasel

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate hills
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

Combat

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

Whale

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Baleen Whale

Gargantuan Animal

Hit Dice: 12d8+78 (132 hp)
Initiative: +1
Speed: Swim 40 ft. (8 squares)
Armor Class: 16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple: +9/+33
Attack: Tail slap +17 melee (1d8+18)
Full Attack: Tail slap +17 melee (1d8+18)
Space/Reach: 20 ft./15 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., hold breath, low-light vision
Saves: Fort +14, Ref +9, Will +5
Abilities: Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills: Listen +15*, Spot +14*, Swim +20
Feats: Alertness, Diehard, Endurance, Toughness (2)
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 6
Advancement: 13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment: —

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Cachalot Whale

Gargantuan Animal

Hit Dice: 12d8+87 (141 hp)
Initiative: +1
Speed: Swim 40 ft. (8 squares)
Armor Class: 16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple: +9/+33
Attack: Bite +17 melee (4d6+12)
Full Attack: Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)
Space/Reach: 20 ft./15 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., hold breath, low-light vision
Saves: Fort +15, Ref +9, Will +6
Abilities: Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
Skills: Listen +15*, Spot +14*, Swim +20
Feats: Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment: Temperate aquatic
Organization: Solitary or pod (6–11)
Challenge Rating: 7
Advancement: 13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment: —

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Orca

Huge Animal

Hit Dice: 9d8+48 (88 hp)
Initiative: +2
Speed: Swim 50 ft. (10 squares)
Armor Class: 16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+22
Attack: Bite +12 melee (2d6+12)
Full Attack: Bite +12 melee (2d6+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., hold breath, low-light vision
Saves: Fort +11, Ref +8, Will +5
Abilities: Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills: Listen +14*, Spot +14*, Swim +16
Feats: Alertness, Endurance, Run, Toughness
Environment: Cold aquatic
Organization: Solitary or pod (6–11)
Challenge Rating: 5
Advancement: 10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment: —

These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

Wolf

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats:	Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–6 HD (Large)
Level Adjustment:	—

Wolves are pack hunters known for their persistence and cunning.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Wolverine

Medium Animal

Hit Dice:	3d8+15 (28 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft., climb 10 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Large)
Level Adjustment:	—

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

Combat

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Vermin

These creatures operate on instinct, driven by simple needs such as food and reproduction. Except where noted, vermin attack only when hungry or threatened.

Vermin Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—**Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—**Darkvision** out to 60 feet.

—**Alignment:** Always neutral. Vermin are not governed by a human sense of morality.

—**Treasure:** Vermin generally possess no treasure. For those that do, this treasure consists of possessions formerly owned by a creature that the monster has killed.

Giant Ant Worker

Medium Vermin

Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	50 ft. (10 squares), climb 20 ft.
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+1/+1
Attack:	Bite +1 melee (1d6)
Full Attack:	Bite +1 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Scent, vermin traits
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9
Skills:	Climb +8
Feats:	Track ^B
Environment:	Temperate plains
Organization:	Gang (2–6) or crew (6–11 plus 1 giant ant soldier)
Challenge Rating:	1
Treasure:	None
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

30: Vermin

Giant Ant Soldier

Medium Vermin

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	50 ft. (10 squares), climb 20 ft.
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (2d4+3)
Full Attack:	Bite +3 melee (2d4+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, acid sting
Special Qualities:	Scent, vermin traits
Saves:	Fort +4, Ref +0, Will +1
Abilities:	Str 14, Dex 10, Con 13, Int —, Wis 13, Cha 11
Skills:	Climb +10
Feats:	Track ^B
Environment:	Temperate plains
Organization:	Solitary or gang (2–4)
Challenge Rating:	2
Treasure:	None
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

Giant Ant Queen

Large Vermin

Hit Dice:	4d8+4 (22 hp)
Initiative:	–1
Speed:	40 ft. (8 squares)
Armor Class:	17 (–1 size, –1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (2d6+4)
Full Attack:	Bite +5 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Scent, vermin traits
Saves:	Fort +5, Ref +0, Will +2
Abilities:	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11
Skills:	—
Feats:	Track ^B
Environment:	Temperate plains
Organization:	Hive (1 plus 10–100 workers and 5–20 soldiers)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	5–6 HD (Large); 7–8 HD (Huge)
Level Adjustment:	—

Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Skills: *Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.

Giant Bee

Medium Vermin

Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (good)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Sting +2 melee (1d4 plus poison)
Full Attack:	Sting +2 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9
Skills:	Spot +5, Survival +1*
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, buzz (2–5), or hive (11–20)
Challenge Rating:	1
Treasure:	No coins; 1/4 goods (honey only); no items
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Skills: Giant bees have a +4 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Giant Bombardier Beetle

Medium Vermin

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Cluster (2–5) or click (6–11)
Challenge Rating:	2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles

normally attack only to defend themselves, their nests, or their eggs.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Giant Fire Beetle

Small Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/-4
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7
Skills:	—
Feats:	—
Environment:	Warm plains
Organization:	Cluster (2–5) or colony (6–11)
Challenge Rating:	1/3
Advancement:	2–3 HD (Small)
Level Adjustment:	—

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

Giant Stag Beetle

Large Vermin

Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+5/+15
Attack:	Bite +10 melee (4d6+9)
Full Attack:	Bite +10 melee (4d6+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trample 2d8+3
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Cluster (2–5) or mass (6–11)
Challenge Rating:	4
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

Giant Praying Mantis

Large Vermin

Hit Dice:	4d8+8 (26 hp)
Initiative:	–1
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	14 (–1 size, –1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Claws +6 melee (1d8+4)
Full Attack:	Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach:	10 ft (4 squares)./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +0, Will +3
Abilities:	Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11
Skills:	Hide –1*, Spot +6
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

This patient carnivore remains completely still as it waits for prey to come near.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Skills: A giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

Giant Wasp

Large Vermin

Hit Dice:	5d8+10 (32 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Sting +6 melee (1d3+6 plus poison)
Full Attack:	Sting +6 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, swarm (2–5), or nest (11–20)
Challenge Rating:	3
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

30 Vermin

Skills: Giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Monstrous Centipede, Tiny

Tiny Vermin

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-13
Attack:	Bite +4 melee (1d3-5 plus poison)
Full Attack:	Bite +4 melee (1d3-5 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +18, Spot +4
Feats:	Weapon Fine*seB
Environment:	Underground
Organization:	Colony (8-16)
Challenge Rating:	1/8
Advancement:	—
Level Adjustment:	—

Monstrous Centipede, Small

Small Vermin

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/-7
Attack:	Bite +3 melee (1d4-3 plus poison)
Full Attack:	Bite +3 melee (1d4-3 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 5, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +14, Spot +4
Feats:	Weapon Fine*seB
Environment:	Underground
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

Monstrous Centipede, Medium

Medium Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+0/-1
Attack:	Bite +2 melee (1d6-1 plus poison)
Full Attack:	Bite +2 melee (1d6-1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 9, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +10, Spot +4
Feats:	Weapon FinesseB
Environment:	Underground
Organization:	Solitary or colony (2-5)
Challenge Rating:	1/2
Advancement:	—
Level Adjustment:	—

Monstrous Centipede, Large

Large Vermin

Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+7
Attack:	Bite +3 melee (1d8+1 plus poison)
Full Attack:	Bite +3 melee (1d8+1 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +1
Abilities:	Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +6, Spot +4
Feats:	Weapon FinesseB
Environment:	Underground
Organization:	Solitary or colony (2-5)
Challenge Rating:	1
Advancement:	4-5 HD (Large)
Level Adjustment:	—

Monstrous Centipede, Huge

Huge Vermin

Hit Dice:	6d8+6 (33 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+4/+15
Attack:	Bite +5 melee (2d6+4 plus poison)

Full Attack: Bite +5 melee (2d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2
Skills: Climb +11, Hide +2, Spot +4
Feats: —
Environment: Underground
Organization: Solitary or colony (2–5)
Challenge Rating: 2
Advancement: 7–11 HD (Huge)
Level Adjustment: —

Organization: Solitary
Challenge Rating: 9
Advancement: 25–48 HD (Colossal)
Level Adjustment: —

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

Poison (Ex): A monstrous centipede has a poisonous bite. The details vary by the centipede's size, as shown on the table above. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Size	Fort DC	Damage
Tiny	10	1 Dex
Small	10	1d2 Dex
Medium	10	1d3 Dex
Large	11	1d4 Dex
Huge	14	1d6 Dex
Gargantuan	17	1d8 Dex
Colossal	23	2d6 Dex

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

Monstrous Centipede, Gargantuan

Gargantuan Vermin

Hit Dice: 12d8+12 (66 hp)
Initiative: +2
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 18 (–4 size, +2 Dex, +10 natural), touch 8, flat-footed 16
Base Attack/Grapple: +9/+27
Attack: Bite +11 melee (2d8+9 plus poison)
Full Attack: Bite +11 melee (2d8+9 plus poison)
Space/Reach: 20 ft./15 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +9, Ref +6, Will +4
Abilities: Str 23, Dex 15, Con 12, Int —, Wis 10, Cha 2
Skills: Climb +14, Hide –2, Spot +4
Feats: —
Environment: Underground
Organization: Solitary
Challenge Rating: 6
Advancement: 17–23 HD (Gargantuan)
Level Adjustment: —

Monstrous Centipede, Colossal

Colossal Vermin

Hit Dice: 24d8+24 (132 hp)
Initiative: +1
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 20 (–8 size, +2 Dex, +16 natural), touch 4, flat-footed 18
Base Attack/Grapple: +18/+42
Attack: Bite +18 melee (4d6+12 plus poison)
Full Attack: Bite +18 melee (4d6+12 plus poison)
Space/Reach: 30 ft./20 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +15, Ref +9, Will +8
Abilities: Str 27, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills: Climb +16, Hide –7, Spot +4
Feats: —
Environment: Underground

Monstrous Scorpion, Tiny

Tiny Vermin

Hit Dice: 1/2 d8+2 (4 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple: +0/–8
Attack: Claw +2 melee (1d2–4)
Full Attack: 2 claws +2 melee (1d2–4) and sting –3 melee (1d2–4 plus poison)
Space/Reach: 2–1/2 ft./0 ft.
Special Attacks: Constrict 1d2–4, improved grab, poison
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills: Climb +0, Hide +12, Spot +4
Feats: Weapon Finesse^B
Environment: Warm deserts
Organization: Colony (8–16)
Challenge Rating: 1/4
Alignment: Always neutral
Advancement: —
Level Adjustment: —

80: Vermin

Monstrous Scorpion, Small

Small Vermin

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+0/-4
Attack:	Claw +1 melee (1d3-1)
Full Attack:	2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3-1, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 9, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +3, Hide +8, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Warm deserts
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/2
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Monstrous Scorpion, Medium

Medium Vermin

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	14 (+4 natural), touch 10, flat- footed 14
Base Attack/Grapple:	+1/+2
Attack:	Claw +2 melee (1d4+1)
Full Attack:	2 claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d4+1, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +5, Hide +4, Spot +4
Feats:	—
Environment:	Warm deserts
Organization:	Solitary or colony (2-5)
Challenge Rating:	1
Alignment:	Always neutral
Advancement:	3-4 HD (Medium)
Level Adjustment:	—

Monstrous Scorpion, Large

Large Vermin

Hit Dice:	5d8+10 (32 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+3/+11
Attack:	Claw +6 melee (1d6+4)
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 1d6+4, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4
Feats:	—
Environment:	Warm deserts
Organization:	Solitary or colony (2-5)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	6-9 HD (Large)
Level Adjustment:	—

Monstrous Scorpion, Huge

Huge Vermin

Hit Dice:	10d8+30 (75 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+7/+21
Attack:	Claw +11 melee (1d8+6)
Full Attack:	2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Constrict 1d8+6, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +10, Ref +3, Will +3
Abilities:	Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide -4, Spot +4
Feats:	—
Environment:	Warm deserts
Organization:	Solitary or colony (2-5)
Challenge Rating:	7
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	11-19 HD (Huge)
Level Adjustment:	—

Monstrous Scorpion.

Gargantuan

Gargantuan Vermin

Hit Dice:	20d8+60 (150 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	24 (-4 size, +18 natural), touch 6, flat-footed 24 +15/+37
Base Attack/Grapple:	+15/+37
Attack:	Claw +21 melee (2d6+10)
Full Attack:	2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Constrict 2d6+10, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +15, Ref +6, Will +6
Abilities:	Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide -8, Spot +4
Feats:	—
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	10
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	21–39 HD (Gargantuan)
Level Adjustment:	—

Monstrous Scorpion.

Colossal

Colossal Vermin

Hit Dice:	40d8+120 (300 hp)
Initiative:	-1
Speed:	50 ft. (10 squares)
Armor Class:	26 (-8 size, -1 Dex, +25 natural), touch 1, flat-footed 26 +30/+58
Base Attack/Grapple:	+30/+58
Attack:	Claw +34 melee (2d8+12)
Full Attack:	2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
Space/Reach:	40 ft./30 ft.
Special Attacks:	Constrict 2d8+12, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +25, Ref +12, Will +13
Abilities:	Str 35, Dex 8, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +16, Hide -12, Spot +4
Feats:	—
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	12
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	41–60 HD (Colossal)
Level Adjustment:	—

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

	Size	Fort DC	Damage
Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.	Tiny	12	1 Con
	Small	12	1d2 Con
	Medium	13	1d3 Con
	Large	14	1d4 Con
	Huge	18	1d6 Con
	Gargantuan	23	1d8 Con
	Colossal	33	1d10 Con

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Monstrous Spider. Tiny

Tiny Vermin

Hit Dice:	1/2 d8 (2 hp)
Initiative:	3
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat-footed 12 +0/-12
Base Attack/Grapple:	+0/-12
Attack:	Bite +5 melee (1d3-4 plus poison)
Full Attack:	Bite +5 melee (1d3-4 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0
Abilities:	Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +15*, Jump -4*, Spot +4*
Feats:	Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Colony (8-16)
Challenge Rating:	1/4
Treasure:	None
Advancement:	—
Level Adjustment:	—



Monstrous Spider. Small

Small Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Bite +4 melee (1d4-2 plus poison)
Full Attack:	Bite +4 melee (1d4-2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0
Abilities:	Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +11*, Jump -2*, Spot +4*
Feats:	Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/2
Treasure:	None
Advancement:	—
Level Adjustment:	—

Monstrous Spider. Medium

Medium Vermin

Hit Dice:	2d8+2 (11 hp)
Initiative:	3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +4 melee (1d6 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +7*, Jump +0*, Spot +4*
Feats:	Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	1
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	3 HD (Medium)
Level Adjustment:	—

Monstrous Spider. Large

Large Vermin

Hit Dice:	4d8+4 (22 hp)
Initiative:	3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+9
Attack:	Bite +4 melee (1d8+3 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +3*, Jump +2*, Spot +4*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	5-7 HD (Large)
Level Adjustment:	—

Monstrous Spider. Huge

Huge Vermin

Hit Dice:	8d8+16 (52 hp)
Initiative:	3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+18
Attack:	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +12, Hide -1*, Jump +4*, Spot +4*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	9-15 HD (Huge)
Level Adjustment:	—

Monstrous Spider, Gargantuan

Gargantuan Vermin

Hit Dice:	16d8+32 (104 hp)
Initiative:	3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+12/+31
Attack:	Bite +15 melee (2d8+10 plus poison)
Full Attack:	Bite +15 melee (2d8+10 plus poison)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +12, Ref +8, Will +5
Abilities:	Str 25, Dex 17, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide -5*, Jump +7*, Spot +4*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	8
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	17–31 HD (Gargantuan)
Level Adjustment:	—

Monstrous Spider, Colossal

Colossal Vermin

Hit Dice:	32d8+64 (208 hp)
Initiative:	2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	22 (-8 size, +2 Dex, +18 natural), touch 4, flat-footed 20
Base Attack/Grapple:	+24/+50
Attack:	Bite +26 melee (4d6+15 plus poison)
Full Attack:	Bite +26 melee (4d6+15 plus poison)
Space/Reach:	40 ft./30 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +20, Ref +12, Will +10
Abilities:	Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +16, Hide -10*, Jump +10*, Spot +7*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	11
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	33–60 HD (Colossal)
Level Adjustment:	—

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

Poison (Ex):	Size	Fort DC	Damage
A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.	Tiny	10	1d2 Str
	Small	10	1d3 Str
	Medium	12	1d4 Str
	Large	13	1d6 Str
	Huge	16	1d8 Str
	Gargantuan	20	2d6 Str
	Colossal	28	2d8 Str

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Size	Escape Artist DC	Break DC	Hit Points
Tiny	10	14	2
Small	10	14	4
Medium	12	16	6
Large	13	17	12
Huge	16	20	14
Gargantuan	20	24	16
Colossal	28	32	18

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

TREASURE

Monsters With Treasure

Every monster has a treasure rating (indicating how much treasure it has, although for some creatures the rating is “None”). The tables found below are used to determine the specifics. After referencing the level and kind of treasure (coins, goods, items) found in the creature’s description, roll on the appropriate row and columns of the proper table.

When generating an encounter dealing with monsters away from their lair, remember that a creature only takes what it can easily carry with it. In the case of a creature that cannot use treasure, that generally means nothing. The monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair.

Using the Treasure Tables

Cross-reference the level of the treasure on the left with the type of treasure. The level of the treasure is equal to the CR of the monsters in the encounter. A standard treasure (one that includes coins, goods, and items) requires three rolls, one for each category.

On average, the PCs should earn one treasure suitable to their level for each encounter they overcome.

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

Treasure Values per Encounter

Encounter Level	Treasure per Encounter
1	300 gp
2	600 gp
3	900 gp
4	1,200 gp
5	1,600 gp
6	2,000 gp
7	2,600 gp
8	3,400 gp
9	4,500 gp
10	5,800 gp
11	7,500 gp
12	9,800 gp
13	13,000 gp
14	17,000 gp
15	22,000 gp
16	28,000 gp
17	36,000 gp
18	47,000 gp
19	61,000 gp
20	80,000 gp

1st Level Treasure

d%	Coins	d%	Goods	d%	Items
01–14	—	01–90	—	01–71	—
15–29	1d6 x 1,000 cp	91–95	1 gem	72–95	1 mundane
30–52	1d8 x 100 sp	96–100	1 art	96–100	1 minor
53–95	2d8 x 10 gp				
96–100	1d4 x 10 pp				

2nd Level Treasure

d%	Coins	d%	Goods	d%	Items
01–13	—	01–81	—	01–49	—
14–23	1d10 x 1,000 cp	82–95	1d3 gems	50–85	1 mundane
24–43	2d10 x 100 sp	96–100	1d3 art	86–100	1 minor
44–95	4d10 x 10 gp				
96–100	2d8 x 10 pp				

3rd Level Treasure

d%	Coins	d%	Goods	d%	Items
01–11	—	01–77	—	01–49	—
12–21	2d10 x 1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
22–41	4d8 x 100 sp	96–100	1d3 art	80–100	1 minor
42–95	1d4 x 100 gp				
96–100	1d10 x 10 pp				

4th Level Treasure

d%	Coins	d%	Goods	d%	Items
01–11	—	01–70	—	01–42	—
12–21	3d10 x 1,000 cp	71–95	1d4 gems	43–62	1d4 mundane
22–41	4d12 x 1,000 sp	96–100	1d3 art	63–100	1 minor
42–95	1d6 x 100 gp				
96–100	1d8 x 10 pp				

5th Level Treasure

d%	Coins	d%	Goods	d%	Items
01–10	—	01–60	—	01–57	—
11–19	1d4 x 10,000 cp	61–95	1d4 gems	58–67	1d4 mundane
20–38	1d6 x 1,000 sp	96–100	1d4 art	68–100	1d3 minor
39–95	1d8 x 100 gp				
96–100	1d10 x 10 pp				

6th Level Treasure

d%	Coins	d%	Goods	d%	Items
01–10	—	01–56	—	01–54	—
11–18	1d6 x 10,000 cp	57–92	1d4 gems	55–59	1d4 mundane
19–37	1d8 x 1,000 sp	93–100	1d4 art	60–99	1d3 minor
38–95	1d10 x 100 gp			100	1 medium
96–100	1d12 x 10 pp				

7th Level Treasure

d%	Coins	d%	Goods	d%	Items
01–11	—	01–48	—	01–51	—
12–18	1d10 x 10,000 cp	49–88	1d4 gems	52–97	1d3 minor
19–35	1d12 x 1,000 sp	89–100	1d4 art	98–100	1 medium
36–93	2d6 x 100 gp				
94–100	3d4 x 10 pp				

8th Level Treasure

d%	Coins	d%	Goods	d%	Items
01–10	—	01–45	—	01–48	—
11–15	1d12 x 10,000 cp	46–85	1d6 gems	49–96	1d4 minor
16–29	2d6 x 1,000 sp	86–100	1d4 art	97–100	1 medium
30–87	2d8 x 100 gp				
88–100	3d6 x 10 pp				

9th Level Treasure

d%	Coins	d%	Goods	d%	Items
01–10	—	01–40	—	01–43	—
11–15	2d6 x 10,000 cp	41–80	1d8 gems	44–91	1d4 minor
16–29	2d8 x 1,000 sp	81–100	1d4 art	92–100	1 medium
30–85	5d4 x 100 gp				
86–100	2d12 x 10 pp				

10th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-10	—	01-35	—	01-40	—
11-24	2d10 x 1,000 sp	36-79	1d8 gems	41-88	1d4 minor
25-79	6d4 x 100 gp	80-100	1d6 art	89-99	1 medium
80-100	5d6 x 10 pp			100	1 major

11th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-08	—	01-24	—	01-31	—
09-14	3d10 x 1,000 sp	25-74	1d10 gems	32-84	1d4 minor
15-75	4d8 x 100 gp	75-100	1d6 art	85-98	1 medium
76-100	4d10 x 10 pp			99-100	1 major

12th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-08	—	01-17	—	01-27	—
09-14	3d12 x 1,000 sp	18-70	1d10 gems	28-82	1d6 minor
15-75	1d4 x 1,000 gp	71-100	1d8 art	83-97	1 medium
76-100	1d4 x 100 pp			98-100	1 major

13th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-08	—	01-11	—	01-19	—
09-75	1d4 x 1,000 gp	12-66	1d12 gems	20-73	1d6 minor
76-100	1d10 x 100 pp	67-100	1d10 art	74-95	1 medium
				96-100	1 major

14th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-08	—	01-11	—	01-19	—
09-75	1d6 x 1,000 gp	12-66	2d8 gems	20-58	1d6 minor
76-100	1d12 x 100 pp	67-100	2d6 art	59-92	1 medium
				93-100	1 major

15th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-03	—	01-09	—	01-11	—
04-74	1d8 x 1,000 gp	10-65	2d10 gems	12-46	1d10 minor
75-100	3d4 x 100 pp	66-100	2d8 art	47-90	1 medium
				91-100	1 major

16th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-03	—	01-07	—	01-40	—
04-74	1d12 x 1,000 gp	08-64	4d6 gems	41-46	1d10 minor
75-100	3d4 x 100 pp	65-100	2d10 art	47-90	1d3 medium
				91-100	1 major

17th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-03	—	01-04	—	01-33	—
04-68	3d4 x 1,000 gp	05-63	4d8 gems	34-83	1d3 medium
69-100	2d10 x 100 pp	64-100	3d8 art	84-100	1 major

18th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-02	—	01-04	—	01-24	—
03-65	3d6 x 1,000 gp	05-54	3d12 gems	25-80	1d4 medium
66-100	5d4 x 100 pp	55-100	3d10 art	81-100	1 major

19th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-02	—	01-03	—	01-04	—
03-65	3d8 x 1,000 gp	04-50	6d6 gems	05-70	1d4 medium
66-100	3d10 x 100 pp	51-100	6d6 art	71-100	1 major

20th Level Treasure

d%	Coins	d%	Goods	d%	Items
01-02	—	01-02	—	01-25	—
03-65	4d8 x 1,000 gp	03-38	4d10 gems	26-65	1d4 medium
66-100	4d10 x 100 pp	39-100	7d6 art	66-100	1d3 major

Epic Level Treasures

Level	Magic Items
21st	+1
22nd	+2
23rd	+4
24th	+6
25th	+9
26th	+12
27th	+17
28th	+23
29th	+31
30th	+42

Average Treasure Results

Type	Average Result
Gem	275 gp
Art object	1,100 gp
Mundane item	350 gp
Minor magic item	1,000 gp
Medium magic item	10,000 gp
Major magic item	40,000 gp

Gems

d%	Value	Average	Examples
01–25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26–50	2d4 x 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoptase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51–70	4d4 x 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71–90	2d4 x 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91–99	4d4 x 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Art Objects

d%	Value	Average	Examples
01–10	1d10 x 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11–25	3d6 x 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26–40	1d6 x 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41–50	1d10 x 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51–60	2d6 x 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61–70	3d6 x 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in theommel
71–80	4d6 x 100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81–85	5d6 x 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86–90	1d4 x 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6 x 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96–99	2d4 x 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 x 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Mundane Items

d% rolls	Mundane Item
1st 2nd 3rd	
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks, 20 gp each)
13–24	Acid (2d4 flasks, 10 gp each)
25–36	Smokesticks (1d4 sticks, 20 gp each)
37–48	Holy water (1d4 flasks, 25 gp each)
49–62	Antitoxin (1d4 doses, 50 gp each)
63–74	Everburning torch
75–88	Tanglefoot bags (1d4 bags, 50 gp each)
89–100	Thunderstones (1d4 stones, 30 gp each)
18–50	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain shirt (100 gp)
13–18	Masterwork studded leather (175 gp)
19–26	Breastplate (200 gp)
27–34	Banded mail (250 gp)
35–54	Half-plate (600 gp)
55–80	Full plate (1,500 gp)
81–90	Darkwood
01–50	Buckler (205 gp)
51–100	Shield (257 gp)
91–100	Masterwork shield
01–17	Buckler (165 gp)
18–40	Light wooden shield (153 gp)
41–60	Light steel shield (159 gp)
61–83	Heavy wooden shield (157 gp)
84–100	Heavy steel shield (170 gp)
51–83	Weapons
01–50	Masterwork common melee weapon
51–70	Masterwork uncommon weapon
71–100	Masterwork common ranged weapon
84–100	Tools and gear
01–03	Backpack, empty (2 gp)
04–06	Crowbar (2 gp)
07–11	Lantern, bullseye (12 gp)
12–16	Lock, simple (20 gp)
17–21	Lock, average (40 gp)
22–28	Lock, good (80 gp)
29–35	Lock, superior (150 gp)
36–40	Manacles, masterwork (50 gp)
41–43	Mirror, small steel (10 gp)
44–46	Rope, silk (50 ft.) (10 gp)
47–53	Spyglass (1,000 gp)
54–58	Artisan's tools, masterwork (55 gp)
59–63	Climber's kit (80 gp)
64–68	Disguise kit (50 gp)
69–73	Healer's kit (50 gp)
74–77	Holy symbol, silver (25 gp)
78–81	Hourglass (25 gp)
82–88	Magnifying glass (100 gp)
89–95	Musical instrument, masterwork (100 gp)
96–100	Thieves' tools, masterwork (50 gp)

Random Magic Item Generation

Minor	Medium	Major	Item
01–04	01–10	01–10	Armor and shields
05–09	11–20	11–20	Weapons
10–44	21–30	21–25	Potions
45–46	31–40	26–35	Rings
—	41–50	36–45	Rods
47–81	51–65	46–55	Scrolls
—	66–68	56–75	Staffs
82–91	69–83	76–80	Wands
92–100	84–100	81–100	Wondrous items

Random Psionic Item Generation

Minor	Medium	Major	Item
01–02	01–05	01–05	Armor
03–04	06–10	06–10	Shields
05–06	11–15	11–15	Melee weapons
08–09	16–20	16–20	Ranged weapons
10–40	21–40	21–35	Psionic tattoos
41–46	41–50	36–45	Crystal capacitors
47–81	51–68	46–75	Power stones
82–91	69–83	76–80	Dorjes
92–100	84–100	81–100	Universal items

MAGIC & PSIONIC ITEMS

Using Magic Items

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staves, wands, and wondrous items. In addition, some magic items are cursed or intelligent. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Staves: A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Wondrous Items: These objects include magic jewelry, tools, books, clothing, and much more.

Magic Items and Detect Magic

When *detect magic* identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. The description of each item provides its aura strength and the school it belongs to.

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, etc.	Transmutation

If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines.

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

Spell Completion

This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. All that's left to do is perform the finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake. Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger

Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character who can't actually cast spells, such as a 3rd-level paladin.) The user must still determine what spell is stored in the item before she can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word

If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into

the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.

The spells *identify* and *analyze dweomer* both reveal command words.

Use Activated

This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

Using Psionic Items

A psionic item must be activated for use, although sometimes activation simply means holding the item. Some items, once donned, function constantly. In most cases, though, using an item requires an activate psionic item action that does not provoke attacks of opportunity. However, the use of power trigger items (see below) is treated just like manifesting powers in combat.

Activating a psionic item is a standard action unless the item description indicates otherwise. The manifestation time of a psionic power is the time required to activate the same power in an item, unless the item description specifically states otherwise.

The three ways to activate psionic items are:

Power Trigger

This is the activation method for power stones. It requires the special knowledge of psionic power manifestation that an appropriate character would know and forming the appropriate command thought. If a power is on a character's power list (either the psion list or the psychic warrior list), the character knows how to use a power trigger item that stores that power. The user must still determine what power is stored in the item before activating it. Activating a power trigger item is a standard action that provokes attacks of opportunity exactly as manifesting a power does.

Command Thought

If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a word and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally encoded within it and is whispered into the mind of a creature first picking it up. Other items are silent, but Knowledge (psionics) or Knowledge (history) skills might be useful in helping to identify command thoughts. A successful check (DC 30) is needed to come up with the command thought in this case.

The power *identify* reveals command thoughts.

Use Activated

This type of psionic item has to be used to activate. Use activation is generally straightforward and self-explanatory (the character must still know or guess what the item does to activate it).

If using the item takes time before a psionic effect occurs, then use activation is a standard action. If the item's activation takes no extra time, use activation is usually not even an action. Neither provokes attacks of opportunity unless the use involves taking an action that in itself provokes them.

Size And Magic Items

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items.

There may be rare exceptions, especially with racial specific items.

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

Magic Items On The Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

Saving Throws Against Magic Item Powers

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell.

Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

Saving Throws Against Psionic Item Powers

Psionic items produce psionic powers. The DC of a saving throw against a power from a psionic item is always 10 + the level of the power or effect + the ability bonus of the minimum ability score needed to manifest that level of power. Another way to figure the same number is to multiply the power's level by 1.5 and add 10 to the result.

Some item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent.

Damaging Magic Items

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that might deal damage to them—even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

Repairing Magic Items

Some magic items take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart. The *make whole* spell also repairs a damaged—but not completely broken—magic item.

Damaging Psionic Items

Psionic items should always get a saving throw against powers or spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. All types of psionic item saves—Fortitude, Reflex, and Will—are calculated the same way: The saving throw bonus equals 2 + one-half its manifester level (round down). The only exceptions to this are intelligent psionic items, which make Will saves based on their own Wisdom scores.

A psionic item, unless otherwise noted, takes damage as a normal item of the same type. A damaged psionic item continues to function until completely broken (that is, its hit points are exhausted).

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, less than 1% of magic items have intelligence.

Cursed Items

Some items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

Charges, Doses, and Multiple Uses

Many items, particularly wands and staves, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

Magic Item Descriptions

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

Aura

Most of the time, a *detect magic* spell will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic* spell description for details.

Caster Level

The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level itself.

For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites

Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster level.

A spell prerequisite may be provided by a character who has prepared the spell (or who knows the spell, in the case of a sorcerer or bard), or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. The character designated as the creator pays the XP required to make the item.

Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat).

When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two.

Market Price

This gold piece value, given following the word “Price,” represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP).

Cost to Create

The next part of a notational entry is the cost in gp and XP to create the item, given following the word “Cost.” This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a “Cost” entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/25 the market price.

Weight

The notational entry for many wondrous items ends with a value for the item’s weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Psionic Item Descriptions

In the following sections, each general type of psionic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some types of psionic items. The AC assumes that the item is unattended and includes a –5 penalty for the item’s effective Dexterity of 0. If a creature holds the item, use the creature’s Dexterity modifier in place of the –5 penalty.

Some individual items, notably those that simply store psionic powers and nothing else, don’t get full-blown descriptions. Simply reference the power’s description. Assume that the power is manifested at the minimum level required to manifest it, unless the creator chooses to make it higher for some reason. Doing so increases the cost of the item.

Items with full descriptions have their abilities detailed, and each of the following aspects of the item is summarized at the end of the description.

Manifester Level

The level of the creator (or the manifestor level of the psionic powers placed within the item, if lower than the actual level of the creator). The manifestor level provides the item’s saving throw bonus, as well as range and other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with

should the item come under the effect of a negate psionics power or similar situation.

Prerequisites

The requirements that must be met in order for a character to make the item. These include feats, psionic powers, and miscellaneous requirements such as level, alignment, and race or kind.

Market Price

The going rate if a character wants to buy the item. Market price is also included on the random tables for easy reference. The market price for an item that can be constructed with the item creation feats is usually equal to the base price plus the price for any components (special materials or experience point expenditure).

Important: All market prices given for psionic items assume that the item’s creator used the Metacreative feat in its construction, unless noted otherwise.

Cost to Create

The cost in gp and XP to create the item. This entry appears only for items with components (material or XP) that make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the cost of the components. Items without components do not have a “Cost to Create” entry. For them, the market price and base price are the same. The cost in gp is half the market price, and the cost in XP is 1/25 the market price.

Weight

An entry of “—” indicates an item that has no weight worth noting.

Unless otherwise noted, all psionic items follow the same rules for pricing and construction as magical items.

Creating Magic Items

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of experience points) in an item’s creation.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item’s creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than her own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Magic supplies for items are always half of the base price in gp and 1/25 of the base price in XP. For many items, the market price equals the base price.

Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the magic supplies cost and the base XP cost (both determined by the base price) plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The character must spend the gold and XP at the beginning of the construction process.

The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

An item's market price is the sum of the item cost, spell component costs, and the base price.

Magic Item Gold Piece Values

Many factors must be considered when determining the price of new magic items. The easiest way to come up with a price is to match the new item to an item that is already priced that price as a guide. Otherwise, use the guidelines summarized on Table: Estimating Magic Item Gold Piece Values.

Multiple Similar Abilities

For items with multiple similar abilities that don't take up space on a character's body use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.

Multiple Different Abilities

Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body each additional power not only has no discount but instead has a 50% increase in price.

0-Level Spells

When multiplying spell levels to determine value, 0-level spells should be treated as 1/2 level.

Other Considerations

Once you have a final cost figure, reduce that number if either of the following conditions applies:

Item Requires Skill to Use: Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

Item Requires Specific Class or Alignment to Use: Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

Summary of Magic Item Creation Costs

Magic Item	Feat	Item Cost	Spell Component Costs		Magic Supplies Cost	Base Price ⁴
			Material ²	XP ³		
Armor	Craft Magic Arms and Armor	Masterwork armor	x 50 (usually none)	x 50 (usually none) x5 gp	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Shield	Craft Magic Arms and Armor	Masterwork shield	x 50 (usually none)	x 50 (usually none) x5 gp	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Weapon	Craft Magic Arms and Armor	Masterwork weapon	x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Weapons	Value on Table: Weapons
Potion	Brew Potion	—	Cost (usually none)	Cost (usually none)	1/2 x 25 x level of spell x level of caster	25 x level of spell x level of caster
Ring	Forge Ring	—	x 50	x 50 x 5 gp	see Table: Estimating Magic Item Gold Piece Values	see Table: Estimating Magic Item Gold Piece Values
Rod	Craft Rod	¹	x 50 (often none)	x 50 (often none)	see Table: Estimating Magic Item Gold Piece Values	see Table: Estimating Magic Item Gold Piece Values
Scroll	Scribe Scroll	—	Cost (usually none)	Cost (usually none)	1/2 x 12.5 x level of spell x level of caster	12.5 x level of spell x level of caster
Staff	Craft Staff	Masterwork quarterstaff (300gp)	x 50 / (# of charges used to activate spell)	x 50 x 5 gp / (# of charges used to activate spell)	see Creating Staffs	see Creating Staffs
Wand	Craft Wand	—	x 50	x 50 x 5 gp	1/2 x 375 x level of spell x level of caster	375 x level of spell x level of caster
Wondrous Item	Craft Wondrous Item	⁵	x 50 (usually none)	x 50 (usually none) x 5 gp	see Table: Estimating Magic Item Gold Piece Values	see Table: Estimating Magic Item Gold Piece Values

¹ Rods usable as weapons must include the masterwork weapon cost.

² This cost is only for spells activated by the item that have material or XP components. Having a spell with a costly component as a prerequisite does not automatically incur this cost if the item doesn't actually cast the spell.

³ If purchasing a staff, the buyer pays 5 x the XP value in gold pieces.

⁴ A character creating an item pays 1/25 the base price in experience points.

⁵ Some items have additional value from a masterwork item component.

Prices presented in the magic item descriptions (the gold piece value following the item's caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for. Calculate the market price based on the lowest possible level caster, no matter who makes the item.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren't enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, a wizard or cleric created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some judgment calls.

Masterwork Items

Masterwork items are extraordinarily well-made items. They are more expensive, but they benefit the user with improved quality. They are not magical in any way. However, only masterwork items may be enhanced to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.)

Creating Magic Armor

Item Creation Feat Required: Craft Magic Arms and Armor.

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor—half the base price of the item.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Magic armor or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on Table: Armor Special Abilities and Table: Shield Special Abilities.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared × 1,000 gp	Gloves of Dexterity +2
Armor bonus (enhancement)	Bonus squared × 1,000 gp	+1 chainmail
Bonus spell	Spell level squared × 1,000 gp	Pearl of power
AC bonus (deflection)	Bonus squared × 2,000 gp	Ring of protection +3
AC bonus (other) ¹	Bonus squared × 2,500 gp	loun stone, dusty rose prism
Natural armor bonus (enhancement)	Bonus squared × 2,000 gp	Amulet of natural armor +1
Save bonus (resistance)	Bonus squared × 1,000 gp	Cloak of resistance +5
Save bonus (other) ¹	Bonus squared × 2,000 gp	Stone of good luck
Skill bonus (competence)	Bonus squared × 100 gp	Cloak of elvenkind
Spell resistance	10,000 gp per point over SR 12; SR 13 minimum	Mantle of spell resistance
Weapon bonus (enhancement)	Bonus squared × 2,000 gp	+1 longsword
Spell Effect	Base Price ⁶	Example
Single use, spell completion	Spell level × caster level × 25 gp	Scroll of haste
Single use, use-activated	Spell level × caster level × 50 gp	Potion of cure light wounds
50 charges, spell trigger	Spell level × caster level × 750 gp	Wand of fireball
Command word	Spell level × caster level × 1,800 gp	Cape of the mountebank
Use-activated or continuous	Spell level × caster level × 2,000 gp ²	Lantern of revealing
Special	Base Price Adjustment	Example
Charges per day	Divide by (5 divided by charges per day)	Boots of teleportation
Uncustomary space limitation ³	Multiply entire cost by 1.5	Helm of teleportation
No space limitation ⁴	Multiply entire cost by 2	loun stone
Multiple different abilities	Multiply higher item cost by 2	Helm of brilliance
Charged (50 charges)	1/2 unlimited use base price	Ring of the ram
Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of masterwork item	+1 composite longbow
Spell has material component cost	Add directly into price of item per charge ⁵	Wand of stonewall
Spell has XP cost	Add 5 gp per 1 XP per charge ⁵	Ring of three wishes

¹ Such as a luck, insight, sacred, or profane bonus.

² If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

³ See Body Slot Affinities, below.

⁴ An item that does not take up one of the spaces on a body costs double.

⁵ If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

⁶ Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price.

Creating Potions

Item Creation Feat Required: Brew Potion.

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 boil the brew. 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.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target. Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires.

If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.) Brewing a potion requires one day.

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 +1 XP	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	—
1st	25 gp +2 XP	25 gp +2 XP	50 gp +4 XP	50 gp +4 XP
2nd	150 gp +12 XP	200 gp +16 XP	200 gp +16 XP	200 gp +16 XP
3rd	375 gp +30 XP	450 gp +36 XP	525 gp +42 XP	375 gp +30 XP

* Caster level is half class level.

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

Creating Rings

Item Creation Feat Required: Forge Ring.

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formalize. Refer to Table:

Estimating Magic Item Gold Piece Values and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material or XP components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Creating Rods

Item Creation Feat Required: Craft Rod.

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formalize. Refer to Table: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Creating Scrolls

Item Creation Feat Required: Scribe Scroll.

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll—12.5 gp x the level of the spell x the level of the caster.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times she previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's XP total, she pays the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise,

a material component is consumed when she begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Scroll Base Prices (By Scriber'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 Scriber'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 +2 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	526 gp +50 XP	812 gp 5 sp +65 XP	—
6th	826 gp +66 XP	900 gp +72 XP	1200 gp +96 XP	—
7th	1,135 gp 5 sp +91 XP	1225 gp +98 XP	—	—
8th	1,500 gp +120 XP	1600 gp +128 XP	—	—
9th	1,912 gp 5 sp +153 XP	2025 gp +162 XP	—	—

* Caster level is half class level.

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

Creating Staffs

Item Creation Feat Required: Craft Staff.

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff—375 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (187.5 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster

level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Creating Wands

Item Creation Feat Required: Craft Wand.

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand—375 gp x the level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, she pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when she begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable

Wand Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	1,500 gp	1,500 gp
2nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

* Caster level is half class level.

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

Base Magic Supplies and XP Cost to Craft a Wand (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	—
1st	375 gp +30 XP	375 gp +30 XP	750 gp +60 XP	750 gp +60 XP
2nd	2,250 gp +180 XP	3,000 gp +240 XP	3,000 gp +240 XP	3,000 gp +240 XP
3rd	5,625 gp +450 XP	6,750 gp +540 XP	7,875 gp +630 XP	5,625 gp +450 XP
4th	10,500 gp +840 XP	12,000 gp +960 XP	15,000 gp +1200 XP	10,500 gp +840 XP

* Caster level is half class level.

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

for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price.

Creating Magic Weapons

Item Creation Feat Required: Craft Magic Arms and Armor.

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon—half the base price given on Table: Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability the higher of the two caster level requirements must be met.

A magic weapon must have at least a +1 enhancement bonus to have any of the abilities listed on Table: Melee Weapon Special Abilities or Table Ranged Weapon Special Abilities.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

Creating Wondrous Items

Item Creation Feat Required: Craft Wondrous Item.

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating

the item. Wondrous item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Creating Psionic Items

Several feats grant psionic characters the ability to create psionic items. They have everything needed to recreate any of the items described here or create completely new items.

To calculate the costs involved in creating a psionic item, refer to Creating Magic Items. Although that information deals with magic items, the price formulas presented there are identical to those for psionic items. While the required psionic character level can be higher than a spellcaster's level to manifest an equivalent power, anyone serious about making psionic items has probably taken the Metacreative feat. This ensures that the average psionic item of a given power level has about the same market value as a magic item of the same power level.

Intelligent Item Creation

To create an intelligent item, a character must have a caster level of 15th or higher. Time and creation cost are based on the normal item creation rules, with the market price values on Table: Item Intelligence, Wisdom, Charisma, and Capabilities treated as additions to time, gp cost, and XP cost. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant section.

Creating Psionic Items

Here is a summary of the duplicate material from magic item creation.

XP Cost: 1/25 of the cost of the item in gold pieces, plus the XP cost for powers used.

Raw Materials Cost: One-half the sale cost of the item, plus the cost of any material components for powers used.

For a dorje, the creator must expend fifty copies of the material component and/or pay fifty times the XP cost.

Time: Depends on the feat and the cost of the item – the minimum time is one day.

Item Cost

Power Stone: Base price = spell level x caster level x 25 gp.

Psionic Tattoo: Base price = spell level x caster level x 50 gp.

Dorje: Base price = spell level x caster level x 750 gp.

A 0-level power is considered to have a level of 1/2 for the purpose of this calculation.

929 Magic Items

Adding New Abilities

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a +1 *longsword* can be made into a +2 *vorpal longsword*, with the cost to create it being equal to that of a +2 *vorpal sword* minus the cost of a +1 *sword*.

If the item is one that occupies a specific place on a character's body the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer *invisibility* to her *ring of protection +2*, the cost of adding this ability is the same as for creating a *ring of invisibility* multiplied by 1.5.

Body Slot Affinities

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items should be allowed in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items.

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.

Intelligent Items

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

Body Slot Affinities

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

Intelligent Item Alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he or she so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Intelligent Item Alignment

d%	Alignment of Item
01–05	Chaotic good
06–15	Chaotic neutral*
16–20	Chaotic evil
21–25	Neutral evil*
26–30	Lawful evil
31–55	Lawful good
56–60	Lawful neutral*
61–80	Neutral good*
81–100	Neutral

*The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment.

Languages Spoken By Item

Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Intelligent Item Powers

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes.

Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Mental Ability Scores	Communication	Capabilities	Senses	Base Price Modifier
01–34	Two at 12, one at 10	Empathy ¹	One lesser power	30 ft. vision and hearing	+1,000 gp
35–59	Two at 13, one at 10	Empathy ¹	Two lesser powers	60 ft. vision and hearing	+2,000 gp
60–79	Two at 14, one at 10	Speech ²	Two lesser powers	120 ft. vision and hearing	+4,000 gp
80–91	Two at 15, one at 10	Speech ²	Three lesser powers	60 ft. darkvision and hearing	+5,000 gp
92–97	Two at 16, one at 10	Speech ^{2,3}	Three lesser powers	60 ft. darkvision and hearing	+6,000 gp
98	Two at 17, one at 10	Speech, telepathy ^{3,4}	Three lesser powers and one greater power ⁶	120 ft. darkvision and hearing	+9,000 gp
99	Two at 18, one at 10	Speech, telepathy ^{4,5}	Three lesser powers and two greater powers ⁶	120 ft. darkvision, blindsense, and hearing	+12,000 gp
100	Two at 19, one at 10	Speech, telepathy ^{4,5}	Four lesser powers and three greater powers ⁶	120 ft. darkvision, blindsense, and hearing	+15,000 gp

¹ The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

² Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. It can communicate telepathically with the wielder.

³ The item can also read any languages it can speak.

⁴ The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

⁵ The item can read all languages as well as use read magic.

⁶ The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

Special Purpose Items

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

Dedicated Power

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means.

Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

Intelligent Item Lesser Powers

d%	Lesser Power	Base Price Modifier
01–05	Item can <i>bless its allies</i> 3/day	+1,000 gp
06–10	Item can use <i>faerie fire</i> 3/day	+1,100 gp
11–13	Item can cast <i>minor image</i> 1/day	+2,200 gp
14–20	Item has <i>deathwatch</i> continually active	+2,700 gp
21–25	Item can use <i>detect magic</i> at will	+3,600 gp
26–31	Item has 10 ranks in Intimidate	+5,000 gp
32–33	Item has 10 ranks in Decipher Script	+5,000 gp
34–36	Item has 10 ranks in Knowledge (choose category)	+5,000 gp
37–40	Item has 10 ranks in Search	+5,000 gp
41–45	Item has 10 ranks in Spot	+5,000 gp
46–50	Item has 10 ranks in Listen	+5,000 gp
51–54	Item has 10 ranks in Spellcraft	+5,000 gp
55–60	Item has 10 ranks in Sense Motive	+5,000 gp
61–66	Item has 10 ranks in Bluff	+5,000 gp
67–72	Item has 10 ranks in Diplomacy	+5,000 gp
73–77	Item can cast <i>major image</i> 1/day	+5,400 gp
78–80	Item can cast <i>darkness</i> 3/day	+6,500 gp
81–83	Item can use <i>hold person</i> on an enemy 3/day	+6,500 gp
84–86	Item can activate <i>zone of truth</i> 3/day	+6,500 gp
87–89	Item can use <i>daze monster</i> 3/day	+6,500 gp
90–95	Item can use <i>locate object</i> 3/day	+6,500 gp
96–100	Item can use <i>cure moderate wounds</i> ¹ on wielder 3/day	+6,500 gp

¹ heals 2d8+3 hit points damage

Intelligent Item Greater Powers

d%	Greater Power	Base Price Modifier
01–06	Item can <i>detect opposing alignment</i> at will	+7,200 gp
07–10	Item can <i>detect undead</i> at will	+7,200 gp
11–13	Item can cause <i>fear</i> in an enemy at will	+7,200 gp
14–18	Item can use <i>dimensional anchor</i> on a foe 1/day	+10,000 gp
19–23	Item can use <i>dismissal</i> on a foe 1/day	+10,000 gp
24–28	Item can use <i>lesser globe of invulnerability</i> 1/day	+10,000 gp
29–33	Item can use <i>arcane eye</i> 1/day	+10,000 gp
34–37	Item has continuous <i>detect scrying</i> effect	+10,000 gp
38–41	Item creates <i>wall of fire</i> in a ring with the wielder at the center 1/day	+10,000 gp
42–45	Item can use <i>quench</i> on fires 3/day	+16,000 gp
46–50	Item has <i>status</i> effect, usable at will	+11,000 gp
51–54	Item can use <i>gust of wind</i> 3/day	+11,000 gp
55–59	Item can use <i>clairvoyance</i> 3/day	+16,000 gp
60–64	Item can create <i>magic circle against opposing alignment</i> at will	+16,000 gp
65–68	Item can use <i>haste</i> on its owner 3/day	+16,000 gp
69–73	Item can create <i>daylight</i> 3/day	+16,000 gp
74–76	Item can create <i>deeper darkness</i> 3/day	+16,000 gp
77–80	Item can use <i>invisibility purge</i> (30 ft. range) 3/day	+16,000 gp
81–85	Item can use <i>slow</i> on its enemies 3/day	+16,000 gp
86–91	Item can <i>locate creature</i> 3/day	+30,000 gp
91–97	Item can use <i>fear</i> against foes 3/day	+30,000 gp
98–100	Item can use <i>detect thoughts</i> at will	+44,000 gp

If the same power is rolled twice, roll again.

Item Ego

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Items Against Characters

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special pur-

Intelligent Item Purpose

d%	Purpose
01–20	Defeat/slay diametrically opposed alignment*
21–30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)
41–50	Defeat/slay nonspellcasters
51–55	Defeat/slay a particular creature type (see the bane special ability for choices)
56–60	Defeat/slay a particular race or kind of creature
61–70	Defend a particular race or kind of creature
71–80	Defeat/slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Defeat/slay all (other than the item and the wielder)
96–100	Choose one

*The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Special Purpose Item Dedicated Powers

d%	Dedicated Power	Base Price Modifier
01–06	Item can use <i>ice storm</i>	+50,000 gp
07–12	Item can use <i>confusion</i>	+50,000 gp
13–17	Item can use <i>phantasmal killer</i>	+50,000 gp
18–24	Item can use <i>crushing despair</i>	+50,000 gp
25–31	Item can use <i>dimension door</i> on itself and wielder	+50,000 gp
32–36	Item can use <i>contagion</i> (heightened to 4th level) as touch attack	+56,000 gp
37–43	Item can use <i>poison</i> (heightened to 4th level) as touch attack	+56,000 gp
44–50	Item can use <i>rusting grasp</i> as touch attack	+56,000 gp
51–56	Item can cast 10d6 <i>lightning bolt</i>	+60,000 gp
57–62	Item can cast 10d6 <i>fireball</i>	+60,000 gp
63–68	Wielder gets +2 luck bonus on attacks, saves, and checks	+80,000 gp
69–74	Item can use <i>mass inflict light wounds</i>	+81,000 gp
75–81	Item can use <i>song of discord</i>	+81,000 gp
82–87	Item can use <i>prying eyes</i>	+81,000 gp
88–92	Item can cast 15d6 <i>greater shout</i> 3/day	+130,000 gp
93–98	Item can use <i>waves of exhaustion</i>	+164,000 gp
99–100	Item can use <i>true resurrection</i> on wielder, once per month	+200,000 gp

Item Ego

Attribute of Item	Ego Points
Each +1 of item's enhancement bonus	1
Each +1 of bonus for special abilities	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

pose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.

- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor

so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

Cursed Magic Items

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

Cursed Item Common Curses

d%	Curse
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Completely different effect
91–100	Substitute specific cursed item

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, she shouldn't immediately know that a weapon is cursed. Once she knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (01–05 on d%) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Aboveground
56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random race or kind of creature
65–72	Within 10 feet of an arcane spellcaster
73–80	Within 10 feet of a divine spellcaster
81–85	In the hands of a nonspellcaster
86–90	In the hands of a spellcaster
91–95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97–99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01–05 the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).

- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.
- Character must change her name to a specific name. (The item only works for characters of that name.)
- Character must add a specific class at the next opportunity if not of that class already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of her life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day (such as *bless*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

Cursed Psionic Items

Exhausting: The item resembles a normal psionic item with free activation, but it instead drains the user of power points whenever he or she activates its ability.

Backfire: The imbedded psionic effect targets the user instead of its intended target.

Subversive: The item appears identical to one that would normally grant mental hardness, but when used actually makes the wearer more vulnerable to psionic attack. (Mental hardness can't be reduced below 0.)

Some cursed psionic items may require a power point expenditure to remove, or to be rendered inactive by matter manipulation.

Cursed Items Drawbacks

d%	Drawback
01–04	Character's hair grows 1 inch longer. ¹
05–09	Character either shrinks 1/2 inch (01–50 on d%) or grows that much taller (51–100). ¹
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, ...).
41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance [01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character gains one negative level.
65	Character gains two negative levels.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01–05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that's appropriate or create a drawback specifically for that item.

¹ Only happens once.

ITEM DESCRIPTIONS

Armor & Shields

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

Armor and Shields

Minor	Medium	Major	Item	Base Price
01–60	01–05	—	+1 shield	1,000 gp
61–80	06–10	—	+1 armor	1,000 gp
81–85	11–20	—	+2 shield	4,000 gp
86–87	21–30	—	+2 armor	4,000 gp
—	31–40	01–08	+3 shield	9,000 gp
—	41–50	09–16	+3 armor	9,000 gp
—	51–55	17–27	+4 shield	16,000 gp
—	56–57	28–38	+4 armor	16,000 gp
—	—	39–49	+5 shield	25,000 gp
—	—	50–57	+5 armor	25,000 gp
—	—	—	+6 armor/shield ¹	36,000 gp
—	—	—	+7 armor/shield ¹	49,000 gp
—	—	—	+8 armor/shield ¹	64,000 gp
—	—	—	+9 armor/shield ¹	81,000 gp
—	—	—	+10 armor/shield ¹	100,000 gp
88–89	58–60	58–60	Specific armor ²	—
90–91	61–63	61–63	Specific shield ³	—
92–100	64–100	64–100	Special ability and roll again ⁴	—

¹ Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

² Roll on Table: Specific Armors.

³ Roll on Table: Specific Shields.

⁴ Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

Random Armor Type

d%	Armor	Armor Cost ¹
01	Padded	+155 gp
02	Leather	+160 gp
03–17	Studded leather	+175 gp
18–32	Chain shirt	+250 gp
33–42	Hide	+165 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45–57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61–100	Full plate	+1,650 gp

¹ Add to enhancement bonus on Table: Armor and Shields to determine total market price.

Random Shield Type

d%	Shield	Shield Cost ¹
01–10	Buckler	+165 gp
11–15	Shield, light, wooden	+153 gp
16–20	Shield, light, steel	+159 gp
21–30	Shield, heavy, wooden	+157 gp
31–95	Shield, heavy, steel	+170 gp
96–100	Shield, tower	+180 gp

¹ Add to enhancement bonus on Table: Armor and Shields to determine total market price.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

All magic armor is masterwork armor (with an armor check penalty 1 less than normal).

All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

Caster Level for Armor and Shields

The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields

Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acted as a magic weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield and its enhancement bonus to AC.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shield Hardness and Hit Points

Each +1 of enhancement bonus adds 2 to a shield's hardness and +10 to its hit points.

Activation

Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

Psionic Armor and Shields

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned. An enhancement bonus is an enhancement bonus, regardless whether magic or psionics created it.

Psionic Armor and Shield Special Qualities

Roll d%. An 01 result indicates the item is intelligent, a 02–31 result indicates that the command thought (if any) is psionically encoded and whispers itself into the user's mind on acquisition, and 32–100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes.

Armor for Unusual Creatures

The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the masterwork quality and any magical enhancement remains the same.

Magic Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–25	01–05	01–03	Glamerd	+2,700 gp
26–32	06–08	04	Fortification, light	+1 bonus ¹
33–52	09–11	—	Slick	+3,750 gp
53–72	12–14	—	Shadow	+3,750 gp
73–92	15–17	—	Silent moves	+3,750 gp
93–96	18–19	—	Spell resistance (13)	+2 bonus ¹
97	20–29	05–07	Slick, improved	+15,000 gp
98	30–39	08–10	Shadow, improved	+15,000 gp
99	40–49	11–13	Silent moves, improved	+15,000 gp
—	50–54	14–16	Acid resistance	+18,000 gp
—	55–59	17–19	Cold resistance	+18,000 gp
—	60–64	20–22	Electricity resistance	+18,000 gp
—	65–69	23–25	Fire resistance	+18,000 gp
—	70–74	26–28	Sonic resistance	+18,000 gp
—	75–79	29–33	Ghost touch	+3 bonus ¹
—	80–84	34–35	Invulnerability	+3 bonus ¹
—	85–89	36–40	Fortification, moderate	+3 bonus ¹
—	90–94	41–42	Spell resistance (15)	+3 bonus ¹
—	95–99	43	Wild	+3 bonus ¹
—	—	44–48	Slick, greater	+33,750 gp
—	—	49–53	Shadow, greater	+33,750 gp
—	—	54–58	Silent moves, greater	+33,750 gp
—	—	59–63	Acid resistance, improved	+42,000 gp
—	—	64–68	Cold resistance, improved	+42,000 gp
—	—	69–73	Electricity resistance, improved	+42,000 gp
—	—	74–78	Fire resistance, improved	+42,000 gp
—	—	79–83	Sonic resistance, improved	+42,000 gp
—	—	84–88	Spell resistance (17)	+4 bonus ¹
—	—	89	Etherealness	+49,000 gp
—	—	90	Undead controlling	+49,000 gp
—	—	91–92	Fortification, heavy	+5 bonus ¹
—	—	93–94	Spell resistance (19)	+5 bonus ¹
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again ²	—

¹ Add to enhancement bonus on Table:Armor and Shields to determine total market price.

² If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Magic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Acid Resistance, Improved: As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Magic Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	01–05	Arrow catching	+1 bonus ¹
21–40	11–20	06–08	Bashing	+1 bonus ¹
41–50	21–25	09–10	Blinding	+1 bonus ¹
51–75	26–40	11–15	Fortification, light	+1 bonus ¹
76–92	41–50	16–20	Arrow deflection	+2 bonus ¹
93–97	51–57	21–25	Animated	+2 bonus ¹
98–99	58–59	—	Spell resistance (13)	+2 bonus ¹
—	60–63	26–28	Acid resistance	+18,000 gp
—	64–67	29–31	Cold resistance	+18,000 gp
—	68–71	32–34	Electricity resistance	+18,000 gp
—	72–75	35–37	Fire resistance	+18,000 gp
—	76–79	38–40	Sonic resistance	+18,000 gp
—	80–85	41–46	Ghost touch	+3 bonus ¹
—	86–95	47–56	Fortification, moderate	+3 bonus ¹
—	96–98	57–58	Spell resistance (15)	+3 bonus ¹
—	99	59	Wild	+3 bonus ¹
—	—	60–64	Acid resistance, improved	+42,000 gp
—	—	65–69	Cold resistance, improved	+42,000 gp
—	—	70–74	Electricity resistance, improved	+42,000 gp
—	—	75–79	Fire resistance, improved	+42,000 gp
—	—	80–84	Sonic resistance, improved	+42,000 gp
—	—	85–86	Spell resistance (17)	+4 bonus ¹
—	—	87	Undead controlling	+49,000 gp
—	—	88–91	Fortification, heavy	+5 bonus ¹
—	—	92–93	Reflecting	+5 bonus ¹
—	—	94	Spell resistance (19)	+5 bonus ¹
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again ²	—

¹ Add to enhancement bonus on Table:Armor and Shields to determine total market price.

² If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*; Price +2 bonus.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *tropic shield*; Price +1 bonus.

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light*; Price +1 bonus.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Cold Resistance, Improved: As cold resistance, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Cold Resistance, Greater: As cold resistance, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Electricity Resistance, Improved: As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Electricity Resistance, Greater: As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Fire Resistance, Improved: As fire resistance, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Fire Resistance, Greater: As fire resistance, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness*; Price +3 bonus.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +2,700 gp.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price +3,750 gp.

Shadow, Improved: As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +15,000 gp.

Shadow, Greater: As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility*; Price +33,750 gp.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *silence*; Price +3,750 gp.

Silent Moves, Improved: As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +15,000 gp.

Silent Moves, Greater: As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *silence*; Price +33,750 gp.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease*; Price +3,750 gp.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease*; Price +15,000 gp.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease*; Price +33,750 gp.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Sonic Resistance, Improved: As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Sonic Resistance, Greater: As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Spell Resistance: This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

Specific Magic Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Specific Magic Armors

Minor	Medium	Major	Specific Armor	Market Price
01–50	01–25	—	Mithral shirt	1,100 gp
51–80	26–45	—	Dragonhide plate	3,300 gp
81–100	46–57	—	Elven chain	4,150 gp
—	58–67	—	Rhino hide	5,165 gp
—	68–82	01–10	Adamantine breastplate	10,200 gp
—	83–97	11–20	Dwarven plate	16,500 gp
—	98–100	21–32	Banded mail of luck	18,900 gp
—	—	33–50	Celestial armor	22,400 gp
—	—	51–60	Plate armor of the deep	24,650 gp
—	—	61–75	Breastplate of command	25,400 gp
—	—	76–90	Mithral full plate of speed	26,500 gp
—	—	91–100	Demon armor	52,260 gp

Adamantine Breastplate

This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/–.

No aura (nonmagical); Price 10,200 gp.

Banded Mail of Luck

Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 700 XP.

Breastplate of Command

This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price 25,400 gp; Cost 10,975 gp + 850 XP.

Celestial Armor

This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%. It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day.

Faint transmutation [good]; CL 5th; Craft Magic Arms and Armor, creator must be good, *fly*; Price 22,400 gp; Cost 12,550 gp + 1,004 XP.

Demon Armor

This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The "claws" are built into the armor's vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *contagion*; Price 52,260 gp; Cost 26,130 gp + 2,090 XP.

Dragonhide Plate

This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It is otherwise identical to masterwork full plate.

No aura (nonmagical); Price 3,300 gp.

Dwarven Plate

This full plate is made of adamantine, giving its wearer damage reduction of 3/–.

No aura (nonmagical); Price 16,500 gp.

Elven Chain

This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2. It is considered light armor and weighs 20 pounds.

No aura (nonmagical); Price 4,150 gp.

Mithral Full Plate of Speed

As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3. It is considered medium armor and weighs 25 pounds.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *haste*; Price 26,500 gp.

Mithral Shirt

This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.

No aura (nonmagical); Price 1,100 gp.

Plate Armor of the Deep

This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; Price 24,650 gp; Cost 17,150 gp + 600 XP.

Rhino Hide

This +2 *hide* armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull's strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP.

Specific Magic Shields

The following specific shields usually are preconstructed with exactly the qualities described here.

Specific Magic Shields

Minor	Medium	Major	Specific Shield	Market Price
01–30	01–20	—	Darkwood buckler	205 gp
31–80	21–45	—	Darkwood shield	257 gp
81–95	46–70	—	Mithral heavy shield	1,020 gp
96–100	71–85	01–20	Caster's shield	3,153 gp
—	86–90	21–40	Spined shield	5,580 gp
—	91–95	41–60	Lion's shield	9,170 gp
—	96–100	61–90	Winged shield	17,257 gp
—	—	91–100	Absorbing shield	50,170 gp

Absorbing Shield

This +1 heavy steel shield is flat black and seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *disintegrate*; Price 50,170 gp; Cost 25,170 gp + 2,000 XP.

Caster's Shield

This +1 light wooden shield has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost. Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01–80 on d%) or arcane (81–100).

A *caster's shield* has a 5% arcane spell failure chance.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 120 XP.

Darkwood Buckler

This nonmagical light wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 2-1/2 pounds and has no armor check penalty.

No aura (nonmagical); Price 205 gp.

Darkwood Shield

This nonmagical heavy wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.

It weighs 5 pounds and has no armor check penalty.

No aura (nonmagical); Price 257 gp.

Lion's Shield

This +2 heavy steel shield is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them)

and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally IV*; Price 9,170 gp; Cost 4,670 gp + 360 XP.

Mithral Heavy Shield

This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds.

No aura (nonmagical); Price 1,020 gp.

Spined Shield

This +1 heavy steel shield is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/x2). Fired spines regenerate each day.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP.

Winged Shield

This round heavy wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield.

Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP.

Psionic Armor and Shield Special Ability Descriptions

Most psionic armor and shields only have enhancement bonuses. Such items can also have the special abilities detailed here. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Psionic Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–30	01–05	01–05	Landing	+1 bonus
—	06–07	06–07	Reinforcement, light	+1 bonus
31–52	08–19	09	Floating	+1 bonus
53–74	20–30	10–11	Quickness	+1 bonus
75–96	31–49	12–14	Sight	+1 bonus
—	50	15–16	Power resistance (13)	+2 bonus
—	51–60	17–21	Phasing	+3 bonus
—	—	22–23	Crystalline	+3 bonus
97–98	61–65	24–27	Reinforcement, moderate	+3 bonus
—	66	28–29	Power resistance (15)	+3 bonus
—	67–71	30–31	Mindarmor	+3 bonus
—	72–76	32–41	Linked	+3 bonus
—	77–81	42–51	Vanishing	+3 bonus
—	82–86	52–61	Ectoplasmic	+3 bonus
—	87–91	62–64	Aporter	+3 bonus
—	92–94	65–67	Power resistance (17)	+4 bonus
—	95	68–69	Radiant	+5 bonus
—	96–98	70–72	Reinforcement, heavy	+5 bonus
—	—	73–74	Power resistance (19)	+5 bonus
99–100	99–100	75–100	Roll twice again*	

*If an ability is rolled twice, only one counts. If the roll gives two versions of the same special ability, use the better.

Psionic Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price	Modifier
01–30	—	—	Hearten		+1 bonus
31–50	—	—	Ranged		+1 bonus
51–60	—	—	Reinforcement, light		+1 bonus
61–99	01–10	—	Thought bastion		+2 bonus
—	11–16	01–15	Averter		+2 bonus
—	17–20	16–20	Power resistance (13)		+2 bonus
—	21–25	21–25	Wall		+3 bonus
—	26–30	26–35	Reinforcement, moderate		+3 bonus
—	31–40	36–38	Mindarmor		+3 bonus
—	41–50	39–41	Linked		+3 bonus
—	51–60	42–44	Vanishing		+3 bonus
—	61–70	45–47	Manifester		+3 bonus
—	71–80	48–50	Aporter		+3 bonus
—	—	51–55	Power resistance (15)		+3 bonus
—	—	56–60	Power resistance (17)		+4 bonus
—	—	61–65	Reinforcement, heavy		+5 bonus
—	81–90	66–70	Time buttress		+5 bonus
—	—	71–80	Power resistance (19)		+5 bonus
100	91–100	81–100	Roll twice again*		

*If an ability is rolled twice, only one counts. If the roll gives two versions of the same special ability, use the better.

Aporter: As a move-equivalent action, this suit of armor or shield instantly transports the wearer and his or her equipment to any spot within 800 feet that he or she can visualize or specify, as the *dimension door* power. The armor or shield can transport the wearer in this fashion twice per day.

Manifester Level: 10th; Prerequisites: Craft Psionic Arms and Armor, *dimension door*; Market Price: +3 bonus.

Averter: On command, up to three times per day, any creature to whom the wearer presents this shield must succeed at a Will save (DC 13) or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the *aversion* power.

Manifester Level: 12th; Prerequisites: Craft Psionic Arms and Armor, *aversion*; Market Price: +2 bonus.

Crystalline: This armor is made completely of crystal, although it possess all the qualities of armor of its type. Gleams and flashes within the crystal give the wearer and the armor a “fuzzy” appearance, granting the wearer one-half concealment. This concealment translates into a 20% miss chance for each attack.

Manifester Level: 15th; Prerequisites: Craft Psionic Arms and Armor, *displacement*; Market Price: +3 bonus.

Ectoplasmic: As a move-equivalent action, this armor converts itself, its wearer, and all the wearer’s equipment into ectoplasmic form for up to 15 minutes per day, similar to the power *ectoplasmic form*. In this semiliquid state the wearer gains damage reduction 20/+1. The wearer can take on ectoplasmic form in increments of up to 5 minutes, but even 1 round spent in ectoplasmic form counts as one such increment.

Manifester Level: 8th; Prerequisites: Craft Psionic Arms and Armor, *ectoplasmic form*; Market Price: +3 bonus.

Floating: This armor is psionically buoyant in water or similar liquid, negating the normal Swim check penalty for wearing armor. Additionally, it grants a +4 circumstance bonus on Swim checks.

Manifester Level: 4th; Prerequisites: Craft Psionic Arms and Armor, *float*; Market Price: +1 bonus.

Hearten: This shield grants the owner up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as a free action at any time.

Manifester Level: 4th; Prerequisites: Craft Psionic Arms and Armor, *verve*; Market Price: +1 bonus.

Landing: A suit of armor with this capability appears normal. The wearer, however, automatically ignores any damage dealt by the first 20 feet of a fall. Regardless of the height of the fall, the wearer always lands on his or her feet.

Manifester Level: 4th; Prerequisites: Craft Psionic Arms and Armor, *catfall*; Market Price: +1 bonus.

Linked: The wearer of this armor or shield forms a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Manifester Level: 6th; Prerequisites: Craft Psionic Arms and Armor, *mindlink*; Market Price: +3 bonus.

Manifester: This shield must have at least one other special quality with a specified number of uses per day. It allows the wielder to use that ability more often than otherwise allowed. For each additional use, the wielder pays 5 power points as a standard action.

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor, *psychic surgery*; Market Price: +4 bonus.

Mindarmor: This armor or shield grants the wearer a +4 bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Manifester Level: 5th; Prerequisites: Craft Psionic Arms and Armor, *negate psionics*; Market Price: +3 bonus.

Phasing: The wearer of this armor can move through wooden, plaster, or stone walls, but not other materials. Each day, the wearer can pass through a total length of 60 feet, breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily allotment is ejected from the material at the point of entry, ending up prone in front of the now impassible wall.

Manifester Level: 15th; Prerequisites: Craft Psionic Arms and Armor, *phase door*; Market Price: +3 bonus.

Power Resistance: This ability grants the armor’s wearer power resistance while the armor is worn. The power resistance can be PR 13, PR 15, PR 17, or PR 19, depending on the armor.

Manifester Level: 15th; Prerequisites: Craft Psionic Arms and Armor, *power resistance*; Market Price: +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This armor increases the wearer’s speed by 5 feet.

Manifester Level: 4th; Prerequisites: Craft Psionic Arms and Armor, *burst*; Market Price: +1 bonus.

Radiant: The wearer gains energy resistance 10 against energy attacks (acid, cold, electricity, fire, and sonic). The armor absorbs the first 10 points of damage dealt by any such attack, causing it to shine for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor; *energy barrier*; Market Price: +5 bonus.

Ranged: The wielder of this shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by appropriate feats. No matter the size of the wielder, a small shield deals 1d6 points of damage and a large one 1d8. The wielder's Strength modifier (if within 30 feet of the target) and the shield's enhancement bonus, if any, add to the base damage.

Whether it misses or strikes its target, the shield returns through the air to the wielder that threw it. It returns on the next move-equivalent action of the wielder, who can also take a move-equivalent action as the shield returns. If no clear route exists back to the wielder, the shield falls to the ground.

Manifester Level: 5th; Prerequisites: Craft Psionic Arms and Armor, *far hand*; Market Price: +1 bonus.

Reinforcement: When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical or sneak attack is negated and damage is instead rolled normally:

Reinforcement Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Manifester Level: 13th; Prerequisites: Craft Psionic Arms and Armor, *iron body*; Market Price: varies (see above).

Seeing: This armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their sneak attack because the wearer is still partly flanked). The wearer gains a +1 enhancement bonus on all Spot checks but concurrently suffers a -2 penalty on saves against all gaze attacks.

Manifester Level: 5th; Prerequisites: Craft Psionic Arms and Armor, *expanded vision*; Market Price: +1 bonus.

Thought Bastion: This shield protects the wielder as the Psychic Bastion feat. While holding the shield, the wielder gains mental hardness +1 against a foe's successful psionic attack—even if insinuation. This bonus stacks with other mental hardness bonuses due to the Psychic Bastion feat or through psionic defense modes.

Manifester Level: 5th; Prerequisites: Craft Psionic Arms and Armor, Psychic Bastion, *thought shield*; Market Price: +2 bonus.

Time Buttress: This shield gives the wielder a chance to avoid telling blows by reliving the last few moments of combat. Once per day, the wielder can use *time regression* as though manifesting the power.

Manifester Level: 15th; Prerequisites: Craft Psionic Arms and Armor, *time regression*; Market Price: +5 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible. This invisibility is broken by the standard methods. The wearer can use this ability twice per day.

Manifester Level: 5th; Prerequisites: Craft Psionic Arms and Armor, *invisibility*; Market Price: +3 bonus.

Wall: As a standard action, the wielder can hold forth this shield and command a wall of ectoplasm to grow from the edges of the shield. This forms a wall whose area is up to 120 feet square or a sphere or hemisphere with a radius of up to 12 feet. The shield remains part of the wall until the duration elapses or until repossessed by the wearer, at which time the wall of ectoplasm dissipates.

Manifester Level: 12th; Prerequisites: Craft Psionic Arms and Armor, *wall of ectoplasm*; Market Price: +3 bonus.

Crystal Capacitors

Crystal capacitors store power points that psionic characters can use to pay for manifesting their powers.

Physical Description

A crystal capacitor consists of a core crystal and two or three smaller crystals, arranged on strands of wire, in specific positions around it. The crystals give off a faint glow. A typical crystal capacitor weighs approximately 1 pound, has an AC of 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation

The user must project a command thought to unlock power points stored in a crystal capacitor. This allows the use of the points to manifest psionic powers the user knows.

The maximum number of points a crystal capacitor can store is always an odd number, and is never more than 17. It can never store more power points than its original maximum, set at the time of its creation. Once a crystal capacitor's power points are used up, its crystals dim. However, the user can recharge it by paying power points on a 1-for-1 basis. While this depletes the user's own power point reserve for the day, those power points remain available in the crystal capacitor until used.

A user cannot directly replenish personal power points from those stored in a crystal capacitor, nor can the user draw power points from more than one source to manifest a power or attack/defense mode.

Special Qualities

Roll d%. A 01–25 result indicates that the command thought is mentally encoded and whispers itself into the user's mind on acquisition, and 26–100 indicates no special qualities.

Crystal Capacitors

Minor	Medium	Major	Maximum Power Point Storage	Market Price
01–100	01–40	—	1	1,000 gp
—	41–74	—	3	4,000 gp
—	75–89	01–39	5	9,000 gp
—	90–98	40–59	7	16,000 gp
—	99–100	60–69	9	25,000 gp
—	—	70–70	11	36,000 gp
—	—	80–89	13	49,000 gp
—	—	90–95	15	64,000 gp
—	—	96–100	17	81,000 gp

Dorjes

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description

A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about 1/2 inch thick, and can weigh up to 1/4 pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has an AC of 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation

Dorjes use the command thought activation method, so manifesting a power from a dorje is usually a standard action that doesn't provoke attacks of opportunity. (If the power being manifested has a longer manifestation time than 1 action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his or her class list, even if he or she knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area.

Special Qualities

Roll d%. A 01–30 result indicates that the command thought is mentally encoded and whispers itself into the user's mind on acquisition, and 31–100 indicates no special qualities.

Dorjes

Minor	Medium	Major	Power Level*	Market Price**
01–25	—	—	0	375 gp
26–50	—	—	1st	750 gp
51–95	01–05	—	2nd	4,500 gp
96–100	06–65	—	3rd	11,250 gp
—	66–95	01–05	4th	21,000 gp
—	96–100	06–50	5th	33,750 gp
—	—	51–70	6th	49,500 gp
—	—	71–85	7th	68,250 gp
—	—	86–95	8th	90,000 gp
—	—	96–100	9th	114,750 gp

*Dorjes could have higher manifester levels than the minimum, which would give them commensurately higher costs. Unlike magical wands, dorjes can hold powers up to 9th level.

**Any dorje that stores a psionic power with an XP cost also carries a commensurate cost above that noted here.

Potions And Oils

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

The person applying an oil is the effective caster, but the object is the target.

Physical Description

A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions

In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory—for example, the last time she tasted a liquid that reminded her of almonds, it turned out to be a *potion of cure moderate wounds*.

Activation

Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Potion Descriptions

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

Potions and Oils

Minor	Medium	Major	Potion or Oil	Market Price	Minor	Medium	Major	Potion or Oil	Market Price
01–10	—	—	Cure light wounds (potion)	50 gp	—	53–55	19–20	Resist energy (type) 20 (potion)	700 gp
11–13	—	—	Endure elements (potion)	50 gp	—	56–60	21–28	Cure serious wounds (potion)	750 gp
14–15	—	—	Hide from animals (potion)	50 gp	—	61	29	Daylight (oil)	750 gp
16–17	—	—	Hide from undead (potion)	50 gp	—	62–64	30–32	Displacement (potion)	750 gp
18–19	—	—	Jump (potion)	50 gp	—	65	33	Flame arrow (oil)	750 gp
20–22	—	—	Mage armor (potion)	50 gp	—	66–68	34–38	Fly (potion)	750 gp
23–25	—	—	Magic fang (potion)	50 gp	—	69	39	Gaseous form (potion)	750 gp
26	—	—	Magic stone (oil)	50 gp	—	70–71	—	Greater magic fang +1 (potion)	750 gp
27–29	—	—	Magic weapon (oil)	50 gp	—	72–73	—	Greater magic weapon +1 (oil)	750 gp
30	—	—	Pass without trace (potion)	50 gp	—	74–75	40–41	Haste (potion)	750 gp
31–32	—	—	Protection from (alignment) (potion)	50 gp	—	76–78	42–44	Heroism (potion)	750 gp
33–34	—	—	Remove fear (potion)	50 gp	—	79–80	45–46	Keen edge (oil)	750 gp
35	—	—	Sanctuary (potion)	50 gp	—	81	47	Magic circle against (alignment) (potion)	750 gp
36–38	—	—	Shield of faith +2 (potion)	50 gp	—	82–83	—	Magic vestment +1 (oil)	750 gp
39	—	—	Shillelagh (oil)	50 gp	—	84–86	48–50	Neutralize poison (potion)	750 gp
40–41	01–02	—	Bless weapon (oil)	100 gp	—	87–88	51–52	Nondetection (potion)	750 gp
42–44	03–04	—	Enlarge person (potion)	250 gp	—	89–91	53–54	Protection from energy (type) (potion)	750 gp
45	05	—	Reduce person (potion)	250 gp	—	92–93	55	Rage (potion)	750 gp
46–47	06	—	Aid (potion)	300 gp	—	94	56	Remove blindness/deafness (potion)	750 gp
48–50	07	—	Barkskin +2 (potion)	300 gp	—	95	57	Remove curse (potion)	750 gp
51–53	08–10	—	Bear's endurance (potion)	300 gp	—	96	58	Remove disease (potion)	750 gp
54–56	11–13	01–02	Blur (potion)	300 gp	—	97	59	Tongues (potion)	750 gp
57–59	14–16	—	Bull's strength (potion)	300 gp	—	98–99	60	Water breathing (potion)	750 gp
60–62	17–19	—	Cat's grace (potion)	300 gp	—	100	61	Water walk (potion)	750 gp
63–67	20–27	03–07	Cure moderate wounds (potion)	300 gp	—	—	62–63	Barkskin +4 (potion)	900 gp
68	28	—	Darkness (oil)	300 gp	—	—	64	Shield of faith +5 (potion)	900 gp
69–71	29–30	08–09	Darkvision (potion)	300 gp	—	—	65	Good hope (potion)	1,050 gp
72–74	31	—	Delay poison (potion)	300 gp	—	—	66–68	Resist energy (type) 30 (potion)	1,100 gp
75–76	32–33	—	Eagle's splendor (potion)	300 gp	—	—	69	Barkskin +5 (potion)	1,200 gp
77–78	34–35	—	Fox's cunning (potion)	300 gp	—	—	70–73	Greater magic fang +2 (potion)	1,200 gp
79–81	36–37	10–11	Invisibility (potion or oil)	300 gp	—	—	74–77	Greater magic weapon +2 (oil)	1,200 gp
82–84	38	12	Lesser restoration (potion)	300 gp	—	—	78–81	Magic vestment +2 (oil)	1,200 gp
85–86	39	—	Levitate (potion or oil)	300 gp	—	—	82	Protection from arrows 15/magic (potion)	1,500 gp
87	40	—	Misdirection (potion)	300 gp	—	—	83–85	Greater magic fang +3 (potion)	1,800 gp
88–89	41–42	—	Owl's wisdom (potion)	300 gp	—	—	86–88	Greater magic weapon +3 (oil)	1,800 gp
90–91	43	—	Protection from arrows 10/magic (potion)	300 gp	—	—	89–91	Magic vestment +3 (oil)	1,800 gp
92–93	44	13	Remove paralysis (potion)	300 gp	—	—	92–93	Greater magic fang +4 (potion)	2,400 gp
94–96	45–46	—	Resist energy (type) 10 (potion)	300 gp	—	—	94–95	Greater magic weapon +4 (oil)	2,400 gp
97	47–48	14	Shield of faith +3 (potion)	300 gp	—	—	96–97	Magic vestment +4 (oil)	2,400 gp
98–99	49	—	Spider climb (potion)	300 gp	—	—	98	Greater magic fang +5 (potion)	3,000 gp
100	50	15	Undetectable alignment (potion)	300 gp	—	—	99	Greater magic weapon +5 (oil)	3,000 gp
—	51	16	Barkskin +3 (potion)	600 gp	—	—	100	Magic vestment +5 (oil)	3,000 gp
—	52	17–18	Shield of faith +4 (potion)	600 gp	—	—	—	—	—

Power Stones

A power stone stores a psionic power (or collection of powers). A stored power can be used only once, “flushing” the stone. Using a power stone is basically like manifesting a psionic power.

Physical Description

A power stone is a thumb-sized chunk of crystal, which possesses a barely detectable interior glow while it holds a power. A stone encoded with more than one power or higher-level powers glows more brightly, but never enough to provide illumination in its own right. A typical power stone has an AC of 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation

To activate a power stone, a manifester must mentally contact it. Doing so involves several steps and conditions.

Address the Stone

The power stone must be “hailed” before a character can use it or know exactly what power it contains. This requires a successful Psicraft check (DC 15 + power level). Once a particular power stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Activate the Power

Activating a power stone requires holding the stone and willing the power's manifestation, as if manifesting a power normally. Activating a power stone is subject to disruption just as manifesting a normally manifested power would be.

Additionally, the user must meet the following requirements:

- The user must have the power on his or her class list.
- The user must have the requisite ability score.

If the user meets these requirements and has a manifester level at least equal to that required to manifest the power, he or she can automatically activate the power without a check. If he or she meets both requirements but his or her own level is below the power stone's manifester level, then he or she has to make a manifester level check (1d20 + user's level), against a DC equal to the power stone's manifester level + 1, to manifest the power successfully. On

a failure, the user must succeed at a Wisdom check (DC 5) to avoid brainburn (see below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect

A power successfully activated from a power stone works exactly as if manifested normally. Assume the power stone's manifester level is always the minimum level required to manifest the power for the character who encoded the stone (usually twice the power's level), unless the creator specifically desires otherwise.

A power stone's glow fades when its power is flushed.

Brainburn

When things go awry, the user of a psionic item sometimes improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the power stone is flung 15 feet or feet away or destroyed. The surge deals 1d4 points of electricity damage per power stored per round and arcs across multiple targets, similar to biocurrent: The user is the primary target, and one nearby ally is the secondary target (chosen at random).

Random Generation

To generate power stones randomly, first determine how many powers are encoded in the stone, according to Table: Powers Encoded in a Power Stone. For each encoded power, roll on Table: Stone Power Levels to determine its level, then choose the specific power of a given level.

Powers Encoded in a Power Stone

Power Stone Type	Number of Powers
Minor	1d3 powers
Medium	1d4 powers
Major	1d6 powers

Stone Power Levels

Minor	Medium	Major	Power Level	Market Price*
01–25	—	—	0th	25 gp
26–50	—	—	1st	25 gp
51–95	01–05	—	2nd	150 gp
96–100	06–65	—	3rd	375 gp
—	66–95	01–05	4th	700 gp
—	96–100	06–50	5th	1,125 gp
—	—	51–70	6th	1,650 gp
—	—	71–85	7th	2,275 gp
—	—	86–95	8th	3,000 gp
—	—	95–100	9th	3,825 gp

*Any power stone that encodes a psionic power with an XP cost also carries a commensurate cost above that noted here.

Psionic Tattoos

Psionic tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn't get to make any decisions about the tattoo's effect—the manifester who scribed it has already done so.

Psionic tattoos may vary in size, but a creature can only wear a total of seventeen tattoos—adding one more causes all the scribed tattoos to simultaneously “go off.” A psionic tattoo fades away after use.

Physical Description

A typical psionic tattoo is a colorful pattern of hundreds of tiny, interlacing lines within a larger design. Once scribed, the tattoo's design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

Scribing and Transferring Tattoos

The manifester level for a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of level 0 to 3.

A psionic tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to a different part of his or her body or onto the skin of any willing (or unconscious) living creature he or she touches. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo and will it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos

In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful Intelligence check (DC 13) provides a hint to the tattoo's effect.

Activation

A psionic tattoo produces its effect when touched by its wearer and willed to do so (this is called “tapping”). Tapping a tattoo is a standard action. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos:

- A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures cannot use psionic tattoos).
- Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a Concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.
- A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on the unconscious creature's tattoo.

Random Generation

To generate psionic tattoos randomly, roll on Table: Psionic Tattoos, then choose the specific power of a given level.

Psionic Tattoos

Minor	Medium	Major	Power Level	Market Price
01–25	—	—	0th	25 gp
26–47	01–08	—	1st	50 gp
47–98	09–75	01–50	2nd	300 gp
99–100	76–100	51–100	3rd	750 gp

Rings

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description

Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation

Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities

Roll d%. A result of 01 indicates the ring is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rings with charges can never be intelligent.

Ring Descriptions

Standard rings are described below.

Animal Friendship

On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

Blinking

On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

Chameleon Power

As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Rings

Minor	Medium	Major	Ring	Market Price
01–18	—	—	Protection +1	2,000 gp
19–28	—	—	Feather falling	2,200 gp
29–36	—	—	Sustenance	2,500 gp
37–44	—	—	Climbing	2,500 gp
45–52	—	—	Jumping	2,500 gp
53–60	—	—	Swimming	2,500 gp
61–70	01–05	—	Counterspells	4,000 gp
71–75	06–08	—	Mind shielding	8,000 gp
76–80	09–18	—	Protection +2	8,000 gp
81–85	19–23	—	Force shield	8,500 gp
86–90	24–28	—	Ram	8,600 gp
—	29–34	—	Climbing, improved	10,000 gp
—	35–40	—	Jumping, improved	10,000 gp
—	41–46	—	Swimming, improved	10,000 gp
91–93	47–51	—	Animal friendship	10,800 gp
94–96	50–56	01–02	Energy resistance, minor	12,000 gp
97–98	57–61	—	Chameleon power	12,700 gp
99–100	62–66	—	Water walking	15,000 gp
—	67–71	03–07	Protection +3	18,000 gp
—	72–76	08–10	Spell storing, minor	18,000 gp
—	77–81	11–15	Invisibility	20,000 gp
—	82–85	16–19	Wizardry (I)	20,000 gp
—	86–90	20–25	Evasion	25,000 gp
—	91–93	26–28	X-ray vision	25,000 gp
—	94–97	29–32	Blinking	27,000 gp
—	98–100	33–39	Energy resistance, major	28,000 gp
—	—	40–49	Protection +4	32,000 gp
—	—	50–55	Wizardry (II)	40,000 gp
—	—	56–60	Freedom of movement	40,000 gp
—	—	61–63	Energy resistance, greater	44,000 gp
—	—	64–65	Friend shield (pair)	50,000 gp
—	—	66–70	Protection +5	50,000 gp
—	—	71–74	Shooting stars	50,000 gp
—	—	75–79	Spell storing	50,000 gp
—	—	80–83	Wizardry (III)	70,000 gp
—	—	84–86	Telekinesis	75,000 gp
—	—	87–88	Regeneration	90,000 gp
—	—	89	Three wishes	97,950 gp
—	—	90–92	Spell turning	98,280 gp
—	—	93–94	Wizardry (IV)	100,000 gp
—	—	95	Djinni calling	125,000 gp
—	—	96	Elemental command (air)	200,000 gp
—	—	97	Elemental command (earth)	200,000 gp
—	—	98	Elemental command (fire)	200,000 gp
—	—	99	Elemental command (water)	200,000 gp
—	—	100	Spell storing, major	200,000 gp

Faint illusion; CL 3rd; Forge Ring, *disguise self*, *invisibility*; Price 12,700 gp.

Climbing

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

Climbing, Improved

As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

Counterspells

This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge)

on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

Djinni Calling

One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp.

Elemental Command

All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charm-ing* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)

- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)

- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

Ring of Elemental Command (Water)

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)
- *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells; Price 200,000 gp.

Energy Resistance

This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist energy*; Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

Evasion

This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Forge Ring, *jump*; Price 25,000 gp.

Feather Falling

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

Force Shield

An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp.

Freedom of Movement

This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 40,000 gp.

Friend Shield

These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair).

Invisibility

By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp.

Jumping

This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Jump skill; Price 2,500 gp.

Jumping, Improved

As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

Mind Shielding

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

Faint aburation; CL 3rd; Forge Ring, *nondetection*; Price 8,000 gp.

Protection

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; Price 2,000 gp (*ring* +1); 8,000 gp (*ring* +2); 18,000 gp (*ring* +3); 32,000 gp (*ring* +4); 50,000 gp (*ring* +5).

Ram

The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Moderate transmutation; CL 9th; Forge Ring, *bull's strength*, *telekinesis*; Price 8,600 gp.

Regeneration

This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Strong conjuration; CL 15th; Forge Ring, *regenerate*; Price 90,000 gp.

Shooting Stars

This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Strong evocation; CL 12th; Forge Ring, *light, faerie fire, fireball, lightning bolt*; Price 50,000 gp.

Spell Storing, Minor

A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring

is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp.

Spell Storing

As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Forge Ring, *imbue with spell ability*; Price 50,000 gp.

Spell Storing, Major

As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Forge Ring, *imbue with spell ability*; Price 200,000 gp.

Spell Turning

Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Forge Ring, *spell turning*; Price 98,280 gp.

Sustenance

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Faint conjuration; CL 5th; Forge Ring, *create food and water*; Price 2,500 gp.

Swimming

This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Swim skill; Price 2,500 gp.

Swimming, Improved

As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Swim skill; Price 10,000 gp.

Telekinesis

This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation; CL 9th; Forge Ring, *telekinesis*; Price 75,000 gp.

Three Wishes

This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used); CL 20th; Forge Ring, *wish* or *miracle*; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

Water Walking

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Moderate transmutation; CL 9th; Forge Ring, *water walk*; Price 15,000 gp.

Wizardry

This special ring comes in four kinds (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Moderate (*wizardry I*) or strong (*wizardry II–IV*) (no school); CL 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*); Forge Ring, *limited wish*; Price 20,000 gp (*I*), 40,000 gp (*II*), 70,000 gp (*III*), 100,000 gp (*IV*).

X-Ray Vision

On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

Moderate divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 gp.

Rods

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description

Rods weigh approximately 5 pounds.

They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation

Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Special Qualities

Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Rods with charges can never be intelligent.

Rod Descriptions

Although all rods are generally scepterlike, their configurations and abilities run the magical gamut. Standard rods are described below.

Rods

Medium	Major	Rod	Market Price
01–07	—	Metamagic, <i>Enlarge</i> , lesser	3,000 gp
08–14	—	Metamagic, <i>Extend</i> , lesser	3,000 gp
15–21	—	Metamagic, <i>Silent</i> , lesser	3,000 gp
22–28	—	<i>Immovable</i>	5,000 gp
29–35	—	Metamagic, <i>Empower</i> , lesser	9,000 gp
36–42	—	<i>Metal and mineral detection</i>	10,500 gp
43–53	01–04	<i>Cancellation</i>	11,000 gp
54–57	05–06	Metamagic, <i>Enlarge</i>	11,000 gp
58–61	07–08	Metamagic, <i>Extend</i>	11,000 gp
62–65	09–10	Metamagic, <i>Silent</i>	11,000 gp
66–71	11–14	<i>Wonder</i>	12,000 gp
72–79	15–18	<i>Python</i>	13,000 gp
80–83	—	Metamagic, <i>Maximize</i> , lesser	14,000 gp
84–89	19–21	<i>Flame extinguishing</i>	15,000 gp
90–97	22–25	<i>Viper</i>	19,000 gp
—	26–30	<i>Enemy detection</i>	23,500 gp
—	31–36	Metamagic, <i>Enlarge</i> , greater	24,500 gp
—	37–42	Metamagic, <i>Extend</i> , greater	24,500 gp
—	43–48	Metamagic, <i>Silent</i> , greater	24,500 gp
—	49–53	<i>Splendor</i>	25,000 gp
—	54–58	<i>Withering</i>	25,000 gp
98–99	59–64	Metamagic, <i>Empower</i>	32,500 gp
—	65–69	<i>Thunder and lightning</i>	33,000 gp
100	70–73	Metamagic, <i>Quicken</i> , lesser	35,000 gp
—	74–77	<i>Negation</i>	37,000 gp
—	78–80	<i>Absorption</i>	50,000 gp
—	81–84	<i>Flailing</i>	50,000 gp
—	85–86	Metamagic, <i>Maximize</i>	54,000 gp
—	87–88	<i>Rulership</i>	60,000 gp
—	89–90	<i>Security</i>	61,000 gp
—	91–92	<i>Lordly might</i>	70,000 gp
—	93–94	Metamagic, <i>Empower</i> , greater	73,000 gp
—	95–96	Metamagic, <i>Quicken</i>	75,500 gp
—	97–98	<i>Alertness</i>	85,000 gp
—	99	Metamagic, <i>Maximize</i> , greater	121,500 gp
—	100	Metamagic, <i>Quicken</i> , greater	170,000 gp

Absorption

This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

Alertness

This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 gp.

Cancellation

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 17th; Craft Rod, *mage's disjunction*; Price 11,000 gp.

Enemy Detection

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Craft Rod, *true seeing*; Price 23,500 gp.

Flailing

Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The *dire flail* is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if she had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Craft Rod, Craft Magic Arms and Armor, *bless*; Price 50,000 gp.

Flame Extinguishing

This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Craft Rod, *pyrotechnics*; Price 15,000 gp.

Immovable Rod

This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Craft Rod, *levitate*; Price 5,000 gp.

Lordly Might

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

- *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 *light mace*.
- When button 1 is pushed, the rod becomes a +1 *flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 *short-spear* or +3 *longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- *Climbing pole/ladder*. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Craft Rod, Craft Magic Arms and Armor, *inflict light wounds*, *bull's strength*, *flame blade*, *hold person*, *fear*; Price 70,000 gp.

Metal and Mineral Detection

This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,500 gp.

Metamagic Rods

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Negation

This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Craft Rod, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 gp.

Python

This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a +1/+1 *quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; Price 13,000 gp.

Rulership

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 60,000 gp; Cost 27,500 gp + 2,200 XP.

Security

This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Strong conjuration; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

Splendor

The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item. Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Strong conjuration and transmutation; CL 12th; Craft Rod, *eagle's splendor, fabricate, major creation*; Price 25,000 gp.

Thunder and Lightning

Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

- **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.
- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The thunderclap affects all within 10

feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

Moderate evocation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *lightning bolt, shout*; Price 33,000 gp.

Viper

This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; Price 19,000 gp.

Withering

A rod of *withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature she touches with the rod (by making a melee touch attack). If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armor, *contagion*; Price 25,000 gp.

Wonder

A rod of *wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) Typical powers of the rod are found on Table: Rod of Wonder Effects.

Moderate enchantment; CL 10th; Craft Rod, *confusion*, creator must be chaotic; Price 12,000 gp.

Rod of Wonder Effects

d%	Wondrous Effect
01–05	Slow creature pointed at for 10 rounds (Will DC 15 negates).
06–10	Faerie fire surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	Gust of wind, but at windstorm force (Fortitude DC 14 negates).
21–25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save).
26–30	Stinking cloud at 30-ft. range (Fortitude DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	Summon an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	Lightning bolt (70 ft. long, 5 ft. wide), 6d6 damage (Reflex DC 15 half).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex DC 14 negates).
50–53	Enlarge person if within 60 ft. of rod (Fortitude DC 13 negates).
54–58	Darkness, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder to 1/12 height (no save).
70–79	Fireball at target or 100 ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80–84	Invisibility covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	Flesh to stone (or stone to flesh if target is stone already) if target is within 60 ft. (Fortitude DC 18 negates).

Scrolls

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description

A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation

To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing

The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell

Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

Scroll Types

d% roll	Type	Scroll Type	Number of Spells
01-70	Arcane	Minor scroll	1d3 spells
71-100	Divine	Medium scroll	1d4 spells
		Major scroll	1d6 spells

Number of Spells on a Scroll

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect

A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps

When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

Scroll Spell Levels

Minor	Medium	Major	Spell Level	Spell's Caster Level ¹
01-05	—	—	0th	1st
06-50	—	—	1st	1st
51-95	01-05	—	2nd	3rd
96-100	06-65	—	3rd	5th
—	66-95	01-05	4th	7th
—	96-100	06-50	5th	9th
—	—	51-70	6th	11th
—	—	71-85	7th	13th
—	—	86-95	8th	15th
—	—	95-100	9th	17th

¹ These numbers assume that the creator is a cleric, druid, or wizard.

- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target,

up to the spell's maximum range, if the target has moved away.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on the table at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls).

Divine Spell Scrolls, 0th–4th Level

d%	Spell	Market Price	d%	Spell	Market Price	d%	Spell	Market Price
0-Level Divine Spells								
01–07	create water	12 gp 5 sp	07–09	bear's endurance	150 gp	32	heal mount	375 gp
08–14	cure minor wounds	12 gp 5 sp	10–12	bull's strength	150 gp	33–34	helping hand	375 gp
15–22	detect magic	12 gp 5 sp	13–14	calm emotions	150 gp	35–36	inflict serious wounds	375 gp
23–29	detect poison	12 gp 5 sp	15–17	cat's grace	150 gp	37–38	invisibility purge	375 gp
30–36	flare	12 gp 5 sp	18	chill metal	150 gp	39–40	locate object	375 gp
37–43	guidance	12 gp 5 sp	19–20	consecrate	200 gp	41–46	magic circle against chaos/evil/good/law	375 gp
44–50	inflict minor wounds	12 gp 5 sp	21–24	cure moderate wounds	150 gp	47–48	magic fang, greater	375 gp
51–57	know direction	12 gp 5 sp	25–26	darkness	150 gp	49–50	magic vestment	375 gp
58–65	light	12 gp 5 sp	27	death knell	150 gp	51–52	meld into stone	375 gp
66–72	mending	12 gp 5 sp	28–30	delay poison	150 gp	53–55	neutralize poison	375 gp
73–79	purify food and drink	12 gp 5 sp	31–32	desecrate	200 gp	56–57	obscure object	375 gp
80–86	read magic	12 gp 5 sp	33–35	eagle's splendor	150 gp	58–59	plant growth	375 gp
87–93	resistance	12 gp 5 sp	36–37	enthral	150 gp	60–62	prayer	375 gp
94–100	virtue	12 gp 5 sp	38–39	find traps	150 gp	63–64	protection from energy	375 gp
1st-Level Divine Spells								
01	alarm	100 gp	41–42	flame blade	150 gp	65–66	quench	375 gp
02–03	bane	25 gp	43–44	flaming sphere	150 gp	67–69	remove blindness/deafness	375 gp
04–06	bless	25 gp	45–46	fog cloud	150 gp	70–71	remove curse	375 gp
07–09	bless water	50 gp	47	gentle repose	150 gp	72–73	remove disease	375 gp
10	bless weapon	100 gp	48	gust of wind	150 gp	74–76	searing light	375 gp
11–12	calm animals	25 gp	49	heat metal	150 gp	77–78	sleet storm	375 gp
13–14	cause fear	25 gp	50–51	hold animal	150 gp	79–80	snare	375 gp
15–16	charm animal	25 gp	52–54	hold person	150 gp	81–83	speak with dead	375 gp
17–19	command	25 gp	55–56	inflict moderate wounds	150 gp	84–85	speak with plants	375 gp
20–21	comprehend languages	25 gp	57–58	make whole	150 gp	86–87	spike growth	375 gp
22–26	cure light wounds	25 gp	59–61	owl's wisdom	150 gp	88–89	stone shape	375 gp
27–28	curse water	50 gp	62	reduce animal	150 gp	90–91	summon monster III	375 gp
29–30	deathwatch	25 gp	63–64	remove paralysis	150 gp	92–93	summon nature's ally III	375 gp
31–32	detect animals or plants	25 gp	65–67	resist energy	150 gp	94–96	water breathing	375 gp
33–35	detect chaos/evil/good/law	25 gp	68–70	restoration, lesser	150 gp	97–98	water walk	375 gp
36–37	detect snares and pits	25 gp	71–72	shatter	150 gp	99–100	wind wall	375 gp
38–39	detect undead	25 gp	73–74	shield other	150 gp	4th-Level Divine Spells		
40–41	divine favor	25 gp	75–76	silence	150 gp	01–05	air walk	700 gp
42–43	doom	25 gp	77	snare	150 gp	06–07	antiplant shell	700 gp
44–48	endure elements	25 gp	78	soften earth and stone	150 gp	08–09	blight	700 gp
49–50	entangle	25 gp	79–80	sound burst	150 gp	10–11	break enchantment	700 gp
51–52	entropic shield	25 gp	81	speak with plants	150 gp	12–13	command plants	700 gp
53–54	faerie fire	25 gp	82–83	spider climb	150 gp	14–15	control water	700 gp
55–56	goodberry	25 gp	84–85	spiritual weapon	150 gp	16–21	cure critical wounds	700 gp
57–58	hide from animals	25 gp	86	status	150 gp	22–26	death ward	700 gp
59–60	hide from undead	25 gp	87–88	summon monster II	150 gp	27–31	dimensional anchor	700 gp
61–62	inflict light wounds	25 gp	89–90	summon nature's ally II	150 gp	32–34	discern lies	700 gp
63–64	jump	25 gp	91–92	summon swarm	150 gp	35–37	dismissal	700 gp
65–66	longstrider	25 gp	93	tree shape	150 gp	38–39	divination	725 gp
67–68	magic fang	25 gp	94–95	undetectable alignment	150 gp	40–42	divine power	700 gp
69–72	magic stone	25 gp	96–97	warp wood	150 gp	43–47	freedom of movement	700 gp
73–74	magic weapon	25 gp	98	wood shape	150 gp	48–49	giant vermin	700 gp
75–78	obscuring mist	25 gp	99–100	zone of truth	150 gp	50–51	holy sword	700 gp
79–80	pass without trace	25 gp	3rd-Level Divine Spells			52–54	imbue with spell ability	700 gp
81–82	produce flame	25 gp	01–02	animate dead	625 gp	55–57	inflict critical wounds	700 gp
83–86	protection from chaos/evil/good/law	25 gp	03–04	bestow curse	375 gp	58–60	magic weapon, greater	700 gp
87–88	remove fear	25 gp	05–06	blindness/deafness	375 gp	61–62	nondetection	750 gp
89–90	sanctuary	25 gp	07–08	call lightning	375 gp	63–64	planar ally, lesser	1,200 gp
91–92	shield of faith	25 gp	09–10	contagion	375 gp	65–67	poison	700 gp
93–94	shillelagh	25 gp	11–12	continual flame	425 gp	68–69	reincarnate	700 gp
95–96	speak with animals	25 gp	13–14	create food and water	375 gp	70–71	repel vermin	700 gp
97–98	summon monster I	25 gp	15–18	cure serious wounds	375 gp	72–76	restoration	800 gp
99–100	summon nature's ally I	25 gp	19	darkvision	375 gp	77–78	rusting grasp	700 gp
2nd-Level Divine Spells								
01	animal messenger	150 gp	20–21	daylight	375 gp	79–81	sending	700 gp
02	animal trance	150 gp	22–23	deeper darkness	375 gp	82–85	spell immunity	700 gp
03–04	augury	175 gp	24–25	diminish plants	375 gp	86–87	spike stones	700 gp
05–06	barkskin	150 gp	26–27	dispel magic	375 gp	88–90	summon monster IV	700 gp
			28–29	dominate animal	375 gp	91–93	summon nature's ally IV	700 gp
			30–31	glyph of warding	575 gp	94–98	tongues	700 gp
						99–100	tree stride	700 gp

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls).

If a divine spell is cast at different levels by clerics and druids, it appears at the level appropriate to a cleric (considered the default choice between clerics and druids).

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

Divine Spell Scrolls, 5th–9th Level

d%	Spell	Market Price	d%	Spell	Market Price	d%	Spell	Market Price
5th-Level Divine Spells			34–37	eagle's splendor, mass	1,650 gp	93–97	transmute metal to wood	2,275 gp
01–03	animal growth	1,125 gp	38–40	find the path	1,650 gp	98–100	word of chaos	2,275 gp
04–05	atonement	3,625 gp	41–43	fire seeds	1,650 gp	8th-Level Divine Spells		
06	awaken	2,375 gp	44	forbiddance	4,650 gp ²	01–04	animal shapes	3,000 gp
07–09	baleful polymorph	1,125 gp	45	geas/request	1,650 gp	05–10	antimagic field	3,000 gp
10–13	break enchantment	1,125 gp	46	glyph of warding, greater	1,650 gp	11–13	cloak of chaos	3,000 gp
14–16	call lightning storm	1,125 gp	47–49	harm	1,650 gp	14–17	control plants	3,000 gp
17–20	command, greater	1,125 gp	50–52	heal	1,650 gp	18–20	create greater undead	3,600 gp
21	commune	1,625 gp	53–55	heroes' feast	1,650 gp	21–27	cure critical wounds, mass	3,000 gp
22	commune with nature	1,125 gp	56–58	inflict moderate wounds, mass	1,650 gp	28–32	dimensional lock	3,000 gp
23–24	control winds	1,125 gp	59–61	ironwood	1,650 gp	33–36	discern location	3,000 gp
25–30	cure light wounds, mass	1,125 gp	62	liveoak	1,650 gp	37–41	earthquake	3,000 gp
31–34	dispel chaos/evil/good/law	1,125 gp	63–65	move earth	1,650 gp	42–45	finger of death	3,000 gp
35–38	disrupting weapon	1,125 gp	66–69	owl's wisdom, mass	1,650 gp	46–49	fire storm	3,000 gp
39–41	flame strike	1,125 gp	70–71	planar ally	2,400 gp	50–52	holy aura	3,000 gp
42–43	hallow	6,125 gp ¹	72–74	repel wood	1,650 gp	53–56	inflict critical wounds, mass	3,000 gp
44–46	ice storm	1,125 gp	75–77	spellstaff	1,650 gp	57–60	planar ally, greater	5,500 gp
47–49	inflict light wounds, mass	1,125 gp	78–80	stone tell	1,650 gp	61–65	repel metal or stone	3,000 gp
50–52	insect plague	1,125 gp	81–83	summon monster VI	1,650 gp	66–69	reverse gravity	3,000 gp
53	mark of justice	1,125 gp	84–86	summon nature's ally VI	1,650 gp	70–72	shield of law	3,000 gp
54–56	plane shift	1,125 gp	87	symbol of fear	2,650 gp	73–76	spell immunity, greater	3,000 gp
57–58	raise dead	6,125 gp	88	symbol of persuasion	6,650 gp	77–80	summon monster VIII	3,000 gp
59–61	righteous might	1,125 gp	89–91	transport via plants	1,650 gp	81–84	summon nature's ally VIII	3,000 gp
62–63	scrying	1,125 gp	92–94	undeath to death	2,150 gp	85–89	sunburst	3,000 gp
64–66	slay living	1,125 gp	95–97	wind walk	1,650 gp	90–91	symbol of death	8,000 gp
67–69	spell resistance	1,125 gp	98–100	word of recall	1,650 gp	92–93	symbol of insanity	8,000 gp
70–71	stoneskin	1,375 gp	7th-Level Divine Spells			94–96	unholy aura	3,000 gp
72–74	summon monster V	1,125 gp	01–05	animate plants	2,275 gp	97–100	whirlwind	3,000 gp
75–77	summon nature's ally V	1,125 gp	06–09	blasphemy	2,275 gp	9th-Level Divine Spells		
78	symbol of pain	2,125 gp	10–14	changestaff	2,275 gp	01–04	antipathy	3,825 gp
79	symbol of sleep	2,125 gp	15–16	control weather	2,275 gp	05–07	astral projection	4,870 gp
80–82	transmute mud to rock	1,125 gp	17–21	creeping doom	2,275 gp	08–13	elemental swarm	3,825 gp
83–85	transmute rock to mud	1,125 gp	22–27	cure serious wounds, mass	2,275 gp	14–19	energy drain	3,825 gp
86–89	true seeing	1,375 gp	28–32	destruction	2,275 gp	20–25	ethereality	3,825 gp
90–91	unhallow	6,125 gp ¹	33–36	dictum	2,275 gp	26–31	foresight	3,825 gp
92–94	wall of fire	1,125 gp	37–41	ethereal jaunt	2,275 gp	32–37	gate	8,825 gp
95–97	wall of stone	1,125 gp	42–45	holy word	2,275 gp	38–46	heal, mass	3,825 gp
98–100	wall of thorns	1,125 gp	46–50	inflict serious wounds, mass	2,275 gp	47–53	implosion	3,825 gp
6th-Level Divine Spells			51–55	refuge	3,775 gp	54–55	miracle	28,825 gp ³
01–03	animate objects	1,650 gp	56–60	regenerate	2,275 gp	56–61	regenerate	3,825 gp
04–06	antilife shell	1,650 gp	61–65	repulsion	2,275 gp	62–66	shambler	3,825 gp
07–09	banishment	1,650 gp	66–69	restoration, greater	4,775 gp	67–72	shapechange	3,825 gp
10–13	bear's endurance, mass	1,650 gp	70–71	resurrection	12,275 gp	73–77	soul bind	3,825 gp
14–16	blade barrier	1,650 gp	72–76	scrying, greater	2,275 gp	78–83	storm of vengeance	3,825 gp
17–20	bull's strength, mass	1,650 gp	77–81	summon monster VII	2,275 gp	84–89	summon monster IX	3,825 gp
21–24	cat's grace, mass	1,650 gp	82–85	summon nature's ally VII	2,275 gp	90–95	summon nature's ally IX	3,825 gp
25	create undead	1,650 gp	86–90	sunbeam	2,275 gp	96–99	sympathy	5,325 gp
26–29	cure moderate wounds, mass	1,650 gp	91	symbol of stunning	7,275 gp	100	true resurrection	28,825 gp
30–33	dispel magic, greater	1,650 gp	92	symbol of weakness	7,275 gp			

¹ Allows for a spell of up to 4th level to be tied to the hallowed or unhallowed area.

² Assumes an area equivalent to one 60-foot cube.

³ Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

Arcane Spell Scrolls, Oth-4th Level

d%	Spell	Market Price	d%	Spell	Market Price	d%	Spell	Market Price
0-Level Arcane Spells								
01-04	acid splash	12 gp 5 sp	14	calm emotions	200 gp	48-49	tiny hut	375 gp
05-08	arcane mark	12 gp 5 sp	15-17	cat's grace	150 gp	50-51	lightning bolt	375 gp
09-13	dancing lights	12 gp 5 sp	18-19	command undead	150 gp	52-59	magic circle against chaos/evil/good/law	375 gp
14-17	daze	12 gp 5 sp	20	continual flame	200 gp	60-62	magic weapon, greater	375 gp
18-24	detect magic	12 gp 5 sp	21	cure moderate wounds	200 gp	63-64	major image	375 gp
25-28	detect poison	12 gp 5 sp	22	darkness	150 gp	65-66	nondetection	425 gp
29-32	disrupt undead	12 gp 5 sp	23-25	darkvision	150 gp	67-68	phantom steed	375 gp
33-37	flare	12 gp 5 sp	26	daze monster	150 gp	69-71	protection from energy	375 gp
38-42	ghost sound	12 gp 5 sp	27	delay poison	200 gp	72-73	rage	375 gp
43-44	know direction	12 gp 5 sp	28-29	detect thoughts	150 gp	74-75	ray of exhaustion	375 gp
45-50	light	12 gp 5 sp	30-31	disguise self	150 gp	76	sculpt sound	525 gp
51-52	lullaby	12 gp 5 sp	32-34	eagle's splendor	150 gp	77	secret page	375 gp
53-57	mage hand	12 gp 5 sp	35	enthrall	200 gp	78	sepia snake sigil	875 gp
58-62	mending	12 gp 5 sp	36-37	false life	150 gp	79	shrink item	375 gp
63-67	message	12 gp 5 sp	38-39	flaming sphere	150 gp	80-81	sleet storm	375 gp
68-72	open/close	12 gp 5 sp	40	fog cloud	150 gp	82-83	slow	375 gp
73-77	prestidigitation	12 gp 5 sp	41-43	fox's cunning	150 gp	84	speak with animals	525 gp
78-81	ray of frost	12 gp 5 sp	44	ghoul touch	150 gp	85-86	stinking cloud	375 gp
82-87	read magic	12 gp 5 sp	45-46	glitterdust	150 gp	87-88	suggestion	375 gp
88-94	resistance	12 gp 5 sp	47	gust of wind	150 gp	89-90	summon monster III	375 gp
95-96	summon instrument	12 gp 5 sp	48-49	hypnotic pattern	150 gp	91-93	tongues	375 gp
97-100	touch of fatigue	12 gp 5 sp	50-52	invisibility	150 gp	94-95	vampiric touch	375 gp
1st-Level Arcane Spells								
01-03	alarm	25 gp	53-55	knock	150 gp	96-98	water breathing	375 gp
04-05	animate rope	25 gp	56	phantom trap	200 gp	99-100	wind wall	375 gp
06-07	burning hands	25 gp	57-58	levitate	150 gp	4th-Level Arcane Spells		
08-09	cause fear	25 gp	59	locate object	150 gp	01-02	animate dead	1,050 gp
10-12	charm person	25 gp	60	magic mouth	160 gp	03-05	arcane eye	700 gp
13-14	chill touch	25 gp	61-62	acid arrow	150 gp	06-07	bestow curse	700 gp
15-16	color spray	25 gp	63	minor image	150 gp	08-10	charm monster	700 gp
17-19	comprehend languages	25 gp	64-65	mirror image	150 gp	11-13	confusion	700 gp
20	confusion, lesser	50 gp	66	misdirection	150 gp	14-15	contagion	700 gp
21	cure light wounds	50 gp	67	obscure object	150 gp	16-17	crushing despair	700 gp
22-24	detect secret doors	25 gp	68-70	owl's wisdom	150 gp	18	cure critical wounds	1,000 gp
25-26	detect undead	25 gp	71-73	protection from arrows	150 gp	19	detect scrying	700 gp
27-29	disguise self	25 gp	74-75	pyrotechnics	150 gp	20-23	dimension door	700 gp
30-32	endure elements	25 gp	76-78	resist energy	150 gp	24-26	dimensional anchor	700 gp
33-35	enlarge person	25 gp	79	rope trick	150 gp	27-28	enervation	700 gp
36-37	erase	25 gp	80	scare	150 gp	29-30	enlarge person, mass	700 gp
38-40	expeditious retreat	25 gp	81-82	scorching ray	150 gp	31-32	black tentacles	700 gp
41	feather fall	25 gp	83-85	see invisibility	150 gp	33-34	fear	700 gp
42-43	grease	25 gp	86	shatter	150 gp	35-37	fire shield	700 gp
44-45	hold portal	25 gp	87	silence	200 gp	38-39	fire trap	725 gp
46-47	hypnotism	25 gp	88	sound burst	200 gp	40-42	freedom of movement	1,000 gp
48-49	identify	125 gp	89	spectral hand	150 gp	43	geas, lesser	700 gp
50-51	jump	25 gp	90-91	spider climb	150 gp	44-46	globe of invulnerability, lesser	700 gp
52-54	mage armor	25 gp	92-93	summon monster II	150 gp	47-48	hallucinatory terrain	700 gp
55-56	magic missile	25 gp	94-95	summon swarm	150 gp	49-50	ice storm	700 gp
57-59	magic weapon	25 gp	96	hideous laughter	150 gp	51-52	illusory wall	700 gp
60-62	mount	25 gp	97	touch of idiocy	150 gp	53-55	invisibility, greater	700 gp
63-64	magic aura	25 gp	98-99	web	150 gp	56-57	secure shelter	700 gp
65-66	obscuring mist	25 gp	100	whispering wind	150 gp	58	locate creature	700 gp
67-74	protection from chaos/evil/good/law	25 gp	3rd-Level Arcane Spells			59-60	minor creation	700 gp
75-76	ray of enfeeblement	25 gp	01-02	arcane sight	375 gp	61	modify memory	1,000 gp
77-78	reduce person	25 gp	03-04	blink	375 gp	62	neutralize poison	1,000 gp
79-80	remove fear	50 gp	05-06	clairaudience/clairvoyance	375 gp	63-64	resilient sphere	700 gp
81-82	shield	25 gp	07	cure serious wounds	525 gp	65-66	phantasmal killer	700 gp
83-84	shocking grasp	25 gp	08-10	daylight	525 gp	67-68	polymorph	700 gp
85-86	silent image	25 gp	11-12	deep slumber	375 gp	69-70	rainbow pattern	700 gp
87-88	sleep	25 gp	13-15	dispel magic	375 gp	71	mnemonic enhancer	700 gp
89-90	summon monster I	25 gp	16-17	displacement	375 gp	72-73	reduce person, mass	700 gp
91-93	floating disk	25 gp	18	explosive runes	375 gp	74-76	remove curse	700 gp
94-95	true strike	25 gp	19-20	fireball	375 gp	77	repel vermin	1,000 gp
96	undetected alignment	50 gp	21-22	flame arrow	375 gp	78-79	scrying	700 gp
97-98	unseen servant	25 gp	23-25	fly	375 gp	80-81	shadow conjuration	700 gp
99-100	ventriloquism	25 gp	26-27	gaseous form	375 gp	82-83	shout	700 gp
2nd-Level Arcane Spells								
01	animal messenger	200 gp	28-29	gentle repose	375 gp	84-85	solid fog	700 gp
02	animal trance	200 gp	30	glibness	525 gp	86	speak with plants	1,000 gp
03	arcane lock	175 gp	31	good hope	525 gp	87-88	stone shape	700 gp
04-06	bear's endurance	150 gp	32-33	halt undead	375 gp	89-91	stoneskin	950 gp
07-08	blindness/deafness	150 gp	34-36	haste	375 gp	92-93	summon monster IV	700 gp
09-10	blur	150 gp	37-38	heroism	375 gp	94-96	wall of fire	700 gp
11-13	bull's strength	150 gp	39-40	hold person	375 gp	97-99	wall of ice	700 gp
			41	illusory script	425 gp	100	zone of silence	1,000 gp
			42-44	invisibility sphere	375 gp			
			45-47	keen edge	375 gp			

Arcane Spell Scrolls, 5th-9th Level

d%	Spell	Market Price	d%	Spell	Market Price	d%	Spell	Market Price
5th-Level Arcane Spells			6th-Level Arcane Spells			7th-Level Arcane Spells		
01-02	animal growth	1,125 gp	01-02	acid fog	1,650 gp	01-03	arcane sight, greater	2,275 gp
03-05	baleful polymorph	1,125 gp	03-05	analyze dweomer	1,650 gp	04-07	banishment	2,275 gp
06-07	interposing hand	1,125 gp	06	animate objects	2,400 gp	08-10	grasping hand	2,275 gp
08-09	blight	1,125 gp	07-09	antimagic field	1,650 gp	11-13	control undead	2,275 gp
10-12	break enchantment	1,125 gp	10-12	bear's endurance, mass	1,650 gp	14-16	control weather	2,275 gp
13-14	cloudkill	1,125 gp	13-14	forceful hand	1,650 gp	17-19	delayed blast fireball	2,275 gp
15-17	cone of cold	1,125 gp	15-17	bull's strength, mass	1,650 gp	20-21	instant summons	3,275 gp
18-19	contact other plane	1,125 gp	18-20	cat's grace, mass	1,650 gp	22-25	ethereal jaunt	2,275 gp
20	cure light wounds, mass	1,625 gp	21-23	chain lightning	1,650 gp	26-28	finger of death	2,275 gp
21-23	dismissal	1,125 gp	24-25	circle of death	2,150 gp	29-31	forcecage	2,375 gp
24-26	dispel magic, greater	1,625 gp	26	contingency	1,650 gp	32-35	hold person, mass	2,275 gp
27-28	dominate person	1,125 gp	27-28	control water	1,650 gp	36-38	insanity	2,275 gp
29	dream	1,125 gp	29	create undead	2,350 gp	39-42	invisibility, mass	2,275 gp
30-31	fabricate	1,125 gp	30	cure moderate wounds, mass	2,400 gp	43	limited wish	3,775 gp ²
32-33	false vision	1,375 gp	31-33	disintegrate	1,650 gp	44-45	mage's magnificent mansion	2,275 gp
34-35	feeblemind	1,125 gp	34-37	dispel magic, greater	1,650 gp	46-48	mage's sword	2,275 gp
36-39	hold monster	1,125 gp	38-40	eagle's splendor, mass	1,650 gp	49-51	phase door	2,275 gp
40	secret chest	1,125 gp				52-54	plane shift	2,275 gp
41	magic jar	1,125 gp				55-57	power word blind	2,275 gp
42-43	major creation	1,125 gp				58-61	prismatic spray	2,275 gp
44-45	mind fog	1,125 gp				62-64	project image	2,280 gp
46-47	mirage arcana	1,125 gp				65-67	reverse gravity	2,275 gp
48-49	mage's faithful hound	1,125 gp				68-70	scrying, greater	2,275 gp
50-51	mage's private sanctum	1,125 gp				71-73	sequester	2,275 gp
52-53	nightmare	1,125 gp				74-76	shadow conjuration, greater	2,275 gp
54-57	overland flight	1,125 gp				77	simulacrum	7,275 gp ³
58-60	passwall	1,125 gp				78-80	spell turning	2,275 gp
61	permanency	10,125 gp ¹				81-82	statue	2,275 gp
62-63	persistent image	1,125 gp				83-85	summon monster VII	2,275 gp
64-65	planar binding, lesser	1,125 gp				86	symbol of stunning	7,275 gp
66-67	prying eyes	1,125 gp				87	symbol of weakness	7,275 gp
68-69	telepathic bond	1,125 gp				88-90	teleport object	2,275 gp
70-71	seeming	1,125 gp				91-95	teleport, greater	2,275 gp
72-74	sending	1,125 gp						
75-76	shadow evocation	1,125 gp						
77	song of discord	1,625 gp						
78-79	summon monster V	1,125 gp						
80	symbol of pain	2,125 gp						
81	symbol of sleep	2,125 gp						
82-83	telekinesis	1,125 gp						
84-88	teleport	1,125 gp						
89-90	transmute mud to rock	1,125 gp						
91-92	transmute rock to mud	1,125 gp						
93-95	wall of force	1,125 gp						
96-98	wall of stone	1,125 gp						
99-100	waves of fatigue	1,125 gp						
8th-Level Arcane Spells								
01-02	antipathy	3,000 gp						
03-05	clenched fist	3,000 gp						
06-08	binding	8,500 gp ¹						
09-12	charm monster, mass	3,000 gp						
13	clone	4,000 gp						
14-16	create greater undead	3,000 gp						
17-19	demand	3,600 gp						
20-22	dimensional lock	3,000 gp						
23-26	discern location	3,000 gp						
27-29	horrid wilting	3,000 gp						
30-32	incendiary cloud	3,000 gp						
33-35	iron body	3,000 gp						
36-38	maze	3,000 gp						
39-41	mind blank	3,000 gp						
42-44	moment of prescience	3,000 gp						
45-48	telekinetic sphere	3,000 gp						
49-51	irresistible dance	3,000 gp						
52-54	planar binding, greater	3,000 gp						
55-57	polar ray	3,000 gp						
58-60	polymorph any object	3,000 gp						
61-63	power word stun	3,000 gp						
64-66	prismatic wall	3,000 gp						
67-70	protection from spells	3,500 gp						
71-73	prying eyes, greater	3,000 gp						
74-76	scintillating pattern	3,000 gp						
77-78	screen	3,000 gp						
79-81	shadow evocation, greater	3,000 gp						
82-84	shout, greater	3,000 gp						
85-87	summon monster VIII	3,000 gp						
88-90	sunburst	3,000 gp						
91	symbol of death	8,000 gp						
92	symbol of insanity	8,000 gp						
93-94	sympathy	4,500 gp						
95-98	temporal stasis	3,500 gp						
99-100	trap the soul	13,000 gp ⁴						
9th-Level Arcane Spells								
01-03	astral projection	4,870 gp						
04-07	crushing hand	3,825 gp						
08-12	dominate monster	3,825 gp						
13-16	energy drain	3,825 gp						
17-21	etherealness	3,825 gp						
22-25	foresight	3,825 gp						
26-31	freedom	3,825 gp						
32-36	gate	8,825 gp						
37-40	hold monster, mass	3,825 gp						
41-44	imprisonment	3,825 gp						
45-49	meteor swarm	3,825 gp						
50-53	mage's disjunction	3,825 gp						
54-58	power word kill	3,825 gp						
59-62	prismatic sphere	3,825 gp						
63-66	refuge	3,825 gp						
67-70	shades	3,825 gp						
71-76	shapechange	3,825 gp						
77-79	soul bind	3,825 gp						
80-83	summon monster IX	3,825 gp						
84-86	teleportation circle	4,825 gp						
87-91	time stop	3,825 gp						
92-95	wail of the banshee	3,825 gp						
96-99	weird	3,825 gp						
100	wish	28,825 gp ⁵						

¹ Includes experience point cost up to 2,000 XP.

² Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

³ Assumes no XP cost in excess of 1,000 gp.

⁴ Assumes a creature of 10 HD or less.

⁵ Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

Staves

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends. Staves are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation

Staves use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Special Qualities

Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

Staves

Medium	Major	Staff	Market Price
01–15	01–03	Charming	16,500 gp
16–30	04–09	Fire	17,750 gp
31–40	10–11	Swarming insects	24,750 gp
41–60	12–17	Healing	27,750 gp
61–75	18–19	Size alteration	29,000 gp
76–90	20–24	Illumination	48,250 gp
91–95	25–31	Frost	56,250 gp
96–100	32–38	Defense	58,250 gp
—	39–43	Abjuration	65,000 gp
—	44–48	Conjuration	65,000 gp
—	49–53	Enchantment	65,000 gp
—	54–58	Evocation	65,000 gp
—	59–63	Illusion	65,000 gp
—	64–68	Necromancy	65,000 gp
—	69–73	Transmutation	65,000 gp
—	74–77	Divination	73,500 gp
—	78–82	Earth and stone	80,500 gp
—	83–87	Woodlands	101,250 gp
—	88–92	Life	155,750 gp
—	93–97	Passage	170,500 gp
—	98–100	Power	211,000 gp

Staff Descriptions

Staves use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staves are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staves are described below.

Abjuration

Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)
- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

Strong abjuration; CL 13th; Craft Staff, *dismissal, dispel magic, lesser globe of invulnerability, resist energy, repulsion, shield*; Price 65,000 gp.

Charming

Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Craft Staff, *charm person, charm monster*; Price 16,500 gp.

Conjuration

This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Summon swarm* (1 charge)
- *Stinking cloud* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Craft Staff, *cloudkill, stinking cloud, summon monster VI, summon swarm, unseen servant*; Price 65,000 gp.

Defense

The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)



Strong abjuration; CL 15th; Craft Staff, *shield, shield of faith, shield of law, shield other*, creator must be lawful; Price 58,250 gp.

Divination

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Craft Staff, *detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing*; Price 73,500 gp.

Earth and Stone

This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft Staff, *move earth, passwall*; Price 80,500 gp.

Enchantment

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter*; Price 65,000 gp.

Evocation

Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Fireball* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

Strong evocation; CL 13th; Craft Staff, *chain lightning, fireball, ice storm, magic missile,*

shatter, wall of force; Price 65,000 gp.

Fire

Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *burning hands, fireball, wall of fire*; Price 17,750 gp.

Frost

Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charge)

Moderate evocation; CL 10th; Craft Staff, *cone of cold, ice storm, wall of ice*; Price 56,250 gp.

Healing

This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Price 27,750 gp.

Illusion

This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Craft Staff, *disguise self, major image, mirror image, persistent image, project image, rainbow pattern*; Price 65,000 gp.

Illumination

This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

Strong evocation; CL 15th; Craft Staff, *dancing lights, daylight, flare, sunburst*; Price 48,250 gp.

Life

Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Craft Staff, *heal, resurrection*; Price 155,750 gp.

Necromancy

This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Strong necromancy; CL 13th; Craft Staff, *cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue*; Price 65,000 gp.

Passage

This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Greater teleport* (2 charges)
- *Astral projection* (2 charges)

Strong varied; CL 17th; Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; Price 170,500 gp.

Power

The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage

equal to 8 x the number of charges in the staff, those 3 or 4 squares away take 6 x the number of charges in damage, and those 5 or 6 squares distant take 4 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile, heightened ray of enfeeblement, continual flame, levitate, heightened fireball, heightened lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability*; Price 211,000 gp.

Size Alteration

Stout and sturdy, this staff of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (1 charge)
- *Enlarge person, mass* (1 charge)
- *Reduce person, mass* (1 charge)

Faint conjuration; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

Swarming Insects

Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

Transmutation

This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph*; Price 65,000 gp.

Woodlands

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Charm animal* (1 charge)

- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speak with animals*, *summon nature's ally VI*, *wall of thorns*; Price 101,250 gp.

Universal Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description

Varies.

Activation

Usually use a command thought, but details vary from item to item.

Special Qualities

Roll d%. An 01 result indicates the universal item is intelligent, 02–31 indicates that the command thought is mentally encoded and whispers itself into the user's mind on acquisition, and 32–100 indicates no special qualities.

Universal Item Descriptions

Amulet of Catapsi

This amulet aids the wearer against other psionic characters. Three times per day, the wearer can trigger the *catapsi* power, which blankets a 100-foot radius in telepathic noise for 10 minutes. Each time other psionic characters within this range attempt to manifest a psionic power, they must succeed at a Will save (DC 17) or pay double the normal power point cost.

Manifester Level: 10th; Prerequisites: Craft Universal Item, *catapsi*; Market Price: 12,000; Weight: —.

Amulet of Psychic Bastion

When worn, this amulet protects the wearer as the *Psychic Bastion* feat. The wearer gains mental hardness +1 against a foe's successful psionic attack. This bonus does not stack with that granted by *Psychic Bastion*, but either bonus alone stacks with mental hardness bonuses from psionic defense modes.

Universal Psionic Items

Minor	Medium	Major	Item	Market Price
01–02	—	—	Shard (+1)	20 gp
03–04	—	—	Shard (+2)	30 gp
05–07	—	—	Shard (+3)	40 gp
08–09	—	—	Crawling tattoo (0-level)	50 gp
10–11	—	—	Shard (+4)	60 gp
12–14	—	—	Crawling tattoo (1st-level)	100 gp
15–16	—	—	Shard (+5)	100 gp
17–18	—	—	Shard (+6)	140 gp
19–21	—	—	Shard (+7)	200 gp
22–23	—	—	Shard (+8)	250 gp
24–25	—	—	Shard (+9)	320 gp
26–28	—	—	Shard (+10)	400 gp
29–30	—	—	Crystal mask of knowledge	500 gp
31–32	—	—	Crystal mask of language	500 gp
33–35	—	—	Crawling tattoo (2nd-level)	600 gp
36–37	—	—	Brain lock pearl	1,000 gp
38–39	—	—	Psionic restraints, lesser	1,000 gp
40–42	—	—	Powerleech pearl	1,000 gp
43–44	—	—	Boots of stomping	1,200 gp
45–46	—	—	Crawling tattoo (3rd-level)	1,400 gp
47–49	—	—	Boots of skating	2,000 gp
50–51	—	—	Gloves of object reading	2,000 gp
52–53	—	—	Psionatrix of Clairvoyance	2,000 gp
54–55	—	—	Psionatrix of Metacreativity	2,000 gp
56–58	—	—	Psionatrix of psionic attack	2,000 gp
59–60	—	—	Psionatrix of psionic defense	2,000 gp
61–62	—	—	Psionatrix of Psychokinesis	2,000 gp
63–65	—	—	Psionatrix of Psychometabolism	2,000 gp
66–67	—	—	Psionatrix of Psychoportation	2,000 gp
68–69	—	—	Psionatrix of Telepathy	2,000 gp
70–72	—	—	Ring of stabilization	2,000 gp
73–74	—	—	Ring of self-sufficiency	2,000 gp
75–76	—	—	Skin of nimbleness	2,000 gp
77–78	—	—	Third eye, perceive	2,000 gp
79–81	—	—	Third eye, concentrate	2,000 gp
82–83	—	—	Amulet of Psychic Bastion	2,000 gp
84–85	—	—	Crystal mask of mind armor	4,000 gp
86–88	—	—	Third eye, aware	4,000 gp
89–90	—	—	Third eye, penetrate	4,000 gp
91–92	—	—	Skin of the chameleon	4,500 gp
93–95	—	—	Crystal anchor (0-level)	5,000 gp
96–97	—	—	Psionic restraints, average	6,000 gp
98–100	—	—	Eyes of powerleech	7,200 gp
—	01–05	—	Crystal anchor (1st level)	10,000 gp
—	06–10	—	Torc of psionic might	10,000 gp
—	11–15	—	Crystal anchor (2nd level)	10,400 gp
—	16–20	—	Third eye, assimilate	11,200 gp
—	21–25	—	Crystal anchor (3rd level)	11,300 gp
—	26–30	—	Amulet of catapsi	12,000 gp
—	31–35	—	Crystal mask of detection	12,000 gp
—	36–40	—	Psionic restraints, greater	12,000 gp
—	41–45	—	Mirror of suggestion	12,000 gp
—	46–50	—	Third eye, expose	12,000 gp
—	51–55	—	Third eye, open	12,000 gp
—	56–60	—	Torc of free will	12,000 gp
—	61–65	—	Torc of power	12,000 gp
—	66–70	—	Crystal anchor (4th level)	12,600 gp
—	71–75	—	Crystal anchor (5th level)	14,300 gp
—	76–80	—	Skin of the claw	16,000 gp
—	81–85	—	Crystal anchor (6th level)	16,400 gp
—	86–90	—	Skin of the spider	20,000 gp
—	91–95	—	Psionic restraints, damping	24,000 gp
—	96–100	—	Skin of striking	24,000 gp
—	—	01–08	Skin of the defender	32,000 gp
—	—	09–15	Third eye, view	42,000 gp
—	—	16–24	Third eye, negate	44,600 gp
—	—	25–32	Crystal mask of fear	56,000 gp
—	—	33–41	Eyes of vampiric powerleech	61,000 gp
—	—	42–49	Skin of the hero	68,000 gp
—	—	50–58	Skin of the psion	66,000 gp
—	—	59–66	Third eye, conceal	90,000 gp
—	—	67–75	Skin of proteus	90,000 gp
—	—	76–83	Skin of the troll	90,000 gp
—	—	84–92	Third eye, dominate	96,000 gp
—	—	93–98	Reverse capacitor	182,000 gp
—	—	99–100	Skin of iron	240,000 gp

Manifester Level: 10th; Prerequisites: Craft Universal Item, Psychic Bastion; Market Price: 2,000 gp; Weight: —.

Brain Lock Pearl

When hurled at a target, this tiny pearllike sphere bursts into a shower of yellow sparks. Treat this as a ranged touch attack. A target that is hit stands dazed as if by brain lock for 4 rounds. Brain lock pearls are grenadelike weapons, so a miss can potentially deal splash damage against all creatures within 5 feet, affecting them for 1 round. The burst destroys the item.

Manifester Level: 4th; Prerequisites: Craft Universal Item, *brain lock*; Market Price: 1,000 gp; Weight: —.

Boots of Skating

These boots allow the wearer to slide along the ground at will as if using the skate power. This benefit counts as an enhancement bonus.

Manifester Level: 3rd; Prerequisites: Craft Universal Item, *skate*; Market Price: 2,000 gp; Weight: 1 lb.

Boots of Stomping

These boots allow the wearer to use stomp as the power three times per day (Reflex save DC 12).

Manifester Level: 3rd; Prerequisites: Craft Universal Item, *stomp*; Market Price: 1,200 gp; Weight: 1 lb.

Crawling Tattoos

These resemble standard psionic tattoos, but their effects are often offensive rather than beneficial. Like psionic tattoos, a crawling tattoo can be scribed only with powers of level 0 to 3 that target a creature or creatures. The exceptions are body adjustment powers, which can be scribed despite their effect being personal, and compulsion powers, which cannot be scribed at all. Powers that normally have an area, such as whitefire, only affect one target if scribed in a crawling tattoo. Otherwise, crawling tattoos are treated in all ways as psionic tattoos (see “Psionic Tattoos” above) until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that draws an attack of opportunity, mentally specifying a target (to which the wearer must have line of sight). The designated target could be an object. Instead of triggering its stored power, this animates the tattoo, which drops to the floor and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo begins to move toward its designated target at the beginning of the original wearer’s next round. Treat it as a Fine construct that has an AC of 18, 10 hit points, a hardness of 5, speed 30, and an attack bonus of +5. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before contact, the wearer can reclaim the tattoo. If destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target’s square to attack and thus draws an attack of opportunity as it passes through the target’s threatened area. The tattoo makes melee touch attacks until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo automatically affects the target, even

Stored Power Level	Market Price
0th	50 gp
1st	100 gp
2nd	600 gp
3rd	1,400 gp

if a save is normally allowed. Crawling tattoos can ferry beneficial powers as well, and the target can allow the touch attack to succeed if it desires.

Manifester Level: 6th; Prerequisites: Craft Universal Item, power of the appropriate type and level; Weight: —.

Crystal Anchor

A crystal anchor ensnares the minds of those who manifest certain psionic powers within range. A crystal anchor can be configured to ward against powers of 6th level and lower. The triggering power is specified at the time of creation.

The user activates a crystal anchor by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If the specified power is manifested within this range, the manifestor must succeed at a Will save (DC 14 + power level) or be affected by brain lock for 10 rounds. Someone outside the area can still be ensnared by manifesting the specified power into or within it. A crystal anchor can only attempt to ensnare five victims per day. One crystal anchor can ensnare multiple targets simultaneously, and multiple crystal anchors can share overlapping fields.

When a crystal anchor successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the manifestor to the shaft, even one outside the area, up to 300 feet away. (Beyond that distance, there is no filament, although the anchor does glow to indicate it is working.) This is only a visual display: Severing the filament does not dispel the effect.

Designated Power’s Level	Market Price
0th	5,000 gp
1st	10,000 gp
2nd	10,400 gp
3rd	11,300 gp
4th	12,600 gp
5th	14,300 gp
6th	16,400 gp

A crystal anchor has an AC of 7, 15 hit points, a hardness of 8, and a break DC of 20.

Manifester Level: 10th; Prerequisites: Craft Universal Item, *brain lock*, *contingency*, power to be designated; Weight: 3 lb.

Crystal Masks

Each of the various types of crystal mask fits over the face of any Medium-size or Small humanoid creature, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer’s features. Small holes on the side admit leather straps for affixing the mask to the wearer’s face.

Crystal masks confer special abilities or improved skills on their wearers.

Crystal Mask of Detection: The wearer of a crystal mask of detection can make Search checks to detect traps as a rogue can. The mask grants no special bonus on the wearer’s Search checks.

Manifester Level: 14th; Prerequisites: Craft Universal Item, creator must have 1 level of rogue; Market Price: 12,000 gp; Weight: 1 lb.

Crystal Mask of Fear: The wearer of a crystal mask of fear can terrify other beings. The wearer need merely meet the gaze of a creature as a standard action. A target who fails a Will save (DC 16) panics, has a 50% chance to drop what it’s holding, and flees away from you for 10 rounds. This is a mind-affecting, fear effect.

Manifester Level: 14th; Prerequisites: Craft Universal Item, *emulate power*; Market Price: 56,000 gp; Weight: 1 lb.

Crystal Mask of Knowledge: Each of the various crystal masks of knowledge grants the wearer a +5 competence bonus on a specific type of Knowledge check.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must have 5 ranks of a Knowledge skill of the appropriate type; Market Price: 500 gp; Weight: 1 lb.

Crystal Mask of Language: Each of the various crystal masks of language grants the wearer the ability to speak and write a specific language.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must have the Speak Language skill of the appropriate type; Market Price: 500 gp; Weight: 1 lb.

Crystal Mask of Mindarmor: A crystal mask of mind armor grants the wearer a +4 enhancement bonus on saving throws against all compulsion effects while worn.

Manifester Level: 10th; Prerequisites: Craft Universal Item, *conceal thoughts*; Market Price: 4,000 gp; Weight: 1 lb.

Eyes of Powerleech

These crystal lenses fit over the user's eyes. The wearer is able to drain power points from psionic characters merely by meeting their gaze (at the rate of one target per round). The target must succeed at a Will save (DC 14) or lose 2d10 power points. The eyes of powerleech have no effect on nonpsionic targets or psionic beings who have exhausted their power points already (or manifest their powers freely). If the wearer has only one lens, the DC of the saving throw is reduced to 10. The wearer can attempt a powerleech attack up to three times per day.

Manifester Level: 11th; Prerequisites: Craft Universal Item, *negate psionics*; Market Price: 7,200 gp; Weight: —.

Eyes of Vampiric Powerleech

These crystal lenses fit over the user's eyes, enabling him or her to drain power points from psionic characters merely by meeting their gaze (at the rate of one target per round). The target must succeed at a Will saving throw (DC 18) or lose 2d10 power points, which the wearer instantly adds to his or her own power point reserve, even if these would bring him or her over his or her normal maximum. Power points in excess of the wearer's maximum fade after 24 hours. The eyes of vampiric powerleech have no effect on nonpsionic targets or psionic beings who have exhausted their power points already (or manifest their powers freely). If the wearer has only one lens, the DC of the saving throw is reduced to 10. The wearer can attempt a vampiric powerleech attack up to three times per day.

Manifester Level: 11th; Prerequisites: Craft Universal Item, *negate psionics*, *psychic vampire*; Market Price: 61,000 gp; Weight: —.

Gloves of Object Reading

While wearing these gloves, the user can learn the details of an inanimate object's previous owner, as if manifesting the object reading power.

Manifester Level: 3rd; Prerequisites: Craft Universal Item, *object reading*; Market Price: 2,000 gp; Weight: —.

Mirror of Suggestion

This small hand mirror manifests its power against those who see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack.

A creature meeting its own gaze in the mirror must succeed at a Will save (DC 13) or be affected by a suggestion chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Manifester Level: 5th; Prerequisites: Craft Universal Item, *suggestion*; Market Price: 12,000 gp; Weight: 1/2 lb.

Powerleech Pearl

When hurled at a psionic character, this tiny pearllike sphere bursts into a shower of rainbow-colored sparks. Treat this as a ranged touch attack. A target who is hit loses 2d4 power points (psionic creatures, which manifest freely, are not affected). Powerleech pearls are grenadelike weapons, so a miss can potentially deal splash damage, draining 1 power point from psionic characters within 5 feet. The burst destroys the item.

Manifester Level: 6th; Prerequisites: Craft Universal Item, *negate psionics*; Market Price: 1,000 gp; Weight: —.

Psionatrices

Each of these multifaceted crystals is worn as an amulet. Any psionatrix adds an enhancement bonus on the wearer's roll to set the save DC when using psionic powers or attack/defense modes, in addition to the other standard modifiers.

Psionatrix of Clairsentience: A psionatrix of Clairsentience adds a +1 enhancement bonus on the wearer's roll when using a Clairsentience power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must be a seer; Market Price: 2,000 gp; Weight: —.

Psionatrix of Metacreativity: A psionatrix of Metacreativity adds a +1 enhancement bonus on the wearer's roll when using a Metacreativity power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must be a shaper; Market Price: 2,000 gp; Weight: —.

Psionatrix of Psionic Attack: A psionatrix of psionic attack adds a +1 enhancement bonus on the wearer's roll when using a specified psionic attack mode.

Manifester Level: 10th; Prerequisites: Craft Universal Item, any psionic attack mode; Market Price: 2,000 gp; Weight: —.

Psionatrix of Psionic Defense: A psionatrix of psionic defense adds a +1 enhancement bonus on the wearer's Will save using a specified psionic defense mode.

Manifester Level: 10th; Prerequisites: Craft Universal Item, any psionic defense mode; Market Price: 2,000 gp; Weight: —.

Psionatrix of Psychometabolism: A psionatrix of Psychometabolism adds a +1 enhancement bonus on the wearer's roll when using a Psychometabolism power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must be an egoist; Market Price: 2,000 gp; Weight: —.

Psionatrix of Psychoportation: A psionatrix of Psychoportation adds a +1 enhancement bonus on the wearer's roll when using a Psychoportation power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must be a nomad; Market Price: 2,000 gp; Weight: —.

Psionatrix of Psychokinesis: A psionatrix of Psychokinesis adds a +1 enhancement bonus on the wearer's roll when using a Psychokinesis power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must be a savant; Market Price: 2,000 gp; Weight: —.

Psionatrix of Telepathy: A psionatrix of Telepathy adds a +1 enhancement bonus on the wearer's roll when using a Telepathy power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must be a telepath; Market Price: 2,000 gp; Weight: —.

Psionic Restraints

Each of the various psionic restraints is an iron cuff that locks around the wrist (DC 27 for Open Lock checks). The cuff limits the total number of power points a psionic character wearing it can use in a round (regardless of total power point reserve), or completely damps the ability to use psionics. Damping psionic restraints even inhibit free manifestation, so they also affect psionic creatures, which are unaffected by the other types of restraints.

Restraints Type	Allowed Power Points/Round	Market Price
Lesser	5 or fewer	1,000 gp
Average	3 or fewer	6,000 gp
Greater	1 or fewer	12,000 gp
Damping	0	24,000 gp

Manifester Level: 10th; Prerequisites: Craft Universal Item, *negate psionics*; Weight: 1 lb.

Psychoactive Skins

Psychoactive skins are fist-sized globs of psionically charged ectoplasm. As a standard action, a skin spreads over and covers a Medium-size or smaller creature who projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer (but not bulky equipment such as armor, backpacks, and other large items) like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed. Up to three skins can be worn simultaneously, although only the outermost is active in any given round (hidden skins cannot manifest their powers). Skin layers can be changed with a command thought as a standard action, which causes the current skin to “boil away” and reveal a lower-layer skin.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +15 circumstance bonus on Hide checks (assuming he or she doffs heavy armor and bulky equipment).

Manifester Level: 10th; Prerequisites: Craft Universal Item, *chameleon*; Market Price: 4,500 gp; Weight: 2 lb.

Skin of the Claw: This psychoactive skin grows massive, sickle-shaped claws over the wearer's fingertips. With claws extended, the wearer's unarmed attacks deal a base damage of 1d12 (and do not draw attacks of opportunity).

Manifester Level: 10th; Prerequisites: Craft Universal Item, *claws of the bear*; Market Price: 16,000 gp; Weight: 2 lb.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 natural armor bonus.

Manifester Level: 18th; Prerequisites: Craft Universal Item, *natural armor*; Market Price: 32,000 gp; Weight: 2 lb.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 luck bonus to AC, a +3 luck bonus on all saving throws, and a +3 luck bonus on attack rolls.

Manifester Level: 18th; Prerequisites: Craft Universal Item, *fate of one*; Market Price: 68,000 gp; Weight: 2 lb.

Skin of Iron: This psychoactive skin continually affects the wearer as the *iron body* power.

Manifester Level: 18th; Prerequisites: Craft Universal Item, *iron body*; Market Price: 240,000 gp; Weight: 2 lb.

Skin of Nimbleness: This psychoactive skin continually grants the wearer a +10 competence bonus on Tumble checks.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Tumble skill; Market Price: 2,000 gp; Weight: 2 lb.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his or her natural form, the wearer does not appear to be wearing the skin.

Manifester Level: 18th; Prerequisites: Craft Universal Item, *metamorphosis*; Market Price: 90,000 gp; Weight: 2 lb.

Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and a power resistance of 18.

Manifester Level: 16th; Prerequisites: Craft Universal Item, *psychic surgery*; Market Price: 66,000 gp; Weight: 2 lb.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power.

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Climb skill, *body equilibrium*; Market Price: 20,000 gp; Weight: 2 lb.

Skin of Striking: This psychoactive skin answers the first attack made against the wearer each round with an automatically manifested and targeted “ectoburst” against the attacker. The burst ejects from the skin on the wearer's turn, making a ranged touch attack using the wearer's base ranged attack bonus (range increment 10). If hit, the target takes 3d4 points of fire damage as the ectoburst flames and is consumed. This attack does not in any way hinder the wearer, count against his or her total actions for the round, or draw an attack of opportunity.

Manifester Level: 5th; Prerequisites: Craft Universal Item, *burning ray*, *hustle*; Market Price: 24,000 gp; Weight: 2 lb.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Subdual damage heals at a rate of 1 point per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this skin, the skin regenerates it. In either case, only damage taken while wearing this skin outermost is regenerated.

Manifester Level: 18th; Prerequisites: Craft Universal Item, *true metabolism*; Market Price: 90,000 gp; Weight: 2 lb.

Reverse Capacitor

A reverse capacitor doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a crystal capacitor. Powers that identify psionic items will incorrectly identify a reverse capacitor as a crystal capacitor 50% of the time.

A psionic character attempting to use the power points supposedly stored in a reverse capacitor must succeed at a Will save (DC 20) or lose 3d6 power points. If this drains more power points than the psionic character possesses, he or she takes the balance in temporary Charisma damage on a point-for-point basis. If this Charisma damage is greater than his or her Charisma score, he or she takes the balance as temporary Constitution damage.

Manifester Level: 16th; Prerequisites: Craft Universal Item, Disarm Mind, *contingency*; Market Price: 182,000 gp; Weight: 1 lb.

Ring of Stabilization

This crystalline ring continually grants the wearer a +10 competence bonus on Stabilize Self checks.

Manifester Level: 5th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Stabilize Self skill; Market Price: 2,000 gp; Weight: —.

Ring of Self-Sufficiency

This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

Manifester Level: 5th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Autohypnosis skill; Market Price: 2,000 gp; Weight: —.

Shards

These are tiny fragments of castoff crystal imprinted with miniscule bits of psionic power. Using a shard requires grasping it and projecting a command thought as a standard action (most shards telepathically whisper their command word into the minds of living creatures who handle them). A shard always grants a temporary competence bonus to one specific skill, ranging from +1 to +10 inclusive. This bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once activated, a shard disintegrates, even if its bonus is not used.

Competence Bonus	Market Price
+1	20 gp
+2	30 gp
+3	40 gp
+4	60 gp
+5	100 gp
+6	140 gp
+7	200 gp
+8	250 gp
+9	320 gp
+10	400 gp

Manifester Level: 10th; Prerequisites: Craft Universal Item, creator must have ranks of the specified skill totaling half the encoded bonus (minimum 1 rank); Weight: —.

Third Eyes

These appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. With the proper command thought, the crystal self-adheres to the center of the wearer's forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time.

Assimilate: While worn, a third eye assimilate allows the wearer to borrow one power from a psionic target's repertoire once per day. This is a ranged touch attack with a ray streaming from the third eye (range 100 feet), and the wearer can make as many attacks each day as needed until one succeeds. On a successful attack, the wearer becomes aware of the victim's psionic repertoire, chooses one power from among those and instantly gains it, while the victim loses it. Once the power has been assimilated, the wearer can manifest it normally if he or she is of sufficient level to use it. If he or she assimilates a power from a creature that freely manifests it, the wearer must still pay the appropriate number of power points to manifest that power. The wearer retains the power for 24 hours, at which time he or she loses knowledge of the power and the former owner regains it, regardless of the separation between them. If the former owner is dead, the wearer still loses the assimilated power.

Manifester Level: 12th; Prerequisites: Craft Universal Item, *forced mindlink*; Market Price: 11,200 gp; Weight: —.

Aware: This third eye continually grants the wearer a +10 competence bonus on Spot and Search checks.

Manifester Level: 5th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Spot and Search skills; Market Price: 4,000 gp; Weight: —.

Conceal: While worn, a third eye conceal hides the wearer from all powers that attempt to view, locate, or otherwise detect the wearer, except for the Clairsentience power *metafaculty*. But even *metafaculty* reveals only the name of the location—not an image, nor any other information regarding the wearer.

Manifester Level: 12th; Prerequisites: Craft Universal Item, *sequester*; Market Price: 90,000 gp; Weight: —.

Concentrate: This third eye continually grants the wearer a +10 competence bonus on Concentration checks.

Manifester Level: 5th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Concentration skill; Market Price: 2,000 gp; Weight: —.

Dominate: The wearer of this third eye can see over virtually any distance or into other planes of existence, as with the power *remote viewing*, and can send and receive silent mental messages to and from the person viewed. Once per day the wearer may attempt to use *lesser domination* on the person viewed (Will save DC 15).

Manifester Level: 5th; Prerequisites: Craft Universal Item, *lesser domination*, *remote viewing*; Market Price: 96,000 gp; Weight: —.

Expose: The wearer of this third eye always knows when someone lies directly to him or her.

Manifester Level: 5th; Prerequisites: Craft Universal Item, Psychic Inquisitor; Market Price: 12,000 gp; Weight: —.

Negate: While worn, a third eye negate allows the wearer to suppress the powers of psionic items three times per day. This is a ranged touch attack with a grainy blue ray that springs from the third eye (range 100 feet). On a successful attack, the ray suppresses any currently active function of the target item and has a 75% chance to suppress any other power from that item, regardless of the level or strength of the power, for 2d4 rounds. To negate instantaneous effects, the wearer needs to use a ready action. The target item gets no saving throw and cannot resist this effect. The third eye negate cannot affect artifacts (even minor ones).

Caster Level: 16th; Prerequisites: Craft Universal Item, *emulate power*, *negate psionics*; Market Price: 44,600 gp; Weight: —.

Open: The wearer of this third eye can freely manifest clairaudience/clairvoyance at will.

Manifester Level: 5th; Prerequisites: Craft Universal Item, *clairaudience/clairvoyance*; Market Price: 12,000 gp; Weight: —.

Penetrate: While worn, a third eye penetrate grants the wearer a +2 bonus on manifester level checks to beat a creature's power resistance. This stacks with other applicable bonuses.

Manifester Level: 5th; Prerequisites: Craft Universal Item, Power Penetration; Market Price: 4,000 gp; Weight: —.

Perceive: This third eye continually grants the wearer a +10 competence bonus on Sense Motive checks.

Manifester Level: 5th; Prerequisites: Craft Universal Item, creator must have 5 ranks of the Sense Motive skill; Market Price: 2,000 gp; Weight: —.

View: The wearer of this third eye can see over virtually any distance or into other planes of existence, as with the power remote viewing.

Manifester Level: 5th; Prerequisites: Craft Universal Item, *remote viewing*; Market Price: 42,000 gp; Weight: —.

Torc of Free Will

This is a band inlaid with precious metal, worn around the neck or upper arm. The wearer is not affected by the brain lock power or items that produce brain lock effects.

Manifester Level: 6th; Prerequisites: Craft Universal Item, *negate psionics*; Market Price: 12,000 gp; Weight: 2 lb.

Torc of Power

This is a band inlaid with precious metal, worn around the neck or upper arm. The wearer is not affected by powerleech effects.

Manifester Level: 6th; Prerequisites: Craft Universal Item, *negate psionics*; Market Price: 12,000 gp; Weight: 2 lb.

Torc of Psionic Might

This is a band inlaid with precious metal, worn around the neck or upper arm. The wearer manifests all powers by paying power points equal to the standard cost -1 (minimum of 1). This does not change the cost of 0-level and 1st-level powers. Psionic creatures that freely manifest their powers gain no benefit from the torc of psionic might, nor do nonpsionic creatures.

Manifester Level: 14th; Prerequisites: Craft Universal Item, *emulate power*; Market Price: 10,000 gp; Weight: 2 lb.

Wands

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description

A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Wands

Minor	Medium	Wand	Market Price	Medium	Major	Wand	Market Price
01–02	—	Detect magic	375 gp	60–62	01–02	Magic missile (7th)	5,250 gp
03–04	—	Light	375 gp	63–64	03–05	Magic missile (9th)	6,750 gp
05–07	—	Burning hands	750 gp	65–67	06–07	Call lightning (5th)	11,250 gp
08–10	—	Charm animal	750 gp	68	08	Charm person, heightened (3rd-level spell)	11,250 gp
11–13	—	Charm person	750 gp	69–70	09–10	Contagion	11,250 gp
14–16	—	Color spray	750 gp	71–74	11–13	Cure serious wounds	11,250 gp
17–19	—	Cure light wounds	750 gp	75–77	14–15	Dispel magic	11,250 gp
20–22	—	Detect secret doors	750 gp	78–81	16–17	Fireball (5th)	11,250 gp
23–25	—	Enlarge person	750 gp	82–83	18–19	Keen edge	11,250 gp
26–28	—	Magic missile (1st)	750 gp	84–87	20–21	Lightning bolt (5th)	11,250 gp
29–31	—	Shocking grasp	750 gp	88–89	22–23	Major image	11,250 gp
32–34	—	Summon monster I	750 gp	90–91	24–25	Slow	11,250 gp
35–36	—	Magic missile (3rd)	2,250 gp	92–94	26–27	Suggestion	11,250 gp
37	01–03	Magic missile (5th)	3,750 gp	95–97	28–29	Summon monster III	11,250 gp
38–40	04–07	Bear's endurance	4,500 gp	98	30–31	Fireball (6th)	13,500 gp
41–43	08–11	Bull's strength	4,500 gp	99	32–33	Lightning bolt (6th)	13,500 gp
44–46	12–15	Cat's grace	4,500 gp	100	34–35	Searing light (6th)	13,500 gp
47–49	16–20	Cure moderate wounds	4,500 gp	—	36–37	Call lightning (8th)	18,000 gp
50–51	21–22	Darkness	4,500 gp	—	38–39	Fireball (8th)	18,000 gp
52–54	23–24	Daylight	4,500 gp	—	40–41	Lightning bolt (8th)	18,000 gp
55–57	25–27	Delay poison	4,500 gp	—	42–45	Charm monster	21,000 gp
58–60	28–31	Eagle's splendor	4,500 gp	—	46–50	Cure critical wounds	21,000 gp
61–63	32–33	False life	4,500 gp	—	51–52	Dimensional anchor	21,000 gp
64–66	34–37	Fox's cunning	4,500 gp	—	53–55	Fear	21,000 gp
67–68	38	Ghoul touch	4,500 gp	—	56–59	Greater invisibility	21,000 gp
69–71	39	Hold person	4,500 gp	—	60	Hold person, heightened (4th level)	21,000 gp
72–74	40–42	Invisibility	4,500 gp	—	61–65	Ice storm	21,000 gp
75–77	43–44	Knock	4,500 gp	—	66–68	Inflict critical wounds	21,000 gp
78–80	45	Levitate	4,500 gp	—	69–72	Neutralize poison	21,000 gp
81–83	46–47	Acid arrow	4,500 gp	—	73–74	Poison	21,000 gp
84–86	48–49	Mirror image	4,500 gp	—	75–77	Polymorph	21,000 gp
87–89	50–53	Owl's wisdom	4,500 gp	—	78	Ray of enfeeblement, heightened (4th level)	21,000 gp
90–91	54	Shatter	4,500 gp	—	79	Suggestion, heightened (4th level)	21,000 gp
92–94	55–56	Silence	4,500 gp	—	80–82	Summon monster IV	21,000 gp
95–97	57	Summon monster II	4,500 gp	—	83–86	Wall of fire	21,000 gp
98–100	58–59	Web	4,500 gp	—	87–90	Wall of ice	21,000 gp
—	—	—	—	91	Dispel magic (10th)	22,500 gp	
—	—	—	—	92	Fireball (10th)	22,500 gp	
—	—	—	—	93	Lightning bolt (10th)	22,500 gp	
—	—	—	—	94	Chaos hammer (8th)	24,000 gp	
—	—	—	—	95	Holy smite (8th)	24,000 gp	
—	—	—	—	96	Order's wrath (8th)	24,000 gp	
—	—	—	—	97	Unholy blight (8th)	24,000 gp	
—	—	—	—	98–99	Restoration ¹	26,000 gp	
—	—	—	—	100	Stoneskin ²	33,500 gp	

¹ The cost to create a wand of restoration is 10,500 gp, 840 XP, plus 5,000 gp for the material components.

² The cost to create a wand of stoneskin is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

Activation

Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Special Qualities

Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

Weapons

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

Caster Level for Weapons

The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Additional Damage Dice

Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition

The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Hardness and Hit Points

An attacker cannot damage a magic weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Weapons for Unusually Sized Creatures

The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the masterwork quality and any magical enhancement remains the same.

Activation

Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word or command thought (a standard action).

Magic Weapons and Critical Hits

Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits, such as undead, elementals, and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Light Generation

Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Mentally Audible

Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental "noises" when first drawn, at first blood, or when they slay a significant enemy. These telepathic weapons are obviously psionic. Such a weapon can't be concealed from creatures within 15 feet when drawn, nor can its mental "soundtrack" be curbed.

Magic Weapon Special Qualities

Roll d%. If the item is a melee weapon, a 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

Psionic Weapon Special Qualities

Roll d%. A 01–20 result indicates that the item produces telepathic "noise" when first drawn or at first blood ("audible" to all within 15 feet), 21–25 indicates that the weapon

is intelligent, 26–35 indicates that the weapon is both intelligent and produces telepathic noise, 36–50 indicates that the command thought (if any) is psionically encoded and whispers itself into the user's mind on acquisition, and 51–100 indicates no special qualities.

Weapons

Minor	Medium	Major	Weapon Bonus	Base Price ¹
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6 ²	72,000 gp
—	—	—	+7 ²	98,000 gp
—	—	—	+8 ²	128,000 gp
—	—	—	+9 ²	162,000 gp
—	—	—	+10 ²	200,000 gp
86–90	63–68	50–63	Specific weapon ³	—
91–100	69–100	64–100	Special ability and roll again ⁴	—

¹ This price is for 50 arrows, crossbow bolts, or sling bullets.

² A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

³ See Table: Specific Weapons.

⁴ See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

Uncommon Weapons

d%	Weapon	Weapon Cost ¹
01–03	Axe, orc double ²	+660 gp
04–07	Battleaxe	+310 gp
08–10	Chain, spiked	+325 gp
11–12	Club	+300 gp
13–16	Crossbow, hand	+400 gp
17–19	Crossbow, repeating	+550 gp
20–21	Dagger, punching	+302 gp
22–23	Falchion	+375 gp
24–26	Flail, dire ²	+690 gp
27–31	Flail, heavy	+315 gp
32–35	Flail, light	+308 gp
36–37	Gauntlet	+302 gp
38–39	Gauntlet, spiked	+305 gp
40–41	Glaive	+308 gp
42–43	Greatclub	+305 gp
44–45	Guisarme	+309 gp
46–48	Halberd	+310 gp
49–51	Halfspear	+301 gp
52–54	Hammer, gnome hooked ²	+620 gp
55–56	Hammer, light	+301 gp
57–58	Handaxe	+306 gp
59–61	Kukri	+308 gp
62–64	Lance	+310 gp
65–67	Longspear	+305 gp
68–70	Morningstar	+308 gp
71–72	Net	+320 gp
73–74	Pick, heavy	+308 gp
75–76	Pick, light	+304 gp
77–78	Ranseur	+310 gp
79–80	Sap	+301 gp
81–82	Scythe	+318 gp
83–84	Shuriken	+301 gp
85–86	Sickle	+306 gp
87–89	Sword, two-bladed ²	+700 gp
90–91	Trident	+315 gp
92–94	Urgrosh, dwarven ²	+650 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

¹ Add to enhancement bonus on Table: Weapons to determine total market price.

² Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities.

All magic weapons are masterwork weapons.

Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Anarchic: An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield

Weapon Type Determination

d%	Weapon Type
01–70	Common melee weapon
71–80	Uncommon weapon
81–100	Common ranged weapon

Common Melee Weapons

d%	Weapon	Weapon Cost ¹
01–04	Dagger	+302 gp
05–14	Greataxe	+320 gp
15–24	Greatsword	+350 gp
25–28	Kama	+302 gp
29–41	Longsword	+315 gp
42–45	Mace, light	+305 gp
46–50	Mace, heavy	+312 gp
51–54	Nunchaku	+302 gp
55–57	Quarterstaff ²	+600 gp
58–61	Rapier	+320 gp
62–66	Scimitar	+315 gp
67–70	Shortspear	+302 gp
71–74	Siangham	+303 gp
75–84	Sword, bastard	+335 gp
85–89	Sword, short	+310 gp
90–100	Waraxe, dwarven	+330 gp

¹ Add to enhancement bonus on Table: Weapons to determine total market price.

² Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities.

All magic weapons are masterwork weapons.

Common Ranged Weapons

d%	Weapon	Weapon Cost ¹
01–10	Ammunition (roll again):	
	01–50 Arrows (50)	+350 gp
	51–80 Bolts, crossbow (50)	+350 gp
	81–100 Bullets, sling (50)	+350 gp
11–15	Axe, throwing	+308 gp
16–25	Crossbow, heavy	+350 gp
26–35	Crossbow, light	+335 gp
36–39	Dart	+300 gp 5 sp
40–41	Javelin	+301 gp
42–46	Shortbow	+330 gp
47–51	Shortbow, composite (+0 Str bonus)	+375 gp
52–56	Shortbow, composite (+1 Str bonus)	+450 gp
57–61	Shortbow, composite (+2 Str bonus)	+525 gp
62–65	Sling	+300 gp
66–75	Longbow	+375 gp
76–80	Longbow, composite	+400 gp
81–85	Longbow, composite (+1 Str bonus)	+500 gp
86–90	Longbow, composite (+2 Str bonus)	+600 gp
91–95	Longbow, composite (+3 Str bonus)	+700 gp
96–100	Longbow, composite (+4 Str bonus)	+800 gp

¹ Add to enhancement bonus on Table: Weapons to determine total market price.

All magic weapons are masterwork weapons.

it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Magic Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–10	01–06	01–03	Bane	+1 bonus
11–17	07–12	—	Defending	+1 bonus
18–27	13–19	04–06	Flaming	+1 bonus
28–37	20–26	07–09	Frost	+1 bonus
38–47	27–33	10–12	Shock	+1 bonus
48–56	34–38	13–15	Ghost touch	+1 bonus
57–67	39–44	—	Keen ²	+1 bonus
68–71	45–48	16–19	Ki Focus	+1 bonus
72–75	49–50	—	Merciful	+1 bonus
76–82	51–54	20–21	Mighty cleaving	+1 bonus
83–87	55–59	22–24	Spell storing	+1 bonus
88–91	60–63	25–28	Throwing	+1 bonus
92–95	64–65	29–32	Thundering	+1 bonus
96–99	66–69	33–36	Vicious	+1 bonus
—	70–72	37–41	Anarchic	+2 bonus
—	73–75	42–46	Axiomatic	+2 bonus
—	76–78	47–49	Disruption ³	+2 bonus
—	79–81	50–54	Flaming burst	+2 bonus
—	82–84	55–59	Icy burst	+2 bonus
—	85–87	60–64	Holy	+2 bonus
—	88–90	65–69	Shocking burst	+2 bonus
—	91–93	70–74	Unholy	+2 bonus
—	94–95	75–78	Wounding	+2 bonus
—	—	79–83	Speed	+3 bonus
—	—	84–86	Brilliant energy	+4 bonus
—	—	87–88	Dancing	+4 bonus
—	—	89–90	Vorpal ²	+5 bonus
100	96–100	91–100	Roll again twice ⁴	—

¹ Add to enhancement bonus on Table:Weapons to determine total market price.

² Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.

³ Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

⁴ Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Magic Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–12	01–08	01–04	Bane	+1 bonus
13–25	09–16	05–08	Distance	+1 bonus
26–40	17–28	09–12	Flaming	+1 bonus
41–55	29–40	13–16	Frost	+1 bonus
56–60	41–42	—	Merciful	+1 bonus
61–68	43–47	17–21	Returning	+1 bonus
69–83	48–59	22–25	Shock	+1 bonus
84–93	60–64	26–27	Seeking	+1 bonus
94–99	65–68	28–29	Thundering	+1 bonus
—	69–71	30–34	Anarchic	+2 bonus
—	72–74	35–39	Axiomatic	+2 bonus
—	75–79	40–49	Flaming burst	+2 bonus
—	80–82	50–54	Holy	+2 bonus
—	83–87	55–64	Icy burst	+2 bonus
—	88–92	65–74	Shocking burst	+2 bonus
—	93–95	75–79	Unholy	+2 bonus
—	—	80–84	Speed	+3 bonus
—	—	85–90	Brilliant energy	+4 bonus
100	96–100	91–100	Roll again twice ²	—

¹ Add to enhancement bonus on Table:Weapons to determine total market price.

² Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*; creator must be chaotic; Price +2 bonus.

Axiomatic: An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*; creator must be lawful; Price +2 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

Bane Weapon Foes

d%	Designated Foe
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form*, *continual flame*; Price +4 bonus.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects

that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects*; Price +4 bonus.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; Price +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; Price +2 bonus.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +1 bonus.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

Holy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

Ki Focus: The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +2 bonus.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard

action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone*; Price +1 bonus.

Unholy: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a

slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *mage's sword*; Price +2 bonus.

Specific Magic Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

Adamantine Battleaxe

This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,010 gp.

Adamantine Dagger

This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,002 gp.

Specific Magic Weapons

Minor	Medium	Major	Specific Weapon	Market Price
01–15	—	—	Sleep arrow	132 gp
16–25	—	—	Screaming bolt	267 gp
26–45	—	—	Silver dagger, masterwork	322 gp
46–65	—	—	Cold iron longsword, masterwork	330 gp
66–75	01–09	—	Javelin of lightning	1,500 gp
76–80	10–15	—	Slaying arrow	2,282 gp
81–90	16–24	—	Adamantine dagger	3,002 gp
91–100	25–33	—	Adamantine battleaxe	3,010 gp
—	34–37	—	Slaying arrow (greater)	4,057 gp
—	38–40	—	Shatterspike	4,315 gp
—	41–46	—	Dagger of venom	8,302 gp
—	47–51	—	Trident of warning	10,115 gp
—	52–57	01–04	Assassin's dagger	10,302 gp
—	58–62	05–07	Shifter's sorrow	12,780 gp
—	63–66	08–09	Trident of fish command	18,650 gp
—	67–74	10–13	Flame tongue	20,715 gp
—	75–79	14–17	Luck blade (0 wishes)	22,060 gp
—	80–86	18–24	Sword of subtlety	22,310 gp
—	87–91	25–31	Sword of the planes	22,315 gp
—	92–95	32–37	Nine lives stealer	23,057 gp
—	96–98	38–42	Sword of life stealing	25,715 gp
—	99–100	43–46	Oathbow	25,600 gp
—	—	47–51	Mace of terror	38,552 gp
—	—	52–57	Life-drinker	40,320 gp
—	—	58–62	Sylvan scimitar	47,315 gp
—	—	63–67	Rapier of puncturing	50,320 gp
—	—	68–73	Sun blade	50,335 gp
—	—	74–79	Frost brand	54,475 gp
—	—	80–84	Dwarven thrower	60,312 gp
—	—	85–91	Luck blade (1 wish)	62,360 gp
—	—	92–95	Mace of smiting	75,312 gp
—	—	96–97	Luck blade (2 wishes)	102,660 gp
—	—	98–99	Holy avenger	120,630 gp
—	—	100	Luck blade (3 wishes)	142,960 gp

Assassin's Dagger

This wicked-looking, curved +2 dagger provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP.

Dagger of Venom

This black +1 dagger has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP.

Dwarven Thrower

This weapon commonly functions as a +2 warhammer. In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

Flame Tongue

This is a +1 flaming burst longsword. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP.

Frost Brand

This +3 frost greatsword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A frost brand extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Strong evocation; CL 14th; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2179 XP.

Holy Avenger

This +2 cold iron longsword becomes a +5 holy cold iron longsword in the hands of a paladin.

It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round

as a standard action) at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *holy aura*, creator must be good; Price 120,630 gp; Cost 60,630 gp + 4,800 XP.

Javelin of Lightning

This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 30 XP.

Life-Drinker

This +1 *greataxe* is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price 40,320 gp; Cost 20,320 gp + 1,600 XP.

Luck Blade

This +2 *short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4–1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus, and still grants its reroll power.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); Cost 11,030 gp + 882 XP (0 *wishes*), 31,180 gp + 2,494 XP (1 *wish*); 51,330 gp + 4,106 XP (2 *wishes*), 71,480 gp + 5,718 XP (3 *wishes*).

Mace of Smiting

This +3 *adamantine heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals x4 damage rather than x2.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

Mace of Terror

On command, this +2 *heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a –2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

Masterwork Cold Iron Longsword

This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 330 gp.

Nine Lives Stealer

This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP.

Oathbow

Of elven make, this white +2 *composite longbow* (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a –1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow's* special power again until 24 hours have passed from the time he made the oath.

Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

Rapier of Puncturing

Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *harm*; Price 50,320 gp; Cost 25,320 gp + 2,000 XP.

Screaming Bolt

One of these +2 bolts screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, doom; Price 267gp; Cost 128 gp and 5 sp + 10 XP.

Shatterspike

Wielders without the Improved Sunder feat use *Shatterspike* as a +1 longsword only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

Strong evocation; CL 13th; Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP; Weight 4 lb.

Shifter's Sorrow

This +1/+1 two-bladed sword has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; CL 15th; Craft Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP; Weight 10 lb.

Silver Dagger, Masterwork

This masterwork alchemical silver dagger is nonmagical.

As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 322 gp.

Slaying Arrow

This +1 arrow is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

Slaying Arrow Target

d%	Designated Type
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnom
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

A greater slaying arrow functions just like a normal slaying arrow, but the DC to avoid the death effect is 23.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death* (slaying arrow) or heightened *finger of death* (greater slaying arrow); Price 2,282 gp (slaying arrow) or 4,057 gp (greater slaying arrow); Cost 1,144 gp 5 sp + 91 XP (slaying arrow) or 2,032 gp + 162 XP (greater slaying arrow).

Sleep Arrow

This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp 5 sp + 5 XP.

Sun Blade

This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 bastard sword. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

Sword of Life Stealing

This black iron +2 longsword bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP.

Sword of the Planes

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 *longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a +4 *longsword*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 22,315 gp; Cost 11,157 gp and 5 sp + 893 XP.

Sword of Subtlety

A +1 *short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *blur*; Price 22,310 gp; Cost 11,155 gp + 892 XP.

Sylvan Scimitar

This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 47,315gp; Cost 23,657 gp and 5 sp + 1,893 XP.

Trident of Fish Command

The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 746 XP.

Trident of Warning

A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp and 5 sp + 405 XP.

Psionic Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01–10	—	Lucky	+1 bonus
16–45	11–25	01–09	Charged	+1 bonus
46–55	26–30	10–12	Dissipater	+1 bonus
56–70	31–40	—	Impact	+1 bonus
71–80	41–50	13–17	Sunderer	+1 bonus
81–89	51	18–19	Power storing	+1 bonus
90–99	52–56	20–21	Parrying	+1 bonus
—	57–65	22–33	Suppression	+2 bonus
—	66–71	34–41	Body feeder	+2 bonus
—	72–79	42–47	Mind feeder	+2 bonus
—	80–85	48–57	Psibane	+2 bonus
—	86–88	58–62	Soul feeder	+3 bonus
—	89–91	63–67	Mindcrusher	+3 bonus
—	92	68–73	Manifester	+4 bonus
—	93	74–76	Coup de grace	+5 bonus
—	94–95	77–80	Psychic	+5 bonus
100	96–100	81–100	Roll again twice*	—

*Reroll if the result is a duplicate special ability, an ability incompatible with an ability that already rolled, or if the extra ability puts the weapon over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Psionic Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–15	—	Teleporting	+1 bonus
21–40	16–30	—	Impact	+1 bonus
41–100	31–45	01–30	Charged	+1 bonus
—	46–50	31–40	Suppression	+2 bonus
—	51–66	41–65	Psychokinetic burst	+2 bonus
—	67–74	66–70	Psibane	+2 bonus
—	75–82	71–75	Dislocator	+3 bonus
—	83–98	76–85	Great dislocator	+4 bonus
—	—	86–90	Manifester	+4 bonus
—	—	91–97	Coup de grace	+5 bonus
—	99–100	98–100	Roll again twice*	—

*Reroll if the result is a duplicate special ability, an ability incompatible with an ability already rolled, or if the extra ability puts the weapon over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Psionic Weapon Special Ability Descriptions

Most psionic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Body Feeder: All feeder weapons have a special ability that functions on scoring a successful critical hit. A body feeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last 10 minutes.

Manifester Level: 10th; Prerequisites: Craft Psionic Arms and Armor, *claws of the vampire*, *metaphysical weapon*; Market Price: +2 bonus.

Charged: Upon command, this weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Charged weapons deal +1d4 points of bonus damage on a successful hit. Bows, crossbows, and slings bestow the energy upon their ammunition.

Manifester Level: 10th; Prerequisites: Craft Psionic Arms and Armor, Psionic Weapon, *metaphysical weapon*; Market Price: +1 bonus.

Coup de Grace: Once per day, the wielder can use a full attack action to make one attack that, if it hits, strikes the foe as if the wielder had delivered a coup de grace. On a miss, the use is wasted for the day. Bows, crossbows, and slings bestow this power on their ammunition.

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor, Deep Impact, *greater domination*; Market Price: +5 bonus.

Dislocator: The wielder of this weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed at a Will save (DC 17) or be teleported 1–100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this power on their ammunition.

Manifester Level: 12th; Prerequisites: Craft Psionic Arms and Armor, *teleport*; Market Price: +3 bonus.

Dislocator, Great: The wielder of this weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed at a Will save (DC 20) or be cast into a random alternate plane of existence (such as the Astral Plane, the Plane of Shadow, or even the Abyss). If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow their effects upon their ammunition.

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor, *plane shift*; Market Price: +4 bonus.

Dissipater: This weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the Metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and treats all successful hits as critical hits.

Manifester Level: 12th; Prerequisites: Craft Psionic Arms and Armor, *dismiss ectoplasm*; Market Price: +1 bonus.

Impact: Impact weapons deal +2 points of bonus damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the bonus damage upon their ammunition.

Manifester Level: 10th; Prerequisites: Craft Psionic Arms and Armor, *matter rearrangement*; Market Price: +1 bonus.

Lucky: Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Manifester Level: 8th; Prerequisites: Craft Psionic Arms and Armor, *fate of one*; Market Price: +1 bonus.

Manifester: This weapon must have at least one other special quality with a specified number of uses per day. It allows the wielder to use that ability more often than otherwise allowed. For each additional use, the wielder pays 5 power points as a standard action. Power storing weapons (see below) with this quality do not lose the power stored—unless the wielder so desires—but instead allow the wielder to manifest that power over and over by paying power points commensurate with the level of the power stored. Bows, crossbows, and slings bestow this ability upon their ammunition if the wielder makes the same power point payment.

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor, *psychic chirurgery*; Market Price: +4 bonus.

Mindcrusher: Any psionic creature struck in combat by this weapon loses a number of power points equal to the points of damage dealt. A creature that is out of power points, or a psionic creature that freely manifests its powers, must succeed at a Will save (DC 17) or take 1d2 points of temporary Wisdom damage.

Manifester Level: 14th; Prerequisites: Craft Psionic Arms and Armor, *disarm mind*; Market Price: +2 bonus.

Mind Feeder: A mind feeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last 10 minutes. The wielder gains power points even if the target has none (its hit points are converted).

Manifester Level: 12th; Prerequisites: Craft Psionic Arms and Armor, *metaphysical weapon*, *psychic vampire*; Market Price: +2 bonus.

Parrying: The weapon grants a +1 insight bonus to the wielder's Armor Class. The bonus is granted whenever the wielder holds the weapon, even if flat-footed.

Manifester Level: 5th; Prerequisites: Craft Psionic Arms and Armor, *combat precognition*; Market Price: +1 bonus.

Power Storing: A power storing weapon allows a manifestor to store a single targeted psionic power of up to 3rd level in the weapon. (The power must have a manifestation time of 1 action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a free action if the wielder desires. (This ability is a special exception to the general rule that manifesting a power from an item takes at least as long as manifesting that power normally.) Once the power has been manifested, the weapon is empty, and a manifestor can imbue any other targeted power of up to 3rd level into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly rolled power storing weapon has a 50% chance to have a power stored in it already. Psionic attack modes cannot be stored.

Manifester Level: 8th; Prerequisites: Craft Psionic Arms and Armor, creator must be a manifestor of at least 12th level; Market Price: +1 bonus.

Psibane: A psibane weapon deals +2d6 points of bonus damage against all psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Manifester Level: 7th; Prerequisites: Craft Psionic Arms and Armor, *concussion*; Market Price: +2 bonus.

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, it possesses the qualities of a mundane weapon of its type. When wielded by a psionic creature, however, the weapon's abilities are revealed and become functional, based on the wielder's current power point reserve. The enhancement bonus and special abilities noted below do not stack: A wielder with 15+ power points doesn't also have access to powers revealed at lower reserves.

Available abilities cannot exceed a +2 bonus to market price, as noted below. The DM chooses or rolls randomly on Table: Melee Weapon Special Abilities. Once a bonus ability is revealed, it is “locked in.”

Power Point Reserve	Enhancement Bonus	Special Ability
1+	+1	None
5+	+1	One +1 bonus ability
15+	+2	One +1 bonus ability
30+	+2	Two +1 bonus abilities
50+	+3	Two +1 bonus abilities
80+	+3	Two +1, one +2 bonus abilities
130+	+4	Two +1, one +2 bonus abilities

Manifester Level: 18th; Prerequisites: Craft Psionic Arms and Armor, *emulate power*, *metaphysical weapon*, and powers specifically imprinted; Market Price: +5 bonus.

Psychokinetic Burst: This weapon releases a blast of destructive psionic energy upon striking a successful critical hit. Psychokinetic burst weapons deal +1d10 points of bonus damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus damage instead, and if the multiplier is x4, add +3d10 points of bonus damage. Bows, crossbows, and slings bestow the energy upon their ammunition.

Manifester Level: 10th; Prerequisites: Craft Psionic Arms and Armor, *concussion*, *metaphysical weapon*; Market Price: +2 bonus.

Soul Feeder: On a successful critical hit, a soul feeder weapon bestows one negative level on the foe. One day after being struck, the subject must succeed at a Fortitude save (DC 18) for each negative level or lose a character level.

Manifester Level: 14th; Prerequisites: Craft Psionic Arms and Armor, *metaphysical weapon*, *mindwipe*; Market Price: +3 bonus.

Sundering: This weapon allows a wielder with the Sunder feat to attack opponents’ weapons as if with the Great Sunder feat. Only one such attempt is allowed per round.

Manifester Level: 8th; Prerequisites: Craft Psionic Arms and Armor, Great Sunder, *lesser metaphysical weapon*; Market Price: +1 bonus.

Suppression: An opponent or object struck by this weapon is subject to a targeted negate psionics power. The wielder makes a power check at 1d20+5 + manifester level (maximum +15) against a DC of 11+the power to be negated’s manifester level. Bows, crossbows, and slings bestow the negating effect upon their ammunition but may only do so three times per day.

Manifester Level: 12th; Prerequisites: Craft Psionic Arms and Armor, *negate psionics*; Market Price: +2 bonus.

Teleporting: This ability can only be imbedded in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature’s empty hand on the round following the round that it was thrown, just before that creature’s turn. It is therefore ready to use again that turn.

Manifester Level: 7th; Prerequisites: Craft Psionic Arms and Armor, *dimension door*; Market Price: +1 bonus.

Wondrous Items

This is a catch-all category for anything that doesn’t fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description

Varies.

Activation

Usually use activated or command word, but details vary from item to item.

Special Qualities

Roll d%. An 01 result indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Wondrous items with charges can never be intelligent.

Wondrous Item Descriptions

Standard wondrous items are described below.

Amulet of Health

This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear’s endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Amulet of Mighty Fists

This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint evocation; CL 5th; Craft Wondrous Item, *greater magic fang*, creator’s caster level must be at least three times the amulet’s bonus; Price 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

Amulet of Natural Armor

This amulet, usually crafted from bone or beast scales, toughens the wearer’s body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *bark-skin*, creator’s caster level must be at least three times the amulet’s bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Amulet of the Planes

This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

Amulet of Proof against Detection and Location

This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check

(1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

Apparatus of the Crab

This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers: The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (–1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Minor Wondrous Items

d%	Item	Market Price	d%	Item	Market Price
01	Feather token, anchor	50 gp	51	Bead of force	3,000 gp
02	Universal solvent	50 gp	52	Chime of opening	3,000 gp
03	Elixir of love	150 gp	53	Horseshoes of speed	3,000 gp
04	Unguent of timelessness	150 gp	54	Rope of climbing	3,000 gp
05	Feather token, fan	200 gp	55	Dust of disappearance	3,500 gp
06	Dust of tracelessness	250 gp	56	Lens of detection	3,500 gp
07	Elixir of hiding	250 gp	57	Vestment, druid's	3,750 gp
08	Elixir of sneaking	250 gp	58	Figurine of wondrous power, silver raven	3,800 gp
09	Elixir of swimming	250 gp	59	Amulet of health +2	4,000 gp
10	Elixir of vision	250 gp	60	Bracers of armor +2	4,000 gp
11	Silversheen	250 gp	61	Cloak of Charisma +2	4,000 gp
12	Feather token, bird	300 gp	62	Cloak of resistance +2	4,000 gp
13	Feather token, tree	400 gp	63	Gauntlets of ogre power	4,000 gp
14	Feather token, swan boat	450 gp	64	Gloves of arrow snaring	4,000 gp
15	Elixir of truth	500 gp	65	Gloves of Dexterity +2	4,000 gp
16	Feather token, whip	500 gp	66	Headband of intellect +2	4,000 gp
17	Dust of dryness	850 gp	67	loun stone, clear spindle	4,000 gp
18	Bag of tricks, gray	900 gp	68	Restorative ointment	4,000 gp
19	Hand of the mage	900 gp	69	Marvelous pigments	4,000 gp
20	Bracers of armor +1	1,000 gp	70	Pearl of power, 2nd-level spell	4,000 gp
21	Cloak of resistance +1	1,000 gp	71	Periapt of Wisdom +2	4,000 gp
22	Pearl of power, 1st-level spell	1,000 gp	72	Stone salve	4,000 gp
23	Phylactery of faithfulness	1,000 gp	73	Necklace of fireballs type III	4,350 gp
24	Salve of slipperiness	1,000 gp	74	Cirklet of persuasion	4,500 gp
25	Elixir of fire breath	1,100 gp	75	Slippers of spider climbing	4,800 gp
26	Pipes of the sewers	1,150 gp	76	Incense of meditation	4,900 gp
27	Dust of illusion	1,200 gp	77	Bag of holding type II	5,000 gp
28	Goggles of minute seeing	1,250 gp	78	Bracers of archery, lesser	5,000 gp
29	Brooch of shielding	1,500 gp	79	loun stone, dusty rose prism	5,000 gp
30	Necklace of fireballs type I	1,650 gp	80	Helm of comprehend languages and read magic	5,200 gp
31	Dust of appearance	1,800 gp	81	Vest of escape	5,200 gp
32	Hat of disguise	1,800 gp	82	Eversmoking bottle	5,400 gp
33	Pipes of sounding	1,800 gp	83	Sustaining spoon	5,400 gp
34	Efficient quiver	1,800 gp	84	Necklace of fireballs type IV	5,400 gp
35	Amulet of natural armor +1	2,000 gp	85	Boots of striding and springing	5,500 gp
36	Handy haversack	2,000 gp	86	Wind fan	5,500 gp
37	Horn of fog	2,000 gp	87	Amulet of mighty fists +1	6,000 gp
38	Elemental gem	2,250 gp	88	Horseshoes of a zephyr	6,000 gp
39	Robe of bones	2,400 gp	89	Pipes of haunting	6,000 gp
40	Sovereign glue	2,400 gp	90	Necklace of fireballs type V	6,150 gp
41	Bag of holding type I	2,500 gp	91	Gloves of swimming and climbing	6,250 gp
42	Boots of elvenkind	2,500 gp	92	Bag of tricks, tan	6,300 gp
43	Boots of the winterlands	2,500 gp	93	Cirklet of blasting, minor	6,480 gp
44	Candle of truth	2,500 gp	94	Horn of goodness/evil	6,500 gp
45	Cloak of elvenkind	2,500 gp	95	Robe of useful items	7,000 gp
46	Eyes of the eagle	2,500 gp	96	Boat, folding	7,200 gp
47	Scarab, golembane	2,500 gp	97	Cloak of the manta ray	7,200 gp
48	Necklace of fireballs type II	2,700 gp	98	Bottle of air	7,250 gp
49	Stone of alarm	2,700 gp	99	Bag of holding type III	7,400 gp
50	Bag of tricks, rust	3,000 gp	100	Periapt of health	7,400 gp

Lever (Id 10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with continual flame inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; Weight 500 lb.

Bag of Holding

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and

volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

Medium Wondrous Items

d%	Item	Market Price	d%	Item	Market Price
01	Boots of levitation	7,500 gp	51	Boots, winged	16,000 gp
02	Harp of charming	7,500 gp	52	Bracers of armor +4	16,000 gp
03	Amulet of natural armor +2	8,000 gp	53	Cloak of Charisma +4	16,000 gp
04	Golem manual, flesh	8,000 gp	54	Cloak of resistance +4	16,000 gp
05	Hand of glory	8,000 gp	55	Gloves of Dexterity +4	16,000 gp
06	loun stone, deep red sphere	8,000 gp	56	Headband of intellect +4	16,000 gp
07	loun stone, incandescent blue sphere	8,000 gp	57	Pearl of power, 4th-level spell	16,000 gp
08	loun stone, pale blue rhomboid	8,000 gp	58	Periap of Wisdom +4	16,000 gp
09	loun stone, pink and green sphere	8,000 gp	59	Scabbard of keen edges	16,000 gp
10	loun stone, pink rhomboid	8,000 gp	60	Figurine of wondrous power, golden lions	16,500 gp
11	loun stone, scarlet and blue sphere	8,000 gp	61	Chime of interruption	16,800 gp
12	Deck of illusions	8,100 gp	62	Broom of flying	17,000 gp
13	Necklace of fireballs type VI	8,100 gp	63	Figurine of wondrous power, marble elephant	17,000 gp
14	Candle of invocation	8,400 gp	64	Amulet of natural armor +3	18,000 gp
15	Bracers of armor +3	9,000 gp	65	loun stone, iridescent spindle	18,000 gp
16	Cloak of resistance +3	9,000 gp	66	Bracelet of friends	19,000 gp
17	Decanter of endless water	9,000 gp	67	Carpet of flying, 5 ft. by 5 ft.	20,000 gp
18	Necklace of adaptation	9,000 gp	68	Horn of blasting	20,000 gp
19	Pearl of power, 3rd-level spell	9,000 gp	69	loun stone, pale lavender ellipsoid	20,000 gp
20	Talisman of the sphere	9,000 gp	70	loun stone, pearly white spindle	20,000 gp
21	Figurine of wondrous power, serpentine owl	9,100 gp	71	Portable hole	20,000 gp
22	Necklace of fireballs type VII	9,150 gp	72	Stone of good luck (luckstone)	20,000 gp
23	Strand of prayer beads, lesser	9,600 gp	73	Figurine of wondrous power, ivory goats	21,000 gp
24	Bag of holding type IV	10,000 gp	74	Rope of entanglement	21,000 gp
25	Figurine of wondrous power, bronze griffin	10,000 gp	75	Golem manual, stone	22,000 gp
26	Figurine of wondrous power, ebony fly	10,000 gp	76	Mask of the skull	22,000 gp
27	Glove of storing	10,000 gp	77	Mattock of the titans	23,348 gp
28	loun stone, dark blue rhomboid	10,000 gp	78	Cirlet of blasting, major	23,760 gp
29	Stone horse, courser	10,000 gp	79	Amulet of mighty fists +2	24,000 gp
30	Cape of the mountebank	10,080 gp	80	Cloak of displacement, minor	24,000 gp
31	Phylactery of undead turning	11,000 gp	81	Helm of underwater action	24,000 gp
32	Gauntlet of rust	11,500 gp	82	Bracers of archery, greater	25,000 gp
33	Boots of speed	12,000 gp	83	Bracers of armor +5	25,000 gp
34	Goggles of night	12,000 gp	84	Cloak of resistance +5	25,000 gp
35	Golem manual, clay	12,000 gp	85	Eyes of doom	25,000 gp
36	Medallion of thoughts	12,000 gp	86	Pearl of power, 5th-level spell	25,000 gp
37	Pipes of pain	12,000 gp	87	Maul of the titans	25,305 gp
38	Blessed book	12,500 gp	88	Strand of prayer beads	25,800 gp
39	Belt, monk's	13,000 gp	89	Cloak of the bat	26,000 gp
40	Gem of brightness	13,000 gp	90	Iron bands of binding	26,000 gp
41	Lyre of building	13,000 gp	91	Cube of frost resistance	27,000 gp
42	Cloak of arachnida	14,000 gp	92	Helm of telepathy	27,000 gp
43	Stone horse, destrier	14,800 gp	93	Periap of proof against poison	27,000 gp
44	Belt of dwarvenkind	14,900 gp	94	Robe of scintillating colors	27,000 gp
45	Periap of wound closure	15,000 gp	95	Manual of bodily health +1	27,500 gp
46	Horn of the tritons	15,100 gp	96	Manual of gainful exercise +1	27,500 gp
47	Pearl of the sirines	15,300 gp	97	Manual of quickness in action +1	27,500 gp
48	Figurine of wondrous power, onyx dog	15,500 gp	98	Tome of clear thought +1	27,500 gp
49	Amulet of health +4	16,000 gp	99	Tome of leadership and influence +1	27,500 gp
50	Belt of giant Strength +4	16,000 gp	100	Tome of understanding +1	27,500 gp

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*.

Bag of Tricks

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

Major Wondrous Items

d%	Item	Market Price	d%	Item	Market Price
01	Dimensional shackles	28,000 gp	51	Bracers of armor +8	64,000 gp
02	Figurine of wondrous power, obsidian steed	28,500 gp	52	Pearl of power, 8th-level spell	64,000 gp
03	Drums of panic	30,000 gp	53	Crystal ball with telepathy	70,000 gp
04	loun stone, orange	30,000 gp	54	Horn of blasting, greater	70,000 gp
05	loun stone, pale green prism	30,000 gp	55	Pearl of power, two spells	70,000 gp
06	Lantern of revealing	30,000 gp	56	Helm of teleportation	73,500 gp
07	Robe of blending	30,000 gp	57	Gem of seeing	75,000 gp
08	Amulet of natural armor +4	32,000 gp	58	Robe of the archmagi	75,000 gp
09	Amulet of proof against detection and location	35,000 gp	59	Mantle of faith	76,000 gp
10	Carpet of flying, 5 ft. by 10 ft.	35,000 gp	60	Crystal ball with true seeing	80,000 gp
11	Golem manual, iron	35,000 gp	61	Pearl of power, 9th-level spell	81,000 gp
12	Amulet of health +6	36,000 gp	62	Well of many worlds	82,000 gp
13	Belt of giant Strength +6	36,000 gp	63	Manual of bodily health +3	82,500 gp
14	Bracers of armor +6	36,000 gp	64	Manual of gainful exercise +3	82,500 gp
15	Cloak of Charisma +6	36,000 gp	65	Manual of quickness in action +3	82,500 gp
16	Gloves of Dexterity +6	36,000 gp	66	Tome of clear thought +3	82,500 gp
17	Headband of intellect +6	36,000 gp	67	Tome of leadership and influence +3	82,500 gp
18	loun stone, vibrant purple prism	36,000 gp	68	Tome of understanding +3	82,500 gp
19	Pearl of power, 6th-level spell	36,000 gp	69	Apparatus of the crab	90,000 gp
20	Script of Wisdom +6	36,000 gp	70	Mantle of spell resistance	90,000 gp
21	Scarab of protection	38,000 gp	71	Mirror of opposition	92,000 gp
22	loun stone, lavender and green ellipsoid	40,000 gp	72	Strand of prayer beads, greater	95,800 gp
23	Ring gates	40,000 gp	73	Amulet of mighty fists +4	96,000 gp
24	Crystal ball	42,000 gp	74	Eyes of petrification	98,000 gp
25	Golem manual, greater stone	44,000 gp	75	Bowl of commanding water elementals	100,000 gp
26	Orb of storms	48,000 gp	76	Brazier of commanding fire elementals	100,000 gp
27	Boots of teleportation	49,000 gp	77	Censer of controlling air elementals	100,000 gp
28	Bracers of armor +7	49,000 gp	78	Stone of controlling earth elementals	100,000 gp
29	Pearl of power, 7th-level spell	49,000 gp	79	Manual of bodily health +4	110,000 gp
30	Amulet of natural armor +5	50,000 gp	80	Manual of gainful exercise +4	110,000 gp
31	Cloak of displacement, major	50,000 gp	81	Manual of quickness in action +4	110,000 gp
32	Crystal ball with see invisibility	50,000 gp	82	Tome of clear thought +4	110,000 gp
33	Horn of Valhalla	50,000 gp	83	Tome of leadership and influence +4	110,000 gp
34	Crystal ball with detect thoughts	51,000 gp	84	Tome of understanding +4	110,000 gp
35	Carpet of flying, 6 ft. by 9 ft.	53,000 gp	85	Amulet of the planes	120,000 gp
36	Amulet of mighty fists +3	54,000 gp	86	Robe of eyes	120,000 gp
37	Wings of flying	54,000 gp	87	Helm of brilliance	125,000 gp
38	Cloak of etherealness	55,000 gp	88	Manual of bodily health +5	137,500 gp
39	Instant fortress	55,000 gp	89	Manual of gainful exercise +5	137,500 gp
40	Manual of bodily health +2	55,000 gp	90	Manual of quickness in action +5	137,500 gp
41	Manual of gainful exercise +2	55,000 gp	91	Tome of clear thought +5	137,500 gp
42	Manual of quickness in action +2	55,000 gp	92	Tome of leadership and influence +5	137,500 gp
43	Tome of clear thought +2	55,000 gp	93	Tome of understanding +5	137,500 gp
44	Tome of leadership and influence +2	55,000 gp	94	Efreeti bottle	145,000 gp
45	Tome of understanding +2	55,000 gp	95	Amulet of mighty fists +5	150,000 gp
46	Eyes of charming	56,000 gp	96	Chaos diamond	160,000 gp
47	Robe of stars	58,000 gp	97	Cubic gate	164,000 gp
48	Carpet of flying, 10 ft. by 10 ft.	60,000 gp	98	Iron flask	170,000 gp
49	Darkskull	60,000 gp	99	Mirror of mental prowess	175,000 gp
50	Cube of force	62,000 gp	100	Mirror of life trapping	200,000 gp

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Gray		Rust		Tan	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); Price 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan).

Bead of Force

This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a

burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

Moderate evocation; CL 10th; Craft Wondrous Item, *resilient sphere*; Price 3,000 gp.

Belt. Monk's

This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Craft Wondrous Item, *righteous might* or *transformation*; Price 13,000 gp; Weight 1 lb.

Belt of Dwarvenkind

This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Craft Wondrous Item, *tongues*, creator must be a dwarf; Price 14,900 gp; Weight 1 lb.

Belt of Giant Strength

This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

Blessed Book

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 25 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

Boat. Folding

A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

Boots of Elvenkind

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Boots of Levitation

On command, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 7,500 gp; Weight 1 lb.

Boots of Speed

As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight 1 lb.

Boots of Striding and Springing

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Jump checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Price 5,500 gp; Weight 1 lb.

Boots of Teleportation

Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Weight 3 lb.

Boots of the Winterlands

This footwear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

Boots, Winged

These boots appear to be ordinary footwear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. He can fly three times day for up to 5 minutes per flight.

Faint transmutation; CL 5th; Craft Wondrous Item, *fly*; Price 16,000 gp; Weight 1 lb.

Bottle of Air

This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

Bowl of Commanding Water Elementals

This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 3 lb.

Bracelet of Friends

This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the

keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Strong conjuration; CL 15th; Craft Wondrous Item, *refuge*; Price 19,000 gp.

Bracers of Archery, Greater

These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Weight 1 lb.

Bracers of Archery, Lesser

These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

Bracers of Armor

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

Brazier of Commanding Fire Elementals

This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Brooch of Shielding

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 1,500 gp.

Broom of Flying

This broom is able to fly through the air as if affected by an *overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight, permanency*; Price 17,000 gp; Weight 3 lb.

Candle of Invocation

Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

Candle of Truth

This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Weight 1/2 lb.

Cape of the Mountebank

On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 10,080 gp; Weight 1 lb.

Carpet of Flying

This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are

shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *carpet of flying* can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight, permanency*.

Censer of Controlling Air Elementals

This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster VI, summon monster IX*; Price 100,000 gp; Weight 1 lb.

Chaos Diamond

This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- *Confusion, lesser*
- *Magic circle against law*
- *Word of chaos*
- *Cloak of chaos*

Each power is usable 1d4 times per day. This is rolled for each power individually and the character does not

A nonchaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 19th; Craft Wondrous Item, *cloak of chaos, magic circle against law, random action, word of chaos*, creator must be chaotic; Price 160,000 gp; Weight 1 lb.

Chime of Interruption

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).

Chaos Diamond

Presumably it should read "This is rolled for each power individually and the character does not know the result." Or words to that effect. It is left to the reader whether this is a one-time determination, or repeated each day.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 16,800 gp; Weight 1 lb.

Chime of Opening

A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Moderate transmutation; CL 11th; Craft Wondrous Item, *knock*; Price 3,000 gp; Weight 1 lb.

Circlet of Blasting, Minor

On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Faint evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 6,480 gp.

Circlet of Blasting, Major

On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Strong evocation; CL 17th; Craft Wondrous Item, Maximize Spell, *searing light*; Price 23,760 gp.

Circlet of Persuasion

This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,500 gp.

Cloak of Arachnida

This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint conjuration and transmutation; CL 6th; Craft Wondrous Item, *spider climb*, *web*; Price 14,000 gp; Weight 1 lb.

Cloak of the Bat

Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly.

(All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fly*, *polymorph*; Price 26,000 gp; Weight 1 lb.

Cloak of Charisma

This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to her Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lb.

Cloak of Displacement, Minor

This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Faint illusion; CL 3rd; Craft Wondrous Item, *displacement*; Price 24,000 gp; Weight 1 lb.

Cloak of Displacement, Major

This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Wondrous Item, Extend Spell, *displacement*; Price 50,000 gp; Weight 1 lb.

Cloak of Elvenkind

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Cloak of Etherealness

This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Strong transmutation; CL 15th; Craft Wondrous Item, *ethereal jaunt*; Price 55,000 gp; Weight 1 lb.

Cloak of the Manta Ray

This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing*; Price 7,200 gp; Weight 1 lb.

Cloak of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Crystal Ball

This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Market Price
<i>Crystal ball</i>	42,000 gp
<i>Crystal ball with see invisibility</i>	50,000 gp
<i>Crystal ball with detect thoughts (Will DC 13 negates)</i>	51,000 gp
<i>Crystal ball with telepathy*</i>	70,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp

*The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

Moderate divination; CL 10th; Craft Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

Cube of Force

This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges.

These spells (given in the list below) cannot be cast into or out of the cube:

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force*; Price 62,000 gp.

Attack Form	Extra Charges
<i>Disintegrate</i>	6
<i>Horn of blasting</i>	6
<i>Passwall</i>	3
<i>Phase door</i>	5
<i>Prismatic spray</i>	7
<i>Wall of fire</i>	2

Cube of Frost Resistance

This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 27,000 gp.

Cubic Gate

This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. (The other creatures may avoid this fate by succeeding on DC 23 Will saves).

Strong conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

Darkskull

This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).

Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

Decanter of Endless Water

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*; Price 9,000 gp; Weight 2 lb.

Deck of Illusions

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

A randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

Dimensional Shackles

These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*; Price 28,000 gp; Weight 5 lb.

Drums of Panic

These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 30,000 gp; Weight 10 lb. for the pair.

Deck of Illusions

Playing Card	Tarot Card	Creature
Ace of hearts	IV.The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII.The Chariot	Cloud giant
Nine of hearts	Page of staves	Etin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Ace of diamonds	III.The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV.Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Ace of spades	II.The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

Dust of Appearance

This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust takes a –30 penalty on its Hide checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,800 gp.

Dust of Disappearance

This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Moderate illusion; CL 7th; Craft Wondrous Item, *greater invisibility*; Price 3,500 gp.

Dust of Dryness

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

Dust of Illusion

This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours.

Faint illusion; CL 6th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.

Dust of Tracelessness

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

Efficient Quiver

This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 1,800 gp; Weight 2 lb.

Efreeti Bottle

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

Strong conjuration; CL 14th; Craft Wondrous Item, *summon monster VII*; Price 145,000 gp; Weight 1 lb.

Elemental Gem

This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

Elixir of Fire Breath

This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; CL 11th; Craft Wondrous Item, *scorching ray*; Price 1,100 gp.

Elixir of Hiding

A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 250 gp.

Elixir of Love

This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The *charm* effects wear off in 1d3 hours.

Faint transmutation; CL 4th; Craft Wondrous Item, *charm person*; Price 150 gp.

Elixir of Sneaking

This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 competence bonus on Move Silently checks for 1 hour.

Faint illusion; CL 5th; Craft Wondrous Item, *silence*; Price 250 gp.

Elixir of Swimming

This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Faint illusion; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Swim skill; Price 250 gp.

Elixir of Truth

This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates).

She is compelled to answer any questions put to her in that time, but with each question she is free to make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Faint enchantment; CL 5th; Craft Wondrous Item, *zone of truth*; Price 500 gp.

Elixir of Vision

Drinking this elixir grants the imbibor the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Faint divination; CL 2nd; Craft Wondrous Item, *true seeing*; Price 250 gp.

Eversmoking Bottle

This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*; Price 5,400 gp; Weight 1 lb.

Eyes of Charming

These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are *charmed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for a pair.

Eyes of Doom

These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the

wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Moderate necromancy; CL 11th; Craft Wondrous Item, *doom*, *deathwatch*, *fear*; Price 25,000 gp.

Eyes of the Eagle

These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 2,500 gp.

Eyes of Petrification

These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack (Fortitude DC 19 negates) for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Moderate transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

Figurines of Wondrous Power

Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- *The Goat of Traveling:* This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
- *The Goat of Travail:* This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror:* When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 17,000 gp.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts*, its rider and his gear follow suit.

Thus, the user can travel to other planes via this means.

Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*; Price 28,500 gp.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has 60-foot darkvision,

and it can *see invisibility*. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its Intelligence.)

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; Price 3,800 gp.

Feather Token

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Moderate conjuration; CL 12th; Craft Wondrous Item, *major creation*; Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

Gauntlets of Ogre Power

These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Weight 4 lb.

Gauntlet of Rust

This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*; Price 11,500 gp; Weight 2 lb.

Gem of Brightness

This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Faint evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 13,000 gp.

Gem of Seeing

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 75,000 gp.

Gloves of Arrow Snaring

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; CL 3rd; Craft Wondrous Item, *shield*; Price 4,000 gp.

Gloves of Dexterity

These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Glove of Storing

This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove).

Gloves of Swimming and Climbing

These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 6,250 gp.

Goggles of Minute Seeing

The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 1,250 gp.

Goggles of Night

The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 12,000 gp.

Golem Manual

A *golem manual* contains information, incantations and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat during the construction of the golem, and grants the character an increase to her caster level for the purpose of crafting a golem. Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Clay Golem Manual: The book contains *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a clay golem. The book supplies 1,540 XP for the creation of a clay golem.

Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, creator must be caster level 11th, *animate objects*, *commune*, *prayer*, *resurrection*; Price 12,000 gp; Cost 2,150 gp + 1,712 XP; Weight 5 lb.

Flesh Golem Manual: The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a flesh golem. The book supplies 780 XP for the creation of a flesh golem.

Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; Price 8,000 gp; Cost 2,050 gp + 944 XP; Weight 5 lb.

Iron Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader may treat her caster level as four levels higher than normal for the purpose of crafting an iron golem. The book supplies 5,600 XP for the creation of an iron golem.

Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Price 35,000 gp; Cost 3,500 gp + 5,880 XP; Weight 5 lb.

Stone Golem Manual: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 3,400 XP for the creation of a stone golem.

Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 22,000 gp; Cost 2,500 gp + 3,600 XP; Weight 5 lb.

Stone Golem Manual, Greater: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 7,640 XP for the creation of a greater stone golem.

Strong abjuration and enchantment; CL 16th; Craft Construct, creator must be caster level 16th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 44,000 gp; Cost 2,900 gp + 7,872 XP; Weight 5 lb.

Hand of Glory

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Faint varied; CL 5th; Craft Wondrous Item, *animate dead*, *daylight*, *detect invisibility*; Price 8,000 gp; Weight 2 lb.

Hand of the Mage

This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Faint transmutation; CL 2nd; Craft Wondrous Item, *mage hand*; Price 900 gp; Weight 2 lb.

Handy Haversack

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 2,000 gp; Weight 5 lb.

Harp of Charming

This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*; Price 7,500 gp; Weight 5 lb.

Hat of Disguise

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 1,800 gp.

Headband of Intellect

This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.

Moderate transmutation; CL 8th; Craft Wondrous Item, *fox's cunning*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Helm of Brilliance

This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; CL 13th; Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; Price 125,000 gp; Weight 3 lb.

Helm of Comprehend Languages and Read Magic

Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages*, *read magic*; Price 5,200 gp; Weight 3 lb.

Helm of Telepathy

The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *sug-*

gestion (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect thoughts*, *suggestion*; Price 27,000 gp; Weight 3 lb.

Helm of Teleportation

A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 73,500 gp; Weight 3 lb.

Helm of Underwater Action

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

Horn of Blasting

This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 20,000 gp; Weight 1 lb.

Horn of Blasting, Greater

This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*; Price 70,000 gp; Weight 1 lb.

Horn of Fog

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the

end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Faint conjuration; CL 3rd; Craft Wondrous Item, *obscuring mist*; Price 2,000 gp; Weight 1 lb.

Horn of Goodness/Evil

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Faint abjuration; CL 6th; Craft Wondrous Item, *magic circle against good*, *magic circle against evil*; Price 6,500 gp; Weight 1 lb.

Horn of the Tritons

This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

- Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a DC 16 Will save.
- Attract 5d4 Large sharks (01–30 on d%), 5d6 Medium sharks (31–80), or 1d10 sea lions (81–100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
- Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial). Those who successfully save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Moderate conjuration and transmutation; CL 8th; Craft Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; Price 15,100 gp; Weight 2 lb.

Horn of Valhalla

This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

Horn of Valhalla

d%	Type of Horn	Barbarians Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76–90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91–100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*; Price 50,000 gp; Weight 2 lb.

Horseshoes of Speed

These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 12 lb. (for four).

Horseshoes of a Zephyr

These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 6,000 gp; Weight 4 lb. (for four).

Incense of Meditation

This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate enchantment; CL 7th; Craft Wondrous Item, Maximize Spell, *bleed*; Price 4,900 gp; Weight 1 lb.

Instant Fortress

This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from

being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantine walls of *instant fortress* have 100 hit points and hardness 20. The fortress cannot be

repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Strong conjuration; CL 13th; Craft Wondrous Item, *mage's magnificent mansion*; Price 55,000 gp.

Ioun Stones

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.

Iron Bands of Binding

When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the com-

mand word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check. *Iron bands of binding* are usable once per day.

Strong evocation; CL 13th; Craft Wondrous Item, *grasping hand*; Price 26,000 gp; Weight 1 lb.

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d%	Contents
01–50	Empty
51–54	Large air elemental
55–58	Arrowhawk
59–62	Large earth elemental
63–66	Xorn
67–70	Large fire elemental
71–74	Salamander
75–78	Large water elemental
79–82	Adult tojanida
83–84	Chaos Beast
85–86	Formian taskmaster
87	Demon (vrock)
88	Demon (hezrou)
89	Demon (glabrezu)
90	Demon (succubus)
91	Devil (osyluth)
92	Devil (barbazu)
93	Devil (erinyes)
94	Devil (cornugon)
95	Celestial (avoral)
96	Celestial (ghaele)
97	Formian myrmarch
98	Arrowhawk, elder
99	Rakshasa
100	Demon (balor) or devil (pit fiend)—equal chance for either

Strong conjuration; CL 20th; Craft Wondrous Item, *trap the soul*; Price 170,000 gp (empty); Weight 1 lb.

Ioun Stones

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a ring of spell storing	36,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower ¹	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower ²	40,000 gp

¹ After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

² After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Lantern of Revealing

This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Faint evocation; CL 5th; Craft Wondrous Item, *invisibility purge*; Price 30,000 gp; Weight 2 lb.

Lens of Detection

This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks.

It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 3,500 gp; Weight 1 lb.

Lyre of Building

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*; Price 13,000 gp; Weight 5 lb.

Mantle of Faith

This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

Strong abjuration [good]; CL 20th; Craft Wondrous Item, *stoneskin*; Price 76,000 gp.

Mantle of Spell Resistance

This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Manual of Bodily Health

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Gainful Exercise

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Quickness of Action

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Marvelous Pigments

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Marvelous pigments* cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Strong conjuration; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

Mask of the Skull

This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on

the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Strong necromancy and transmutation; CL 13th; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; Price 22,000 gp; Weight 3 lb.

Mattock of the Titans

This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan +3 *adamantine warhammer*, dealing 4d6 points of base damage.

Strong transmutation; CL 16th; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

Maul of the Titans

This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, she takes a -4 penalty on attack rolls.

Strong evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist*; Price 25,305 gp; Cost 12,305 gp + 480 XP; Weight 160 lb.

Medallion of Thoughts

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 12,000 gp.

Mirror of Life Trapping

This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Strong abjuration; CL 17th; Craft Wondrous Item, *imprisonment*; Price 200,000 gp; Weight 50 lb.

Mirror of Mental Prowess

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Price 175,000 gp; Weight 40 lb.

Mirror of Opposition

This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

Strong necromancy; CL 15th; Craft Wondrous Item, *clone*; Price 92,000 gp; Weight 45 lb.

Necklace of Adaptation

This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*; Price 9,000 gp.

Necklace of Fireballs

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

Necklace of Fireballs

This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*.

Orb of Storms

This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a *control weather* spell. Once per month, she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*; Price 48,000 gp; Weight 6 lb.

Pearl of Power

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000

gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

Pearl of the Sirenes

This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she

understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance.

Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *freedom of movement*, *water breathing*; Price 15,300 gp.

Periapt of Health

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Faint conjuration; CL 5th; Craft Wondrous Item, *remove disease*; Price 7,500 gp.

Periapt of Proof against Poison

This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 27,000 gp.

Periapt of Wisdom

Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Moderate transmutation; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Periapt of Wound Closure

This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

Phylactery of Faithfulness

This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming

associated with such an item if he takes a moment to contemplate the act.

Faint divination; CL 1st; Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; Price 1,000 gp.

Phylactery of Undeath Turning

This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level cleric; Price 11,000 gp.

Pipes of Haunting

This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spell-binding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

Faint necromancy; CL 4th; Craft Wondrous Item, *scare*; Price 6,000 gp; Weight 3 lb.

Pipes of Pain

These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Faint enchantment and evocation; CL 6th; Craft Wondrous Item, creator must have the bardic music class feature, *sound burst*; Price 12,000 gp; Weight 3 lb.

Pipes of the Sewers

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Faint conjuration; CL 2nd; Craft Wondrous Item, *charm animal*, *summon nature's ally I*, wild empathy ability; Price 1,150 gp; Weight 3 lb.

Pipes of Sounding

When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

Faint illusion; CL 2nd; Craft Wondrous Item, *ghost sound*; Price 1,800 gp; Weight 3 lb.

Portable Hole

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

Restorative Ointment

A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; Price 4,000 gp; Weight 1/2 lb.

Ring Gates

These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make a DC 13 Escape Artist check

to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a “entry side” and an “exit side,” both marked with appropriate symbols.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 40,000 gp; Weight 1 lb. each.

Robe of the Archmagi

This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 armor bonus to AC.
- Spell resistance 18.
- +4 resistance bonus on all saving throws.
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, she immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Price 75,000 gp; Weight 1 lb.

Robe of Blending

When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Moderate illusion; CL 10th; Craft Wondrous Item, *disguise self*; Price 30,000 gp; Weight 1 lb.

Robe of Bones

This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- Small goblin skeleton
- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

Moderate necromancy [evil]; CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Weight 1 lb.

Robe of Eyes

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eye-like patterns that adorn the robe. She also gains 120-foot darkvision.

The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The wearer of a *robe of eyes* gains a +10 competence bonus on Search checks and Spot checks. She retains her Dexterity bonus to AC even when flat-footed, and she can't be flanked. However, she is not able to avert her eyes or close her eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 120,000 gp; Weight 1 lb.

Robe of Scintillating Colors

The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

Moderate illusion; CL 11th; Craft Wondrous Item, *blur*, *rainbow pattern*; Price 27,000 gp; Weight 1 lb.

Robe of Stars

This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
- It gives its wearer a +1 luck bonus on all saving throws.
- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*. The robe grants its wearer proficiency with such weapons. Each *shuriken* disappears after it is used.

Strong varied; CL 15th; Craft Wondrous Item, *magic missile*, *astral projection* or *plane shift*; Price 58,000 gp; Weight 1 lb.

Robe of Useful Items

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	Potion of cure serious wounds
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 7,000 gp; Weight 1 lb.

Rope of Climbing

A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 3,000 gp; Weight 3 lb.

Rope of Entanglement

A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if

a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects*, *animate rope*, *entangle*; Price 21,000 gp; Weight 5 lb.

Salve of Slipperiness

This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Faint conjuration; CL 6th; Craft Wondrous Item, *grease*; Price 1,000 gp.

Scabbard of Keen Edges

This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 16,000 gp; Weight 1 lb.

Scarab of Protection

This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Strong abjuration and necromancy; CL 18th; Craft Wondrous Item, *death ward*, *spell resistance*; Price 38,000 gp.

Scarab, Golembane

This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Moderate divination; CL 8th; Craft Wondrous Item, *detect magic*, creator must be at least 10th level; Price 2,500 gp.

Shrouds of Disintegration

These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Strong transmutation; CL 15th; Craft Wondrous Item, *disintegrate*; Price 6,600 gp; Weight 10 lb.

Silversheen

This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 250 gp.

Slippers of Spider Climbing

When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Craft Wondrous Item, *spider climb*; Price 4,800 gp; Weight 1/2 lb.

Sovereign Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8–1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Strong transmutation; CL 20th; Craft Wondrous Item, *make whole*; Price 2,400 gp (per ounce).

Stone of Alarm

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 2,700 gp; Weight 2 lb.

Stone of Controlling Earth Elementals

A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The elemental appears in 1d4 rounds. Only one

elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Stone of Good Luck (Luckstone)

This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp.

Stone Horse

Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of *stone horses*.

Courser: This item has the statistics of a heavy horse as well as having hardness 10.

Destrier: This item has the statistics of a heavy warhorse as well as having hardness 10.

Strong transmutation; CL 14th; Craft Wondrous Item, *flesh to stone*, *animate objects*; Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

Stone Salve

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Strong abjuration and transmutation; CL 13th; Craft Wondrous Item, *flesh to stone*, *stoneskin*; Price 4,000 gp per ounce.

Strand of Prayer Beads

This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Bead of blessing: Wearer can cast *bles*.

Bead of healing: Wearer can cast his choice of *cure serious wounds*, *remove blindness/deafness*, or *remove disease*.

Bead of karma: Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.

Bead of smiting: Wearer can cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (Will DC 17 partial).

Bead of summons: Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the *bead of summons* to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment in the very least.)

Bead of wind walking: Wearer can cast *wind walk*.

A lesser strand of prayer beads has a *bead of blessing* and a *bead of healing*. A strand of prayer beads has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A greater strand of prayer beads has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical. The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp, *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.

Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Craft Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/ deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*), *wind walk* (*wind walking*); Price 9,600 gp (lesser), 25,800 gp (standard), 95,800 gp (greater).

Sustaining Spoon

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous

creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

Tome of Clear Thought

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the *tome of clear thought* provides an inherent bonus, the reader will earn extra skill points when she attains a new level.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Leadership and Influence

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Understanding

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains

an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Unguent of Timelessness

When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Faint transmutation; CL 3rd; Craft Wondrous Item; Price 150 gp.

Universal Solvent

This substance has the unique property of being able to dissolve *sovereign glue* and tanglefoot bags. Applying the solvent is a standard action.

Strong transmutation; CL 20th; Craft Wondrous Item, *disintegrate*; Price 50 gp.

Vest of Escape

Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th; Craft Wondrous Item, *knock*, *grease*; Price 5,200 gp.

Vestment, Druid's

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or wild shape ability; Price 10,000 gp.

Well of Many Worlds

This strange, interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 82,000 gp.

Wind Fan

A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 5,500 gp.

Wings of Flying

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability).

Moderate transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

CURSED ITEMS

Specific Cursed Items are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item). Note, however, two exceptions: The *crystal hypnosis ball* and the *bag of devouring* cannot be created by any known means.

A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

Specific Cursed Items

d%	Item	Market Price
01–05	<i>Incense of obsession</i>	200 gp
06–15	<i>Ring of clumsiness</i>	500 gp
16–20	<i>Amulet of inescapable location</i>	1,000 gp
21–25	<i>Stone of weight</i>	1,000 gp
26–30	<i>Bracers of defenselessness</i>	1,200 gp
31–35	<i>Gauntlets of fumbling</i>	1,300 gp
36–40	–2 sword, cursed	1,500 gp
41–43	<i>Armor of rage</i>	1,600 gp
44–46	<i>Medallion of thought projection</i>	1,800 gp
47–52	<i>Flask of curses</i>	2,100 gp
53–54	<i>Dust of sneezing and choking</i>	2,400 gp
55	<i>Helm of opposite alignment</i>	4,000 gp
56–60	<i>Potion of poison</i>	5,000 gp
61	<i>Broom of animated attack</i>	5,200 gp
62–63	<i>Robe of powerlessness</i>	5,500 gp
64	<i>Vacuous grimoire</i>	6,000 gp
65–68	<i>Spear, cursed backbiter</i>	7,500 gp
69–70	<i>Armor of arrow attraction</i>	9,000 gp
71–72	<i>Net of snaring</i>	10,000 gp
73–75	<i>Bag of devouring</i>	—
76–80	<i>Mace of blood</i>	16,000 gp
81–85	<i>Robe of vermin</i>	16,500 gp
86–88	<i>Periapert of foul rotting</i>	17,000 gp
89–92	<i>Sword, berserking</i>	17,500 gp
93–96	<i>Boots of dancing</i>	30,000 gp
97	<i>Crystal hypnosis ball</i>	—
98	<i>Necklace of strangulation</i>	60,000 gp
99	<i>Cloak of poisonousness</i>	62,000 gp
100	<i>Scarab of death</i>	80,000 gp

Amulet of Inescapable Location

This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*; Price 1,000 gp.

Armor of Arrow Attraction

Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a –15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Strong abjuration; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 9,000 gp.

Armor of Rage

This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a –4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.)

Strong necromancy; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 1,600 gp.

Bag of Devouring

This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

Boots of Dancing

These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Strong enchantment; CL 16th; Create Wondrous Item, *irresistible dance*; Price 30,000 gp.

Bracers of Defenselessness

These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; CL 16th; Create Wondrous Item, *mage armor*, *bestow curse*; Price 1,200 gp.

Broom of Animated Attack

This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

Moderate transmutation; CL 10th; Create Wondrous Item, *fly, animate objects*; Price 5,200 gp.

Cloak of Poisonousness

This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak's fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless she succeeds on a DC 28 Fortitude save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Strong abjuration; CL 15th; Create Wondrous Item, *poison*, and *limited wish* or *miracle*; Price 62,000 gp.

Crystal Hypnosis Ball

This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball gazer* deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

Dust of Sneezing and Choking

This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Faint conjuration; CL 7th; Create Wondrous Item, *poison*; Price 2,400 gp.

Flask of Curses

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Moderate conjuration; CL 7th; Create Wondrous Item, *bestow curse*; Price 2,100 gp.

Gauntlets of Fumbling

These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Moderate transmutation; CL 7th; Create Wondrous Item, *bestow curse*; Price 1,300 gp.

Helm of Opposite Alignment

This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atone-ment* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; CL 12th; Create Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb.

Incense of Obsession

These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense. The user is determined to use her spells at every opportunity, even when not needed or when useless. The user remains obsessed with her abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Moderate enchantment; CL 6th; Create Wondrous Item, *bestow curse*; Price 200 gp.

Mace of Blood

This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 16,000 gp.

Medallion of Thought Projection

This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out. However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.

Faint divination; CL 7th; Create Wondrous Item, *detect thoughts*, *ghost sound*; Price 1,800 gp.

Necklace of Strangulation

A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Strong conjuration; CL 18th; Create Wondrous Item, *slay living*; Price 60,000 gp.

Net of Snaring

This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price 10,000 gp.

Periapt of Foul Rotting

This engraved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.

Faint abjuration; CL 10th; Create Wondrous Item, *contagion*; Price 17,000 gp.

Potion of Poison

This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate conjuration; CL 12th; Craft Wondrous Item, *poison*; Price 5,000 gp.

Robe of Powerlessness

A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, she takes a -10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Moderate transmutation; CL 13th; Create Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp.

Robe of Vermin

The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a –5 penalty on initiative checks and a –2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.

Moderate abjuration; CL 13th; Create Wondrous Item, *summon swarm*, creator must be at least 13th level; Price 16,500 gp.

Ring of Clumsiness

This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. She takes a –4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other arcane spell failure chances.)

Strong transmutation; CL 15th; Forge Ring, *feather fall*, *bestow curse*; Price 500 gp.

Scarab of Death

This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Strong abjuration; CL 19th; Create Wondrous Item, *slay living*; Price 80,000 gp.

Spear, Cursed Backbiter

This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bestow curse*; Price 7,500 gp.

Stone of Weight (Loadstone)

This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or

smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Faint transmutation; CL 5th; Create Wondrous Item, *slow*; Price 1,000 gp.

–2 Sword, Cursed

This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a –2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; Price 1,500 gp.

Sword, Berserking

This item appears to have the characteristics of a +2 *greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *rage*, *bestow curse*; Price 17,500 gp.

Vacuous Grimoire

A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

Strong enchantment; CL 20th; Create Wondrous Item, *feblemind*; Price 6,000 gp.

Reverse Capacitor

While it is listed with the rest of the Universal Items, the Reverse Capacitor could also be considered a cursed item.

ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against a opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Minor Artifact Descriptions

Described below is a selection of the most well-known (not necessarily the most numerous) minor artifacts.

Book of Infinite Spells

This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Determine the exact spell by using the tables for determining major scroll spells.

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.

The owner of the book need not have the book on her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Strong (all schools); CL 18th; Weight 3 lb.

Deck of Many Things

A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusalike visage of this card brings a curse that only the fates card or a deity can remove. The –1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> .
Euryale	Ten of swords	Queen of spades	-1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

Skull: A dread wraith appears. Treat this creature as an unturnable undead. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Strong (all schools); CL 20th.

Hammer of Thunderbolts

This +3 *Large returning warhammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant Strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's range increment is 30 feet.

Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

Philosopher's Stone

This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

Strong transmutation; CL 20th; Weight 3 lb.

Sphere of Annihilation

A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Int modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet + 5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* and *mage's disjunction* have no effect on a sphere.

See also *talisman of the sphere* (below).

Strong transmutation; CL 20th.

Staff of the Magi

A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- *Detect magic*
- *Enlarge person* (Fortitude DC 15 negates)
- *Hold portal*
- *Light*
- *Mage armor*
- *Mage hand*

The following powers drain 1 charge per usage:

- *Dispel magic*
- *Fireball* (10d6 damage, Reflex DC 17 half)
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- *Passwall*
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning IX*
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01–50 on d%) of traveling to another plane of existence, but if she does not (51–100), the explosive release of spell energy destroys her. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Strong (all schools); CL 20th; Weight 5 lb.

Sutra of Tranquil Thought

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. Study of the work requires one week of solitary contemplation, but upon completion, the psionic character gains 17 additional power points and experience points sufficient to place him or her halfway to the into the next level of experience. Nonpsionic beings cannot benefit from its secrets, and those who use their powers for evil are punished for their impertinence, losing 5d6x1,000 XP for defiling the book. They also run the risk of insanity: The reader must make an immediate Will save (DC 15) or become permanently insane as the power. Only psychic surgery or similarly extreme measures can restore sanity.

To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

Talisman of Pure Good

A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [good]; CL 18th.

Talisman of the Sphere

This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Strong transmutation; CL 16th;Weight 1 lb.

Talisman of Reluctant Wishes

A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of reluctant wishes*, he must make a DC 15 Charisma check.

If he fails, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Strong conjuration; CL 20th;Weight 1 lb.

Talisman of Ultimate Evil

An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage. If a good divine spellcaster touches one, she takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [evil]; CL 18th.

Major Artifacts

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

Major Artifact Descriptions

Annulus

The Annulus is a 1-foot-diameter ring of silvery material.

Powers: The Annulus has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind.

The Annulus generates a continuous catapsi effect within a 100-foot radius of the wielder (who is unaffected). The wielder gains a +4 enhancement bonus to mental hardness.

Once per day, the wielder can trigger ultrablast as a standard action.

Three times per day, as a standard action, the wielder can trigger an effect similar to dimensional anchor that affects all creatures in a 50-foot radius.

The prime power of the Annulus, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds to complete. The wielder specifies a target or targets within a 100-foot radius, from a specific psionic individual or item to a group of psionic beings that share the same philosophy. The nullification effect follows 10 full rounds of concentrating on the target and is accompanied by blasts of light, heat, and sound from the Annulus. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but the target—regardless of any protection it may possess—disintegrates with a terrific explosion. Nothing is left but floating dust.

It is relatively easy to nullify a single target or a small group of targets, but a more powerful being (such as a demigod or greater entity) or another major artifact taxes the Annulus to its limits. If used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.

Destruction: The Annulus must be used to nullify a demigod or more powerful being, or another major artifact, as described above.

The Moaning Diamond

The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned

at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind

Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 25 Will save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if she later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

- *Black Dragon Orb: Fly* (Will DC 17 negates).
- *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).

- *Brass Dragon Orb: Teleport* (Will DC 19 negates).
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
- *Gold Dragon Orb*: The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs*—including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. She can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
- *Green Dragon Orb: Spectral hand*.
- *Red Dragon Orb: Wall of fire*.
- *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).
- *White Dragon Orb: Protection from energy (cold)* (Fortitude DC 17 negates).

The Saint's Mace

This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *saint's mace* has a +5 enhancement bonus and functions as a heavy mace with the holy, lawful, and disruption special abilities. The wielder can project searing light from the mace at will, at caster level 20th.

The Shadowstaff

This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The Shadowstaff makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a –2 penalty on all attack rolls, saves, and checks.

The Shadowstaff also has these powers.

- *Summon Shadows*: Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a summon monster V spell cast at 20th level.
- *Summon Nightshade*: Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a summon monster IX spell cast at 20th level.
- *Shadow Form*: Three times per day the wielder can become a living shadow, with all the movement powers granted by the gaseous form spell.
- *Shadow Bolt*: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun

This +5 large shield, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin. The Shield of the Sun also grants spell resistance 15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if she attempts to use this artifact. Although these negative levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including restoration spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

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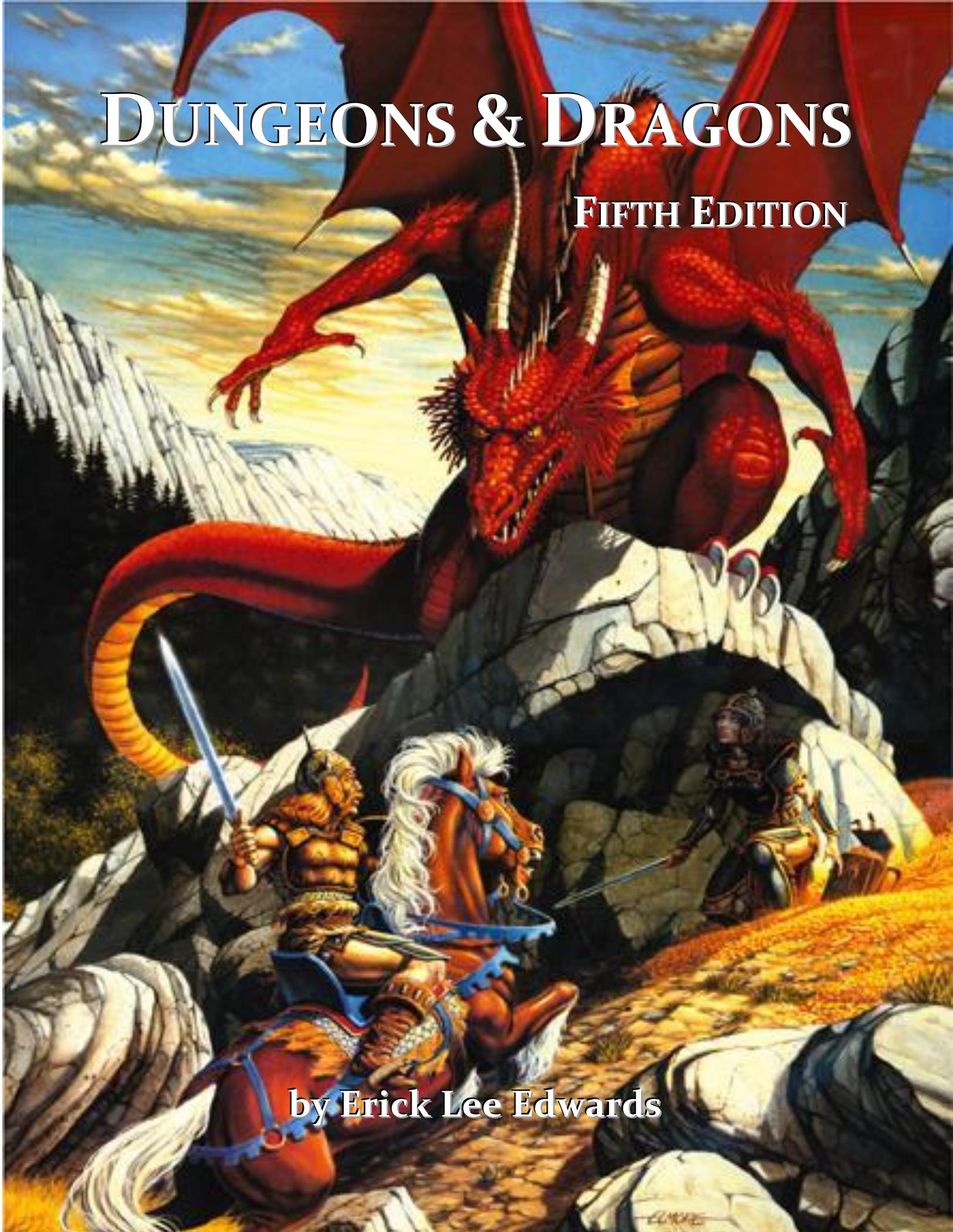
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DUNGEONS & DRAGONS

FIFTH EDITION

by Erick Lee Edwards



DUNGEONS & DRAGONS

FIFTH EDITION



BY

ERICK LEE EDWARDS

BASED ON THE WORKS OF

E. GARY GYGAX, DAVE ARNESON, MONTE COOK, JONATHAN TWEET, SKIP WILLIAMS,

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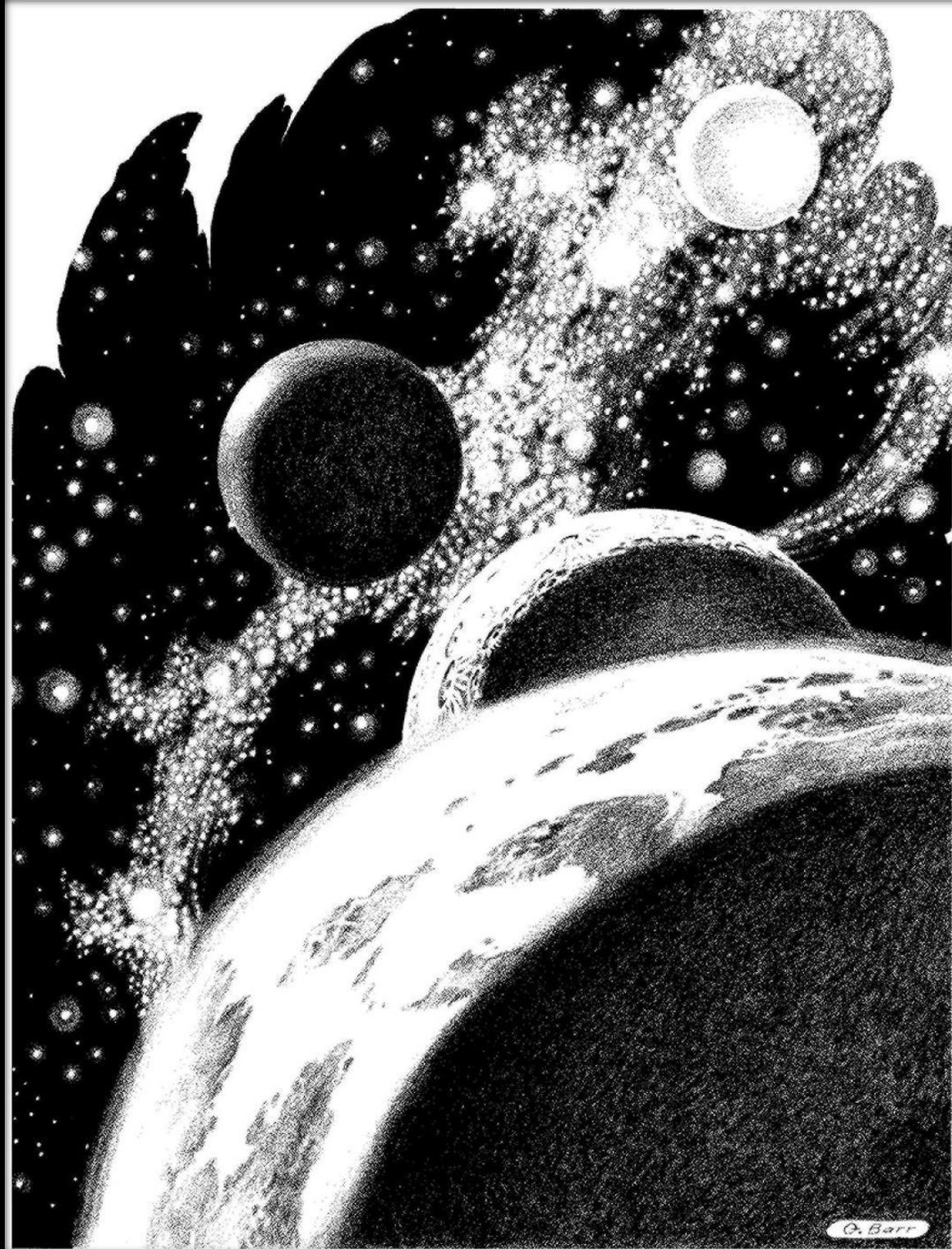
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C. Barr

INTRODUCTION

The Dungeons and Dragons Fifth Edition is a set of variant rules applied to the D&D 3.5 System Reference Document for use in a modified D&D campaign featuring a purchase advancement system, the spell point magic system, new ways to award experience, and other changes.

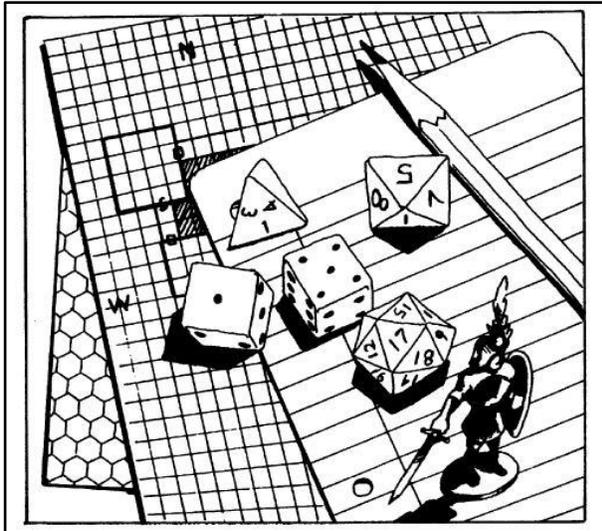
The purchase advancement system eliminates the concept of character class almost entirely by allowing players to purchase exactly what bonuses, abilities, and traits they desire for their characters. Under the normal rule system, new character capabilities are granted wholesale at every rise in character level. Under this ruleset, characters are advanced incrementally and the concept of character level exists only to determine how many experience points to award for encounters. Furthermore, there is no character level to limit the abilities of the character. The character's abilities determine his character level. This is a reversal from the normal rules where character level determines the maximum potency of a character's abilities. Thus, this version of D&D does away with not only character classes, but character levels as well.

Changes to the core rules are implemented in this system and certain variant rules included in the System Reference Document are used. There are many options that can be employed under this ruleset. The DM will have to determine exactly which variants should be included in the campaign. New ways for characters to construct

magical items is included here. A limited "spontaneous spellcasting" system is detailed that can allow magic users more flexibility in spellcasting. Unlike other attempts at spontaneous spellcasting systems by a number of game designers, this one is extremely easy to implement and requires little additional bookkeeping or number crunching. Three new systems for granting experience points are detailed in this ruleset. The first simplifies the normal method of awarding experience by making a "level's worth" of experience points equal to 1,000 XP regardless of the character's actual level. In normal D&D 3.5E, it takes a character 1,000 XP times his current level to reach the next level of experience. Normally, experience awards must increase if thirteen to fourteen significant encounters are enough for a character to reach the next experience level. In this ruleset, this progression is not followed. Thus, experience awards for encounters of the same difficulty remain the same throughout the character's career. The second way of awarding experience is a "blue-booking" system which allows the DM to determine how normal, non-adventuring types gain experience slowly over time. It can also be used to grant experience to characters who take months or years off between adventures. The third system, an "instance-based" system, allows characters to advance only those abilities they actually use during adventures, with some allowances being made for the acquisition of entirely new abilities.

It is my intention that this ruleset be different enough to constitute an entirely new form of Dungeons and Dragons, while retaining enough of the character of D&D 3.5E to permit the vast corpus of gaming resources for this game to continue to be useful to your gaming group. Indeed, the normal class system of D&D 3.5E is subsumed by this system and many of the variants adopted are those found in supplements for the "orthodox" version of the game. All innovations that are new to this ruleset can be cheerfully used or disregarded by the DM who, as always, exercises total control over the campaign. The system presented here can be used in its entirety as the default system for character generation and advancement. I have taken great care to provide a balanced character advancement system which is firmly rooted in the game design principles evident in D&D 3.5E. Although the math behind the purchase advancement system is not described in this document, rest assured that many hours were spent poring over numerous spreadsheets to prove that the numbers do indeed work out. The single-page section in this document entitled "Basic Character Class Builds" is the product of extensive research and calculations.

If you've been wanting to explore the concept of characters with "no class" then turn the page and get started on your first character. Just about any kind of character can be created now, using familiar Dungeons and Dragons rules!



CHARACTER GENERATION

This section is meant to supplement the character creation section of your favorite D&D handbook. Follow the normal rules for creating a character, and implement the changes found in this chapter.

GENERATING ABILITY SCORES

Due to the relative ease at which ability scores can be raised during a character's career, there is little reason to worry about non-exceptional ability scores at start. Any method chosen by the DM is suitable, but those using some sort "point-buy" or "point-allocation" system are the best since it puts all starting characters on equal footing as far as ability score values are concerned. Therefore, it is suggested that the DM use the standard point buy system found in the DMG. Each player receives 25 points to spread out among all abilities.

SELECTING A RACE

Any race allowed during initial character generation by the DM is suitable.

SELECTING AN ALIGNMENT

Any alignment allowed during initial character generation by the DM is suitable.

DETERMINING VITAL STATISTICS

All of a character's vital statistics are determined normally, as found in the System Reference Document.



SELECTING TRAITS

Since there are no classes in this edition of D&D, a new method of selecting class abilities and other game statistics is employed. A trait is defined as a game statistic that can be purchased with experience point expenditure. The base attack bonus, all saves, skill ranks, feats, special abilities, and spellcasting ability are examples of traits. A starting character has 2,000 XP available to spend on traits before he begins his adventuring career. Consult **Table 1: Starting Character Traits** to find the list of traits that can be purchased and the cost to purchase those traits. All starting characters receive one hit point (at no cost) by virtue of being alive.

BASE ATTACK BONUS

A starting character can select a +0 base attack bonus at no cost or a +1

base attack bonus at the cost of 300 XP.

BASE SAVE BONUSES

Each of the three saves (Fortitude, Reflexes, and Will) must be purchased individually. A save of +0 costs nothing, +1 costs 100 XP, and +2 costs 200 XP. Base save bonuses do not include bonuses due to high ability scores, magical items and the like.

BASE HIT POINTS

The maximum number of base hit points a starting character can have is 12. Base hit points do not include hit points due to the character's Constitution modifier (if any). Base hit points cost 25 XP per hit point. The character's positive Constitution modifier (if any) is applied after all base hit points are purchased. Remember that all starting characters receive one hit point, without cost.

SKILL RANKS

Skill ranks are purchased at the cost of 25 XP per rank. Each skill can have a maximum of 4 skill ranks. There are no class or cross-class skills in this ruleset (since there are no classes). The character also receives skill ranks equal to four times his positive Intelligence modifier (if he has one) at no cost. Humans receive an additional 4 skill ranks for free at start.

FEATS

Any number of armor and weapon proficiency feats can be bought during character generation at the cost of 100 XP per feat. Only one base feat can be purchased at 100 XP. Any other feats gained due to character race or special abilities do

not count towards the total number of bonus feats.

SPELLCASTING

Spellcasting or manifesting can be purchased for various costs as shown in **Table 5: Spellcasting Traits**. When a character purchases a level in spellcasting or manifesting, the character does not gain any special abilities, bonus feats, or other abilities associated with the character classes found in the System Reference Document. The character does gain one caster (manifester) level, the ability to cast spells (manifest powers) at the new level, and an appropriate number of spells per day (power points) for the spellcasting (manifesting) class. If the character is a spontaneous caster, he gains an appropriate number of spells known. If the character purchases cleric spellcasting, he should choose two domains and gains an aura appropriate to his alignment. The character can opt to be a specialist wizard if wizard spellcasting is purchased. Characters can

purchase the ability to cast spells in more than one class at start, but caster level cannot be increased above 1st.

SPECIAL ABILITIES

A barbarian's rage, a cleric's turn undead ability, and a rogue's sneak attack are all examples of special abilities. Each class special costs 100 XP during character generation. A character can only purchase special abilities available to 1st-level characters but can purchase as many as they can afford. The complete list of special abilities starts on page 19.

CLASS LEVELS

Some special abilities (such as the monk's *wholeness of body* class special) increase in potency as a character attains higher levels in a certain class. Since there are no classes in this ruleset, the ability to purchase "class levels" is used to determine the level at which these special abilities operate. Characters

that have purchased spellcasting levels can count those levels as class levels in the appropriate spellcasting class (such as bard and druid) and do not need to purchase class levels. Starting characters can purchase one class level in as many classes they want (but one class level only in each).

ABILITY SCORES

Ability scores can also be purchased with experience points at start, over and above those gained through ability score generation up to racial maximums. The cost is 150 XP per point. The ability scores that your character starts the game with are known as their "Starting Values."

STARTING EQUIPMENT AND WEALTH

All characters start with 6d4 X 100 gold pieces worth of equipment and cash. Since there are no classes, all characters start with the same amount. Any equipment allowed by the DM can be purchased.

TABLE 1: STARTING CHARACTER TRAITS

Trait	Cost (XP)	Maximum Value
Base Attack Bonus	300 for +1	+1
Base Save Bonus	100 per +1	+2
Base Hit Points	25 per HP	12 HP
Skill Rank	25 per Rank	4 Ranks per Skill
Base Feat	100	One Base Feat
Armor and Weapon Proficiency Feats	100 per Feat	--
Bard Spellcasting	150	First Level
Cleric Spellcasting	300	First Level
Druid Spellcasting	200	First Level
Psion Manifesting	500	First Level
Sorcerer Spellcasting	500	First Level
Wizard Spellcasting	500	First Level
Special Ability	100 per Ability	First Level
Class Level	25 per Class	First Level
Ability Score	150 per +1	Racial Max

CHARACTER CREATION WORKSHEET

Original Ability Scores	Cost per Increase	Number of Increases	Total Cost	Purchase Limit	Starting Value
Strength	150 XP			Up to Racial Maximum	
Dexterity	150 XP			Up to Racial Maximum	
Constitution	150 XP			Up to Racial Maximum	
Intelligence	150 XP			Up to Racial Maximum	
Wisdom	150 XP			Up to Racial Maximum	
Charisma	150 XP			Up to Racial Maximum	

Combat Traits	Cost	Number	Total Cost	Purchase Limit
Base Attack Bonus	300 XP			+1
Base Fortitude Bonus	100 XP			+2
Base Reflex Bonus	100 XP			+2
Base Will Bonus	100 XP			+2
Base Hit Points (1 HP for free)	25 XP			11

Skills	Cost per Rank	Ranks	Total Cost	Purchase Limit
1.	25 XP			4 skill ranks
2.	25 XP			4 skill ranks
3.	25 XP			4 skill ranks
4.	25 XP			4 skill ranks
5.	25 XP			4 skill ranks
6.	25 XP			4 skill ranks
7.	25 XP			4 skill ranks
8.	25 XP			4 skill ranks
9.	25 XP			4 skill ranks
10.	25 XP			4 skill ranks

Feats	Cost	Take?	Total Cost	Prerequisite
Light Armor Proficiency	100 XP	Yes / No		None
Medium Armor Proficiency	100 XP	Yes / No		Light Armor
Heavy Armor Proficiency	100 XP	Yes / No		Medium Armor
Shield Proficiency	100 XP	Yes / No		None
Tower Shield Proficiency	100 XP	Yes / No		Shield
Simple Weapon Proficiency	100 XP	Yes / No		None
Martial Weapon Proficiency*	100 XP	Yes / No		Simple Weapon
Base Feat	100 XP	Yes		Varies

Special Abilities	Cost	Class?	Total Cost	Purchase Limit
1.	100 XP			First Level Abilities only
2.	100 XP			First Level Abilities only
3.	100 XP			First Level Abilities only
4.	100 XP			First Level Abilities only
5.	100 XP			First Level Abilities only
6.	100 XP			First Level Abilities only
7.	100 XP			First Level Abilities only

Spellcasting / Class Levels	Cost	Class	Total Cost	Purchase Limit
Spellcasting #1	XP			First Level
Spellcasting #2	XP			First Level
Spellcasting #3	XP			First Level
Class Level #1	25 XP			First Level
Class Level #2	25 XP			First Level
Class Level #3	25 XP			First Level

* The character receives proficiency in all Martial weapons.

2,000XP



CHARACTER ADVANCEMENT

Under this ruleset, characters are advanced through the expenditure of experience points. Character traits are purchased one at a time, allowing for more incremental advancement. Because there are no strictly defined character levels under this system, a new method must be employed to determine character level (for the purposes of encounter experience, spell effects, hit dice determination, and other game factors). Simply put, character level is determined by the

highest single trait a character has. **Table 2: Character Level Determination** shows all traits that can be used to determine character level. For example, a character having a +3 base attack bonus with his highest save at +3, highest skill rank at 9, 59 base hit points, with all ability scores at starting values, and no special abilities, class levels, or spellcasting above Level 3 would be a 6th level character (due to having a skill at rank 9). Likewise a character

having a +0 base attack bonus, all saves at +0, one skill at rank 9, 4 base hit points, all ability scores at starting values, and no special abilities, class levels, or spellcasting above Level 1 would be a 6th level character as well. Under this system, the player controls character level by advancement choices made during play. Unbalanced advancement can result in characters being underpowered for their particular character level.

TABLE 2: CHARACTER LEVEL DETERMINATION

Character Level	Base Attack Bonus	Base Save Bonus	Skill Rank	Base Hit Points	Ability Scores	Base Feats	Special Abilities, Class Levels, and Spellcasting
1	+1	+2	4	12	Starting Value	1st	Level 1
2	+2	+3	5	24			Level 2
3	+3		6	36		2nd	Level 3
4	+4	+4	7	48	Starting Value +1		Level 4
5	+5		8	60			Level 5
6	+6	+5	9	72		3rd	Level 6
7	+7		10	84			Level 7
8	+8	+6	11	96	Starting Value +2		Level 8
9	+9		12	108		4th	Level 9
10	+10	+7	13	120			Level 10
11	+11		14	132			Level 11
12	+12	+8	15	144	Starting Value +3	5th	Level 12
13	+13		16	156			Level 13
14	+14	+9	17	168			Level 14
15	+15		18	180		6th	Level 15
16	+16	+10	19	192	Starting Value +4		Level 16
17	+17		20	204			Level 17
18	+18	+11	21	216		7th	Level 18
19	+19		22	228			Level 19
20	+20	+12	23	240	Starting Value +5		Level 20

TABLE 3: BASIC TRAITS

Trait	XP Cost	Per
Base Attack Bonus	300	+1
Base Save Bonuses	100	+1
Base Hit Points	25	Hit Point
Skills	25	Skill Rank
Feats	100	Feat
Special Abilities	100	Special Ability
Class Levels	25	Class Level
Ability Scores	150	+1 to Score

BASIC TRAITS

As characters earn experience points, these points can be used to purchase new traits or raise the level at which previously purchased traits operate. Spending XP in this manner is exactly like spending XP to cast spells with XP components or spending XP to make magic items. Once XP have been spent on a trait, these XP are no longer available for the purposes of casting spells, making magical items, or for any other game situation requiring the conscious expenditure of XP. Experience points previously spent on the acquisition of traits can still be taken away as a result of calamity, such as when a sorcerer's familiar dies. In this case, the DM may allow the player to choose which traits are reduced in effectiveness due to XP loss.

Table 3: Basic Traits gives all of the basic traits that can be bought with experience points. It is important to note that these experience point costs do not change as the character's level increases. A simplified version of the experience award system is used in this ruleset. This system compares the character's level with the challenge rating of the encounter and awards an amount of experience points based on the difference between the two. A "level's worth" of experience is always 1,000 XP in this ruleset, not the current character level times 1,000 XP as in normal D&D. The experience award system in this

ruleset is engineered to provide enough experience points to advance characters by one level for every thirteen or fourteen encounters, as usual. Dungeon Masters can always opt to reduce the amount of experience awarded as well, for slower advancement. The new experience award system is described in detail (along with two other methods of advancing characters) in the **Experience Awards** section later in this book.

Explanations of all basic traits are given in the following sections.

BASE ATTACK BONUS

This is the normal base attack bonus as used in the System Reference Document. Characters receive multiple attacks as appropriate. Each +1 added to the base attack bonus costs 300 XP.

BASE SAVE BONUSES

This is the normal base save bonus as used in the System Reference Document. Each of the three saving throws (Fortitude, Reflexes, and Will) has its own base save bonus and all three must be purchased separately. Each +1 added to a base save bonus costs 100 XP.

BASE HIT POINTS

Base hit points represent the hit points that normally come from hit dice and do not include hit points

from any other source (such as hit points derived from the character's Constitution modifier). One base hit point costs 25 XP. The character's positive Constitution modifier (if any) multiplied by Character Level is added to the base hit point total. Characters start with one free hit point.

SKILL RANKS

These are the normal skill ranks described in the SRD. Skill ranks are purchased at the cost of 25 XP. There are no class or cross-class skills in this ruleset (since there are no classes).

When a character attains a new character level, the character receives bonus skill ranks equal to that character's positive Intelligence modifier (if any) at no cost. Skill ranks gained from this positive Intelligence modifier can never be used to purchase skill ranks above the character's Character Level plus three. In other words, these bonus skill ranks cannot be used to further raise the character's Character Level.

Characters having a negative Intelligence modifier or a +0 Intelligence modifier do not receive bonus skill ranks. Characters having a negative Intelligence modifier do not have the number of skill ranks they may purchase reduced.

Human characters receive one free skill rank upon attaining each new Character Level. As with skill ranks

gained from a positive Intelligence modifier, this skill rank cannot be used to raise a skill above Character Level plus three ranks.

FEATS

The term “base feats” is used to refer to feats that are not acquired as racial bonus feats (such as the feat gained by all human characters) or as special abilities (such as those gained by fighters and wizards). Base feats also do not include armor and weapon proficiency feats. The number of base feats acquired by a character is a level-determining trait (c.f., **Table 2: Character Level Determination**). All feats, regardless of classification, have a purchase price of 100 XP. Racial bonus feats are free, however.

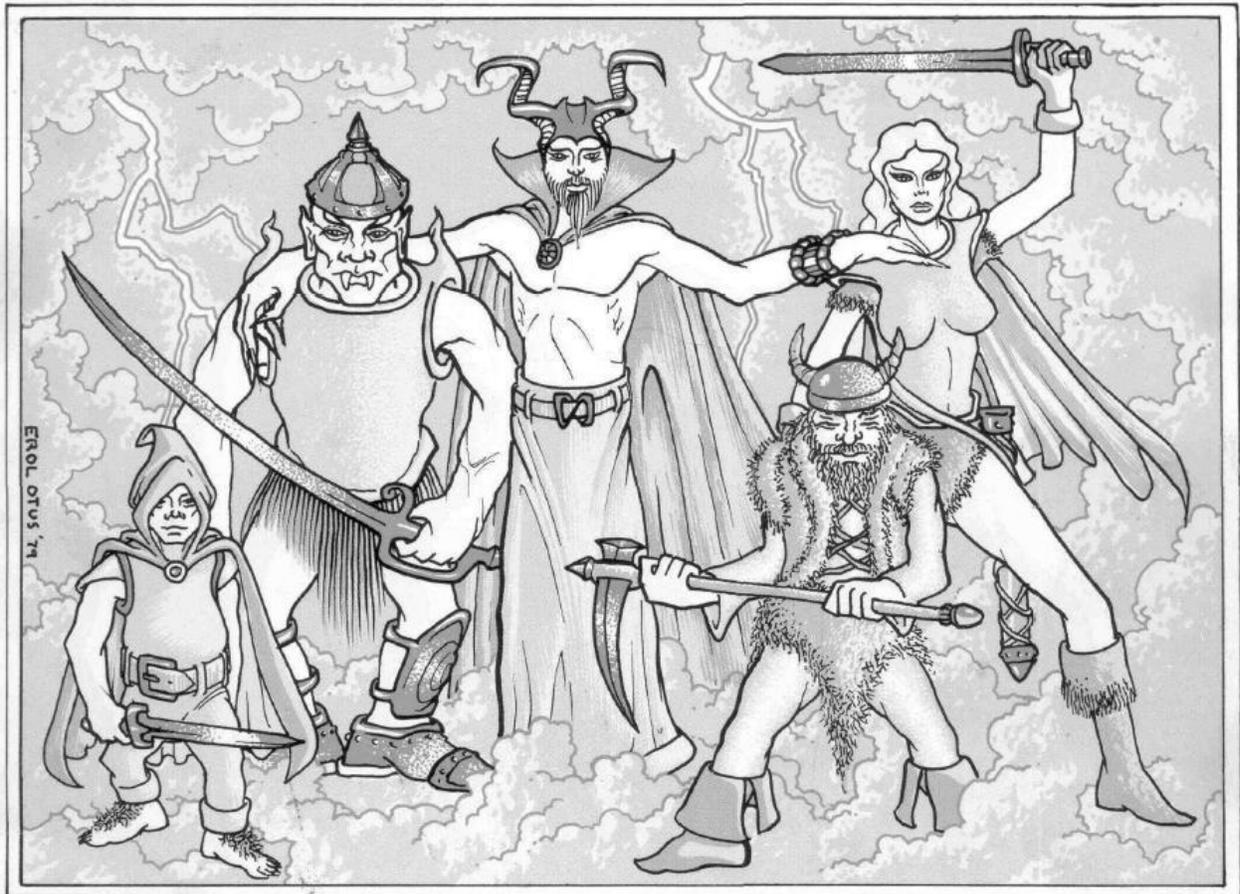
SPECIAL ABILITIES

All traits listed in the “Special” column of each character class description in the SRD are called special abilities in this ruleset. Special abilities are treated much like feats, having prerequisites and the same purchase price of 100 XP. See the Special Abilities section for more extensive details.

CLASS LEVELS

Characters can buy class levels in certain classes to meet the prerequisites of special abilities (or feats) and to determine the level at which some specials operate. When a class level is bought, the class must be specified, such as class level (fighter) or class level (monk). Each class level is bought in sequence (the previous class level

always being a prerequisite for the next class level). Characters that have purchased spellcasting levels can count those levels as class levels in the appropriate spellcasting class (such as bard and druid) and do not need to purchase class levels. Class levels in spellcasting classes can be bought separately, however (in case a character wants class levels but not necessarily spellcasting ability). Characters must also abide by the alignment restrictions of a class when gaining class levels. A character must be lawful to purchase monk class levels, have a neutral alignment component to purchase druid class levels, be lawful good to purchase paladin class levels, etc. Gaining class levels in a class with an alignment aura (such as cleric and paladin) grants an aura of corresponding strength to the character.



A quick illustration may be helpful. Let's say that a player wishes for his character to gain the Weapon Specialization (longsword) feat. He is already proficient in the longsword and has already bought the Weapon Focus feat for longsword. However, the feat lists "fighter level 4th" as a prerequisite. The character would need to have four levels in class level (fighter) before being able to take Weapon Specialization (longsword).

Class levels cost 25 XP.

Class levels can also be purchased for prestige classes, but only after all prerequisites are met for entry into the prestige class. Level determination for prestige classes works differently than for basic classes. Prestige class entry prerequisites almost always guarantee that characters must be of a certain character level (since no character begins play with one level in a prestige class). Therefore, for the purposes of level determination, class levels in prestige classes are higher than class levels in the basic classes.

TABLE 4: PRESTIGE CLASS LEVEL DETERMINATION

Prestige Class	Level Modifier
Arcane Archer	+7
Arcane Trickster	+8
Archmage	+13
Assassin	+5
Blackguard	+6
Dragon Disciple	+5
Duelist	+7
Dwarven Defender	+7
Hierophant	+13
Horizon Walker	+5
Loremaster	+7
Shadowdancer	+7
Thaumaturgist	+7

Table 4: Prestige Class Level Determination shows the equivalent basic class level that a certain prestige class level is for the purposes of level determination (see **Table 2**). For example, the level

modifier for the arcane archer prestige class is +7. This means that taking the 1st class level in arcane archer counts as taking the 8th class level in a basic class for the purpose of level determination. Taking the 2nd class level in arcane archer is the equivalent to taking the 9th class level in a basic class, and so on. This level modifier only affects the class level as it relates to level determination. The level modifier has no effect on the potency of special abilities. Having one class level in arcane archer counts as one class level for all of the special abilities that increase in potency as the character's arcane archer class level increases.

Note that the eldritch knight and mystic theurge prestige classes are not included in this table. This is due to the fact that these prestige classes can already be simulated using the normal character advancement rules in this ruleset (and these prestige classes offer no new special abilities).

The level modifier is determined by finding the minimum number of character levels a character would have to have before being eligible to take the first level in the prestige class. Thus, the level modifiers for prestige classes not found on **Table 4** can be found easily by the DM.

Keep in mind that class levels cost the same amount of XP as skill ranks. The DM may wish to simply refer to class levels as skill ranks in an appropriate Profession (type) skill. In this case, the class level is equal to the number of skill ranks possessed minus three (minimum of one). The Wisdom modifier does not affect this number (since skill ranks only are counted, not the total skill modifier). Because you must purchase five skill ranks to reach 2nd class level, this option makes purchasing class levels a bit more costly up front. Otherwise, this Profession skill functions as normal (i.e., granting income). So, a character with 10 ranks in Profession (fighter) is considered to

have seven class levels in fighter. If his Wisdom bonus is +2, then the player may make a skill check each week, with a +12 modifier, to determine the character's income (half of the check result in gold pieces).

ABILITY SCORES

There are six ability scores and each must be advanced individually. Advancing an ability score above its starting value can make that ability score a level determining trait (c.f., **Table 2: Character Level Determination**). The price to advance an ability score by one point is 150 XP.



SPELLCASTING TRAITS

The costs for purchasing spellcasting ability are shown in **Table 5: Spellcasting Traits**. Buying a level of spellcasting is very much like prestige special abilities that read "+1 level of existing spellcasting class." For each level of spellcasting bought, the character gains one caster level (and the class level inherent in this), the ability to cast spells up to the highest level

granted by that class (such as 3rd level spells for 5th level wizards), and the new array of spells per day for that class/level combination.

If the character is a spontaneous caster, he gains an appropriate number of spells known. If the character purchases cleric



spellcasting, he continues to gain access to domain spells and the aura appropriate to his alignment strengthens. The character can opt to be a specialist wizard if wizard spellcasting is purchased.

The character does not gain any bonus feats, special abilities, or any other benefit a character of that class would have gained (but of course, these can be bought separately).

TABLE 5: SPELLCASTING TRAITS

Spellcasting Trait	XP Cost	Per
Bard	150	Level
Cleric	300	Level
Druid	200	Level
Psion	500	Level
Sorcerer	500	Level
Wizard	500	Level

ADVANCING TRAITS

With these two tables, advancing along a path similar to any of the basic character classes is possible. More importantly, players are now able to conceive of characters not bound to the archetypal, traditional D&D roles. Characters can become *polymaths*, remaining at a certain character level while purchasing a broad array of traits encompassing several different class roles. Or they can become *paragons*, focusing on one particular trait while neglecting all others. If balance is desired, a character can advance as a *hero*, following a traditional class-based path.

OPTIONAL BASIC TRAITS

More well-defined characters can be created at the cost of added complexity. **Table 6: Optional Basic Traits** gives several optional basic traits that can be used break down the base attack bonus into less costly components as well as the costs for buying whole class levels outright as packaged-deals (or “bundles”).

TABLE 6: OPTIONAL BASIC TRAITS

Trait	XP	
	Cost	Per
BAB (Melee)	150	+1
BAB (Ranged)	150	+1
BAB (One Group)	75	+1
BAB (One Weapon)	25	+1
Weapon Group	25	Feat
Class Level Package	1000	Level
Level Adjustment	1000	Level

For the purposes of **Table 2: Character Level Determination**, use the character’s highest base attack bonus when determining character level if these optional base attack bonus traits are used, whether it be with a single weapon or an entire class of weapons. Weapon group feats are found in *Unearthed Arcana* and can be

bought at a reduced cost since each of these feats grants proficiency with a smaller group of weapons than normal feats. A class level package is a normal class level as found in the *System Reference Document*. Level adjustments can be bought off directly if this optional basic trait is used.

OPTIONAL PARTIAL-LEVEL SPELLCASTING TRAITS

If the Spell Points variant in *Unearthed Arcana* is used, spellcasting ability can be made more incremental. Half- and quarter-level purchases are offered at reduced XP costs in **Table 7**.

TABLE 7: OPTIONAL SPELLCASTING TRAITS

Spellcasting Trait	XP Cost	Per
Bard	75	Half-Level
	25/50*	Quarter-Level
Cleric	150	Half-Level
	75	Quarter-Level
Druid	100	Half-Level
	50	Quarter-Level
Psion	250	Half-Level
	125	Quarter-Level
Sorcerer	250	Half-Level
	125	Quarter-Level
Wizard	250	Half-Level
	125	Quarter-Level

*The quarter-level cost for bard spellcasting is 25 XP when purchasing the ¼ and ¾ quarter-levels and 50 XP when purchasing the ½ and whole integer quarter-levels.

Table 17: Expanded Spellcaster Level Chart gives the spell points for each spellcaster/level combination along with the highest level of spell that a spellcaster of the given level can cast at all quarter-level increments. This is an expanded version of a similar table found in *Unearthed Arcana*. A spell point value of zero indicates that the spellcaster has only bonus spell points received from a high ability

score. A dashed line indicates that nothing is received at that level. If this system is used, cantrips and orisons have a spell point cost of 0.5.

Expanded tables for bonus spell and power points are given in **Table 18**, **Table 19**, and **Table 20**.

OPTIONAL COMPONENT SPELLCASTING TRAITS

Spellcasting traits can also be broken down further by allowing characters to buy caster levels, spell points, and spell lists separately. In this case, class distinctions are totally eliminated from the game. Caster level in all spellcasting classes can be bought as "Spellcaster" caster levels. This spellcaster level governs the

maximum number of spell points that can be used on a single spell effect and otherwise functions like caster level. Spell points can be purchased by the whole, half, and quarter level. Use the spell point progression found under the "Cleric & Wizard" column in **Table 17: Expanded Spellcaster Level Chart** to determine the actual number of spell points bought at a particular level. The separation of spell points by character class is eliminated; these spell points can be used for any spells that the character can cast. Under this system, the character builds his own personal "class" spell list by purchasing access to spells. Spells can be purchased for inclusion into the character's spell list in groups of five. If Component Spellcasting Traits are used, all spellcasters learn spells in the manner of bards and

sorcerers. The cost to learn a spell is found in the table below. Since all spellcasters learn spells (and do not prepare spells) it seems that purchasing spell lists would be a waste of experience points. However, this system was designed to take full advantage of the concept of spontaneous spellcasting. The theurgy spells found at the end of this document allow D&D spellcasters to spontaneously cast spells found on their spell lists, even if they have not learned them. In this way, each character's spell list defines the broad magical training the character has received while his known spells show what he is capable of doing effectively and predictably. Furthermore, a character can only learn (i.e., gain Spell Knowledge of) a spell that is found on that character's spell list.





The costs to add spells to the character's spell list are shown below. "School-Level" means all of the spells found in a given school at a given spell level (such as 3rd Level Evocation Spells). This is regardless of which class list these spells are on. When a spell has different spell levels depending on character class, use the lowest spell level given for either the cleric, druid, sorcerer, or wizard classes. If the spell is not available to either of these four classes, then use the lowest level for which it is available to any of the classes listed. When the cost is given per "(Class) Spell Level" the character adds all spells found at that level for the given class (such

as 3rd Level Wizard Spells). Spells can also be bought in batches, five spells at a time, mixing and matching schools, classes, and levels as the player sees fit.

As described above, all characters learn their spells in the manner of bards and sorcerers if these component spellcasting traits are used. Once learned, the character need not pray for, prepare, or memorize the spell in order to use it. The character knows the spell and never loses knowledge of it (save through exceptional circumstances). Characters may cast any of their known spells as long as all conditions for

spellcasting are met. Note that learning a spell and adding a spell to your spell list are two different things. Just because a spell is added to your spell list does not mean that you have learned it.

Of these traits, spellcaster level and spell points are level determining traits. Use the last column in **Table 2: Character Level Determination** when determining level by spellcaster level and spell points. A character can increase his spell list and may learn any number of spells as long as the experience point costs have been paid.

TABLE 8: COMPONENT SPELLCASTING TRAITS

Trait	XP Cost	Per
Caster Level	100	Caster Level
Spell Points	100	Whole Level
Spell Points	50	Half-Level
Spell Points	25	Quarter-Level
Spell List	50	School-Level
Spell List	75	Bard Spell Level
Spell List	125	Cleric Spell Level
Spell List	100	Druid Spell Level
Power List	200	Psion Power Level
Spell List	200	Sorcerer Spell Level
Spell List	200	Wizard Spell Level
Spell List	25	Five Spells
Spell List	375	Every Spell for Level
Spell Knowledge	50	Spell



OPTIONAL BONUS FEATS

Since the number of special abilities a character possesses is not a level-determining trait, the DM may rule that feats operate in this manner as well. Using this option, a character can purchase any number of feats and the whole concept of “base feats” is removed from the ruleset. Individual feats themselves may require a certain minimum character level if a minimum level is specified as a prerequisite, such as “fighter level 4th” for Weapon Specialization and “caster level 12th” for Craft Staff.

To implement this option, simply ignore the “Base Feats” column on **Table 2: Character Level Determination**. The number of feats a character purchases is not a level-determining trait.

OPTIONAL WEAPON SKILLS

Some DMs may prefer to use the concept of weapon skills rather than requiring the purchase of base attack bonus and weapon proficiency feats. In this case, eliminate the base attack bonus and all weapon proficiency feats from the game. Characters completely unskilled in the use of a weapon (i.e., having no ranks in the skill pertaining to that particular weapon) have a -4 penalty on attack rolls when using that weapon. Each skill rank in a weapon gives the character a +1 to his attack bonus with that weapon. So, the first rank in a weapon skill causes you to have a -3 attack bonus with that weapon, the second rank gives you a -2 attack bonus, the third a -1 attack bonus, and upon purchasing the fourth rank in that weapon skill, the penalty is negated entirely. Fifth and successive skill ranks give you a bonus on attack rolls with that

weapon. Weapon skills cost the same number of experience points per rank as any other skill.

There are as many different types of weapon skills as there are different types of weapons. A weapon type is defined as any weapon that has its own description on a weapon table. Thus, longsword and greatsword are two types of weapons. “Sword” is not a type of weapon because there is no entry for “sword” found on the weapon description table. “Flamberge” and “claymore” may be two possible descriptions for a greatsword, but both types could be used with the skill “Weapon (greatsword).” In this case the words “flamberge” and “claymore” refer to the appearance of two particular types of greatsword. Weapon (unarmed) and Weapon (grapple) should also be added to the list of weapon skills.



The key ability for a weapon skill is Strength for melee weapons and Dexterity for ranged weapons. For all instances in the game where a “base attack bonus” is required, use the applicable attack bonus for the weapon in question based on the skill ranks plus the unskilled attack penalty (normally -4).

Multiple attacks are gained normally if weapon skills are used. When the number of skill ranks plus the attack penalty reaches +6, one additional attack at a -5 penalty to the attack roll is gained. When this total reaches +11, an additional attack at a -10 penalty to the attack roll is gained. At +16, another attack at a -15 penalty on the attack roll is gained for a total of four attacks.

Starting (1st level) characters are limited to a maximum of four ranks

in skills. This corresponds to a maximum of a +0 attack bonus with weapons (-4 penalty, plus four ranks). Since characters with a martial focus should be able to start with an attack bonus of +1, the following feat should be added to the game.

MARTIAL TRAINING [GENERAL]

Prerequisites: Four ranks in each of four different weapon skills.

Benefit: You have a -3 penalty on attack rolls when using a weapon in which you have no weapon skill ranks. This replaces the -4 penalty on attack rolls for using a weapon unskilled.

Normal: All characters receive a -4 penalty on attack rolls when using weapons in which they have no skill ranks. Skill ranks in Weapon (type) are added to this penalty to determine a character’s attack bonus with that type of weapon.



Under this system, the cost to purchase one rank in twelve weapon skills, thus increasing the attack bonus by +1 for each weapon, costs the same amount as purchasing a +1 to the base attack bonus under the old system.

The DM may also allow some ranks for weapon skills to be applied to other weapons, based on how closely related the two weapons are. Weapons are related based on how similar they are in terms of the type of damage they do (bludgeoning, piercing, and/or slashing), how they are wielded (unarmed, light melee, one-handed melee, two-handed melee, thrown ranged, or projectile

ranged), and the weapon's use (simple, martial, or exotic). If a character wishes to use ranks in one weapon skill for another weapon in which he has no skill, he may use one-quarter of his weapon skill ranks for every similar category (of the three listed above). If no categories are similar, no skill ranks can be applied to the weapon. If one category is similar, one-quarter of the ranks can be applied (round down). If two categories apply, one-half of the weapon skill ranks can be applied (round down). If three categories are similar, then three-quarters of the weapon skill ranks can be applied (once again, round down). If a character has weapon skill ranks in a weapon, he may use those ranks, or ranks applied due to similarity with another weapon, whichever is higher.

For example, a character has 12 ranks in Weapon (longsword). Assuming he has no ranks in any other weapon skills, he may apply nine of these ranks when wielding a scimitar (because both longswords and scimitars are martial, slashing, one-handed melee weapons). He may apply six ranks when using a kukri (because longswords and kukri are martial, slashing weapons). He may apply three ranks to a short sword (because longswords and short swords are martial weapons, but do not share any other categories). He may apply no ranks to a heavy crossbow, since longswords and heavy crossbows share no categories. If the character has ten ranks in the skill Weapon (scimitar), then he would apply ten ranks instead of nine. If he had two ranks in Weapon (short sword), he would apply three ranks due to similarity with the longsword. It is up to the player to announce which ranks he wishes to use to the DM. It is the DM's responsibility to ensure that the ranks are correctly applied.



OPTIONAL LEVEL DETERMINATION

The DM may not be comfortable with the level-determination system as written. If the DM wishes to use experience points as the only level-determinant, then the following rules should be employed. First, character level is determined by the number of experience points the character has used to purchase traits. Experience points spent on magical item construction, spellcasting, etc. do not count. Once a character has spent 1,000 XP on traits, increase the character level by one. It does not matter how the XP were spent, only the amount. Thus, after spending 1,000 XP, a 1st level character becomes a 2nd level character. Traits may be purchased up to a level shown on **Table 2: Character Level Determination**. For example, as long as a character is 2nd level, his base attack bonus may not be increased above +2, he may not have a base save above +3, hit points above 24, etc. Traits no longer determine the character

level, the character level determines the maximum value of the traits.

PRE-CHARACTERS

Some gaming groups may wish to begin their characters as completely unskilled, normal members of their race. In this case, the 2,000 XP given to all starting characters is not available. Characters start with no experience. Ability scores are determined and each character receives one free hit point. **Table 9: Pre-Character Level Determination** shows the maximum base attack bonus, base save bonus, skill rank, base hit points, ability scores, and spellcasting levels as they pertain to these "pre-levels." One base feat may be purchased, as long as it is a feat that must be purchased at 1st level according to the rules (such as Arcane Schooling and Snake Blood found in the Forgotten Realms Campaign Setting). Humans may take their free feat at any point up to and including 1st character level. Humans may take their free skill points upon attaining 1st character level. Weapon and armor proficiency feats may be purchased at any point. Only the 1st class level in a single class may be purchased at these levels. Only one class special available to 1st level characters may be purchased and only one level of spellcasting in one class can be bought during these pre-levels. If half -and quarter-levels are used for spellcasting (using the Expanded Spellcaster Level Charts), then only fractional levels can be purchased. However, if this system is used, then fractional spellcasting levels can be purchased for multiple spellcasting classes. For advancement, use the appropriate trait cost tables found in previous sections.

HIGH-LEVEL CHARACTERS

Other gaming groups may wish to create high-level characters at start. In this case, create 1st level characters as normal. After that, determine the highest level character that will be allowed at start. The DM can consult **Table 2** to determine the maximum character level, and thus maximum traits, that will be allowed at the start of the campaign.

Once the maximum character level has been determined, allow each player to spend 1,000 XP on his character for each level above 1st level. For example, if the DM decides to limit the characters to 10th level, then each player will have an additional 9,000 XP to spend.

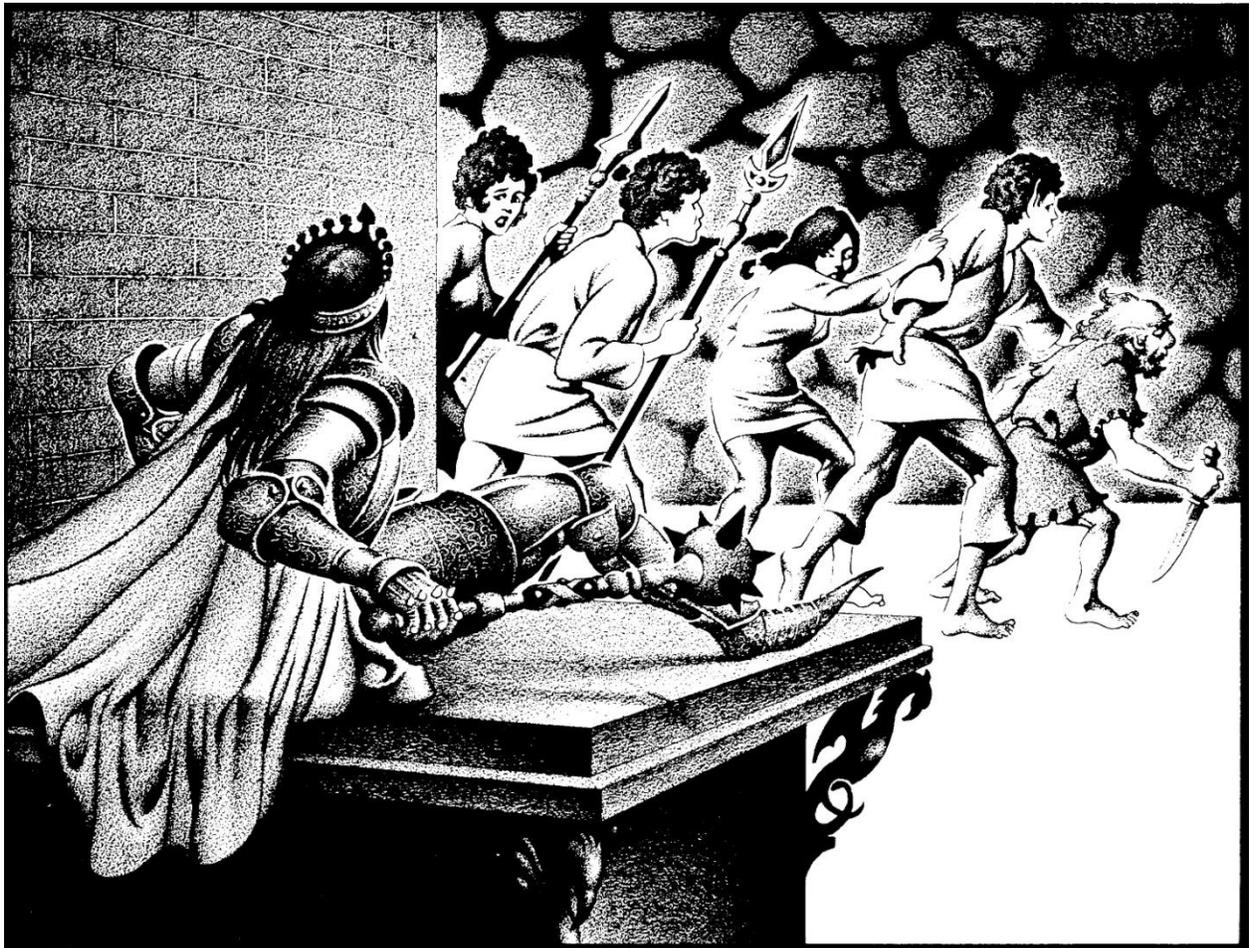
The DM should also consult the appropriate rulebooks to determine how much equipment and money to give to each character at start if high-level characters are generated.

It is important to create 1st level characters as the first step in the process of creating high-level characters. The starting values of ability scores must be determined since there is a character level limit to how high ability scores may be raised with experience points.

If this option is used, characters cannot exceed the maximum character level determined by the DM, but may be lower level than the maximum.

TABLE 9: PRE-CHARACTER LEVEL DETERMINATION

Character Level	Base Attack Bonus	Base Save Bonus	Skill Rank	Base Hit Points	Ability Scores	Base Feats	Spellcasting
-2	+0	+0	1	3	Racial Max	(1st)	Level ¼
-1	+0	+1	2	6	Racial Max		Level ½
0	+0	+2	3	9	Racial Max		Level ¾



CHARACTER CREATION AND ADVANCEMENT EXAMPLE

An example of character creation and subsequent character advancement will be useful in illustrating these rules in action.

Russell wants to create a character who specializes in hunting down and slaying undead creatures. After determining ability scores, character race, alignment, and vital statistics, he is ready to purchase traits with the starting 2,000 XP. He wants the character to be good at combat, so he buys the +1 base attack bonus for 300 XP. He feels that having a good Fortitude save at start continues to represent the martial nature of his character, so he allocates 200 XP to get a +2 base save bonus in Fortitude. His character receives one free hit point at start and Russell buys eight more for him (200 XP). He also purchases eight skill ranks for the same price (200 XP). He takes the one base feat he is allowed to buy during character generation (100 XP). So far, Russell has spent 1,000 XP. He envisions a lightly-armored, but well-armed character so he takes armor proficiency (light), simple weapon proficiency, and martial weapon proficiency (300 XP). He now has 700 XP left to spend on special abilities, class levels, and spellcasting. He decides to buy the turn undead cleric class special along with one class level in cleric (125 XP total for both). Taking a class level in cleric automatically gives him an alignment aura (Russell chooses the aura of good). He also takes the detect evil and smite evil (1/day) special abilities (200 XP total for both). To use smite evil effectively, he needs to take a class level in

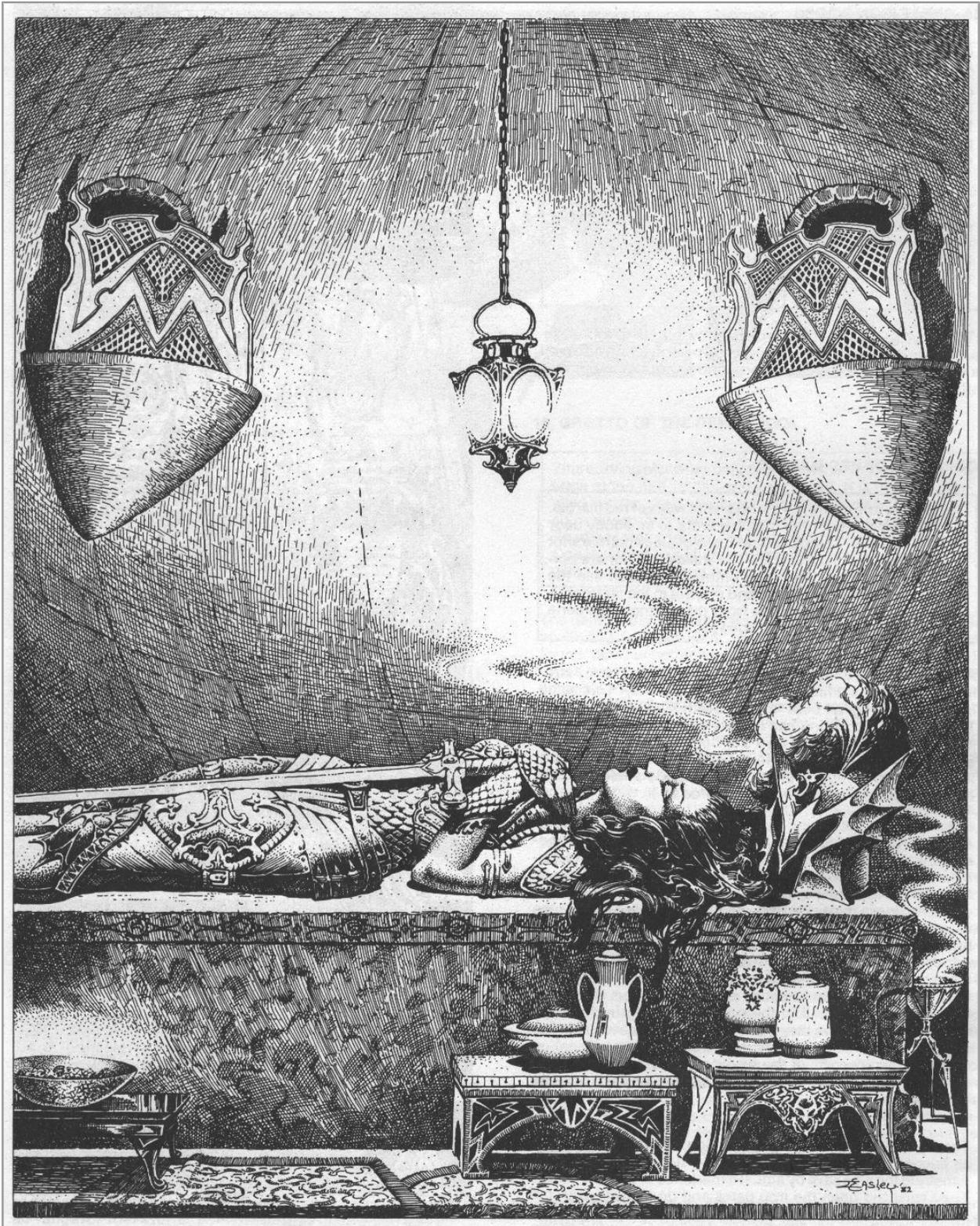
paladin (25 XP) which also causes a strengthening of his aura of good. He purchases the 1st favored enemy (undead) class special from the ranger class (100 XP). This leaves 250 XP left to spend. He decides to go ahead and give the character two more hit points (up to 11, just one short of the starting maximum) and eight more skill ranks. Our undead-slayer is now ready to begin adventuring.

After a few successful adventures, Russell's stingy DM, Erick, awards the undead-slayer 600 XP. Russell determines that his character should have the ability to track, so he purchases the ranger class special of the same name (100 XP). He notes that this does not change the undead-slayer's character level since track is available to 1st level characters. With 500 XP left to spend, Russell decides to raise his character's base attack bonus from +1 to +2. This costs 300 XP and makes his character a 2nd level character (according to **Table 2**). With 200 XP left to spend, Russell buys another class level in cleric which costs 25 XP. He also buys another class level of paladin for the same price (25 XP). Buying hit points is always a good idea, so he spends the remaining 150 XP to get an additional six hit points.

Of course, Russell could have spent the 600 XP many different ways. He could have put it all into the base attack bonus, buying two more +1 bonuses, making it +3. This would have made his character 3rd level. He could have put all of that experience into his character's Fortitude save, making it +5. This would have made his character 6th

level. The most extreme example would be to raise a skill from zero ranks to 23 ranks. This would only cost 575 XP, but would make the character 20th level. All of these character level increases would reduce the amount of experience points that the undead-slayer receives for overcoming encounters since XP awards are based on the character's determined level. If the character was advanced to 20th level by raising a skill to 23 ranks, it would be very difficult for that character to earn experience for fighting creatures that he can handle. He would be considered a 20th level character even as he fought skeletons and zombies. He would receive no experience for these creatures. But he would not be able to take on creatures with challenge ratings of 17, 18, or 19. Balanced advancement is necessary for a character to be able to continue advancing. Players can spend experience points as they see fit, but DM's should monitor this process to ensure that characters are not made unplayable through poor advancement choices.

Russell was wise to show restraint, and now that his character is 2nd level, he will receive a little less experience points for fighting the same foes. However, because he has increased the values of his traits only slightly, he will also be better able to overcome obstacles and successfully resolve encounters. Under the default experience award system in this ruleset, earning 600 XP would come after eight evenly-matched encounters.



SPECIAL ABILITIES

Special abilities are grouped by level. The level of a special ability is a level determining trait (see **Table 2: Character Level Determination**). Each special ability is listed along with prerequisites, ability type, class levels, and a description. Characters must have all prerequisites before purchasing a special ability. Ability type refers to its classification as either an extraordinary, spell-like, or supernatural ability. Special abilities not falling into one of these three categories is classified as a natural ability. The class level entry lists what class levels can be used to increase the potency of the special ability (if any). Finally, description gives the details of the special ability in game terms.

1ST-LEVEL SPECIAL ABILITIES

All 1st-Level Special Abilities are available to starting characters during character generation as long as the character meets the prerequisites.

ANIMAL COMPANION

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger (Half).

Description: The character gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid.

This animal is a loyal companion that accompanies the character on her adventures as appropriate for its kind.

An animal companion is completely typical for its kind except as noted below. As the character advances in druid class levels, the animal's power increases as shown on the table. If the character releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A character with a druid class level of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid class level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid class level and compare the result with the druid class level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective class level to 0 or lower, she can't have that animal as a companion.)

Each ranger class level counts as half of a druid class level when determining the animal companion's abilities. Consult *The Druid's Animal Companion* section of the System Reference Document for more information about animal companions.

AURA OF ALIGNMENT

Prerequisites: Chaotic, evil, good, or lawful alignment.

Ability Type: Extraordinary.

Class Levels: Cleric and Paladin.

Description: Choose a non-neutral component of the character's alignment, either chaotic, evil, good, or lawful. The character gains a particularly powerful aura corresponding to that alignment component (see the *detect evil* spell for details). The power of the aura corresponds to the character's class levels in cleric and paladin.

BARDIC KNOWLEDGE

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard and Loremaster.

Description: The character may make a special bardic knowledge check with a bonus equal to his bard and loremaster class levels + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the character has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A character may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Types of knowledge with corresponding DC are shown below.

DC 10: Common, known by at least a substantial minority of the local population.

DC 20: Uncommon but available, known by only a few people legends.

DC 25: Obscure, known by few, hard to come by.

DC 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.

BARDIC MUSIC

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard.

Description: Once per day per bard class level, the character can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard class level and a minimum number of ranks in the Perform skill as prerequisites.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the character must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, the character cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf character has a 20% chance to fail when attempting to use bardic music. If he fails, the

attempt still counts against his daily limit.

COUNTERSONG

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the character (including the character himself) that is affected by a sonic or language-dependent magical attack may use the character's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The character may keep up the countersong for 10 rounds.

DETECT ALIGNMENT

Prerequisites: None.

Ability Type: Spell-Like.

Class Levels: None.

Description: Choose an alignment component, either chaos, evil, good, or law. At will, the character can use *detect chaos*, *detect evil*, *detect good*, or *detect law* as the spell. The exact spell corresponds to the alignment component chosen.

FASCINATE

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can use his music or poetics 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 character, and able to pay attention to him. The character 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 bard class levels the character attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, the character makes a Perform 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 character cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the character continues to play and concentrate (up to a maximum of 1 round per bard class level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the character to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform 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. Fascinate is an enchantment (compulsion), mind-affecting ability.

FAST MOVEMENT

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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 character's speed because of any load carried or armor worn.

FAVORED ENEMY I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character selects a type of creature from among those given on **Table: Ranger Favored Enemies** in the System Reference Document. The character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FIGHTING MASTERY I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This

bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

FLURRY OF BLOWS I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: When unarmored, the character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The character must use a full attack action to strike with a flurry of blows.

When using flurry of blows, the character may attack only with unarmed strikes or with special weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special weapons interchangeably as desired. When using weapons as part of a flurry of blows, the character applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times\frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The character can't use any weapon other than a special weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to

use, the character may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

INSPIRE COURAGE I

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the character sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th bard class level, and every six bard class levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.



INTUITIVE DEFENSE I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character adds her Wisdom bonus (if any) to her AC.

This bonus to AC applies even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MARTIAL ARTS I: IMPROVED GRAPPLE

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Grapple as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS I: STUNNING FIST

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Stunning Fist as a bonus feat. This does not count as a base feat for the purposes of level determination.

NATURE SENSE

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on Knowledge (nature) and Survival checks.

RAGE I

Prerequisites: Non-lawful alignment.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can fly into a rage one time per day. In a rage, the character 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 character'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 character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or 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. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A character may prematurely end his rage. At the end of the rage, the character 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. Entering a rage takes no time itself, but a character can do it only during his action, not in response to someone else's action.

REBUKE UNDEAD

Prerequisites: Non-good alignment, cannot have Turn Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his unholy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to rebuke undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on rebuke checks against undead.

SMITE CHAOS I

Prerequisites: Aura of Alignment (Lawful).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite chaos with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

SMITE EVIL I

Prerequisites: Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

SMITE GOOD I

Prerequisites: Aura of Alignment (evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite good with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

SMITE LAW I

Prerequisites: Aura of Alignment (Chaotic).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite law with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

SNEAK ATTACK I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character's attack deals 1d6 extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. Should the character score a critical hit with a

sneak attack, this extra damage is not multiplied.

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

With a sap (blackjack) or an unarmed strike, the character 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.

The character can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The character 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 character cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

SUMMON FAMILIAR

Prerequisites: Ability to cast arcane spells.

Ability Type: Spell-Like.

Class Levels: Sorcerer and Wizard.

Description: The character can obtain a familiar. Doing so 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 character chooses the kind of familiar he gets. As the character gains sorcerer and wizard class levels, his familiar also increases in power.

If the familiar dies or is dismissed by the character, the character must

attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points for every sorcerer and wizard class level; success reduces the loss to one-half that amount. However, a character's experience point total can never go below zero as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

TRACK

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Track as a bonus feat. This does not count as a base feat for the purposes of level determination.

TRAPFINDING

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

The character can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A character who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out

how it works, and bypass it (with her party) without disarming it.

TURN UNDEAD

Prerequisites: Non-evil alignment, cannot have Rebuke Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric and Paladin.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his holy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

UNARMED STRIKE I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Unarmed Strike as a bonus feat. This does not count as a base feat for the purposes of level determination. The character's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that the character may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for the character when striking unarmed. The character may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually the character's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same

choice to deal lethal or nonlethal damage while grappling.

The character's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A character also deals more damage with her unarmed strikes than a normal person would. A small character deals 1d4 damage, a medium character deals 1d6 damage, and a large character deals 1d8.

WILD EMPATHY

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger.

Description: The character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her druid and ranger class levels along with her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the character and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

WIZARDRY I

Prerequisites: Ability to cast arcane spells.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Scribe Scroll as a bonus feat. This does not count as a base feat for the purposes of level determination.

2ND-LEVEL SPECIAL ABILITIES

All 2nd-Level Special Abilities have "Character Level 1" as a prerequisite.

COMBAT STYLE: ARCHERY

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of

the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

DEADLY TOUCH

Prerequisites: Character Level 1, Cha 12, Aura of Alignment (Evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin class level + character's Cha modifier) to halve the damage dealt.

Alternatively, the character can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the lay on hands ability.

DIVINE GRACE

Prerequisites: Character Level 1, Aura of Alignment (Any).

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains a bonus equal to her Charisma bonus (if any) on all saving throws.

EVASION

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can avoid even magical and unusual attacks with great agility. If the character 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 character is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

FIGHTING MASTERY II

Prerequisites: Character Level 1, Fighting Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

LAY ON HANDS

Prerequisites: Character Level 1, Cha 12, Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. The character may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, the character can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way

requires a successful melee touch attack and doesn't provoke an attack of opportunity. The character decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

MARTIAL ARTS II: COMBAT REFLEXES

Prerequisites: Character Level 1, any Martial Arts I special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Combat Reflexes as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS II: DEFLECT ARROWS

Prerequisites: Character Level 1, any Martial Arts I special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Deflect Arrows as a bonus feat. This does not count as a base feat for the purposes of level determination.

UNCANNY DODGE

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can react to danger before his senses would normally allow him to do so. The character 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.

WOODLAND STRIDE

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.



3RD-LEVEL SPECIAL ABILITIES

All 3rd-Level Special Abilities have "Character Level 2" as a prerequisite.

AURA OF COURAGE

Prerequisites: Character Level 2, lawful good alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DEBILITATION

Prerequisites: Character Level 2, chaotic evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DESPAIR

Prerequisites: Character Level 2, lawful evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF RESOLVE

Prerequisites: Character Level 2, chaotic good, alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to compulsion effects.

Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

DIVINE HEALTH

Prerequisites: Character Level 2, Aura of Alignment (Any).

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases, including supernatural and magical diseases.

ENDURANCE

Prerequisites: Character Level 2.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Endurance as a bonus feat. This feat does not count as a base feat for the purposes of level determination.

INSPIRE CONFIDENCE

Prerequisites: Character Level 2, Bardic Music, Countersong, Fascinate, Inspire Courage I, 6 or more ranks in Perform.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the character. The character must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the character's

music. Certain uses of this ability are infeasible. The effect lasts as long as the character concentrates, up to a maximum of 2 minutes. The character can't inspire competence in himself. Inspire competence is a mind-affecting ability.

SPEED BONUS I

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an enhancement bonus to her speed of +10 ft. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SNEAK ATTACK II

Prerequisites: Character Level 2, Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 2d6 extra damage (instead of 1d6).

STILL MIND

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

TRACKLESS STEP

Prerequisites: Character Level 2, Woodland Stride.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

TRAP SENSE I

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

4TH-LEVEL SPECIAL ABILITIES

All 4th-Level Special Abilities have "Character Level 3" as a prerequisite.

FIGHTING MASTERY III

Prerequisites: Character Level 3, Fighting Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

KI STRIKE: MAGIC

Prerequisites: Character Level 3.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered

with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

RAGE II

Prerequisites: Character Level 3, non-lawful alignment, Rage I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage two times per day. See Rage I for details.

RESIST NATURE'S LURE

Prerequisites: Character Level 3, Nature Sense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +4 bonus on saving throws against the spell-like abilities of fey.

SLOW FALL I

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 20 feet shorter than it actually is.

UNARMED STRIKE II

Prerequisites: Character Level 3, Unarmed Strike I.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in

damage. A small character now deals 1d6 damage with unarmed strikes, a medium character 1d8 damage, and a large character 2d6 damage.

5TH-LEVEL SPECIAL ABILITIES

All 5th-Level Special Abilities have “Character Level 4” as a prerequisite.

FAVORED ENEMY II

Prerequisites: Character Level 4, Favored Enemy I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character’s bonuses do not stack; he simply uses whichever bonus is higher.

FLURRY OF BLOWS II

Prerequisites: Character Level 3, Flurry of Blows I.

Ability Type: Natural.

Class Levels: None.

Description: The character’s Flurry of Blows attack penalty lessens from -2 to -1.

IMPROVED UNCANNY DODGE

Prerequisites: Character Level 4, Uncanny Dodge.

Ability Type: Extraordinary.

Class Levels: Barbarian and Rogue.

Description: The character can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue class levels than the target has barbarian and rogue class levels.

INTUITIVE DEFENSE II

Prerequisites: Character Level 4, Intuitive Defense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +1 bonus to AC.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

PURITY OF BODY

Prerequisites: Character Level 4, Still Mind.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases except for supernatural and magical diseases.

SMITE CHAOS II

Prerequisites: Character Level 4, Smite Chaos I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos two times per day (instead of only once per day).

SMITE EVIL II

Prerequisites: Character Level 4, Smite Evil I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil two times per day (instead of only once per day).

SMITE GOOD II

Prerequisites: Character Level 4, Smite Good I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good two times per day (instead of only once per day).

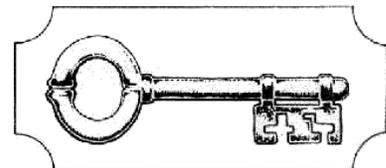
SMITE LAW II

Prerequisites: Character Level 4, Smite Law I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law two times per day (instead of only once per day).



SNEAK ATTACK III

Prerequisites: Character Level 4, Sneak Attack II.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 3d6 extra damage (instead of 2d6).

SPECIAL MOUNT

Prerequisites: Character Level 4, Aura of Alignment (Any).

Ability Type: Spell-Like.

Class Levels: Paladin.

Description: The character gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (or goodness, law, or chaos). This mount is usually a heavy warhorse (for a Medium character) or a warpony (for a Small character).

Once per day, as a full-round action, the character may magically call her mount from the otherworldly realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the character's paladin class level. The mount immediately appears adjacent to the character and remains for 2 hours per paladin class level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the character may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the character's mount die, it immediately disappears, leaving behind any equipment it was carrying. The character may not summon another mount for thirty days or until she gains a paladin class level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a -1 penalty on attack and weapon damage rolls.

WILD SHAPE I

Prerequisites: Character Level 4.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid class level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried by the character melds into the new form and becomes nonfunctional. When the character reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the character's feet.

The form chosen must be that of an animal the character is familiar with.

The character loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can

make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

The new form's Hit Dice can't exceed the character's druid class level.

WIZARDRY II

Prerequisites: Character Level 4, Wizardry I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums. This feat does not count as a base feat for the purposes of level determination.



6TH-LEVEL SPECIAL ABILITIES

All 6th-Level Special Abilities have "Character Level 5" as a prerequisite.

BESTOW CURSE I

Prerequisites: Character Level 5, Aura of Alignment (Chaos).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, as the spell, once per week.

CAUSE DISEASE I

Prerequisites: Character Level 5, Aura of Alignment (Evil).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), once per week.

DEATH ATTACK

Prerequisites: Character Level 5, evil alignment, Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, the character must kill someone for no other reason than to become an assassin.

Ability Type: Natural.

Class Levels: Assassin.

Description: If the character studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (character's choice). While studying the victim, the character can undertake other actions so long as his attention stays focused on the target and the target does not detect the character or recognize the character as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the character's assassin class level + the character's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per assassin class level of the character. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the character has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the character does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

FIGHTING MASTERY IV

Prerequisites: Character Level 5, Fighting Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

IMPROVED COMBAT STYLE: ARCHERY

Prerequisites: Character Level 5, Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

IMPROVED COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 5, Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

MARTIAL ARTS III: IMPROVED DISARM

Prerequisites: Character Level 5, any Martial Arts II special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Disarm as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS III: IMPROVED TRIP

Prerequisites: Character Level 5, any Martial Arts II special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Trip as a bonus feat. This does not count as a base feat for the purposes of level determination.

POISON USE

Prerequisites: Character Level 5, evil alignment, Hide 5 ranks.

Ability Type: Natural.

Class Levels: None.

Description: The character is trained in the use of poison and can never risk accidentally poisoning himself when applying poison to a blade.

REMOVE CURSE I

Prerequisites: Character Level 5, Aura of Alignment (Law).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, as the spell, once per week.

REMOVE DISEASE I

Prerequisites: Character Level 5, Aura of Alignment (Good).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, once per week.

SLOW FALL II

Prerequisites: Character Level 5, Slow Fall I.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 30 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall I.

SPEED BONUS II

Prerequisites: Character Level 5, Speed Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +20 ft. This replaces the enhancement bonus granted by Speed Bonus I. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SUGGESTION

Prerequisites: Character Level 5, Bardic Music, Inspire Competence, 9 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can make a suggestion (as the spell) to a creature that he has already fascinated. Using this ability does not break the character's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a character's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ the character's bard class level + the character's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

TERRAIN MASTERY I

Prerequisites: Character Level 5, Knowledge (geography) 8 ranks, Endurance feat.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Terrain Mastery Benefits. Terrain mastery gives the character a bonus on

checks involving a skill useful in that terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains the bonus if the creature description specifically lists the terrain type.

Characters take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Terrain Mastery Benefits

Aquatic

You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert

You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest

You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills

You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh

You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains

You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains

You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground

You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

TRAP SENSE II

Prerequisites: Character Level 5, Trap Sense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense I.

WILD SHAPE II

Prerequisites: Character Level 5, Wild Shape I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape twice per day.

7TH-LEVEL SPECIAL ABILITIES

All 7th-Level Special Abilities have "Character Level 6" as a prerequisite.

DAMAGE REDUCTION I

Prerequisites: Character Level 6.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains Damage Reduction. Subtract 1 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

POISON RESISTANCE I

Prerequisites: Character Level 6, Poison Use.

Ability Type: Natural.

Class Levels: None.



Description: The character gains a +1 natural saving throw bonus to all poisons.

SNEAK ATTACK IV

Prerequisites: Character Level 6, Sneak Attack III.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 4d6 extra damage (instead of 3d6).

TERRAIN MASTERY II

Prerequisites: Character Level 6, Terrain Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

WHOLENESS OF BODY

Prerequisites: Character Level 6, Purity of Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk class level each day, and she can spread this healing out among several uses.

WILD SHAPE III

Prerequisites: Character Level 6, Wild Shape II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape three times per day.

8TH-LEVEL SPECIAL ABILITIES

All 8th-Level Special Abilities have "Character Level 7" as a prerequisite.

CANNY DEFENSE

Prerequisites: Character Level 7, Base Attack Bonus +6, Perform 3 ranks, Tumble 5 ranks, Dodge feat, Mobility feat, and Weapon Finesse feat.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: When not wearing armor or using a shield, the character adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If the character is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

DEFENDER AC BONUS I

Prerequisites: Character Level 7, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives a +1 dodge bonus to Armor Class. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE I

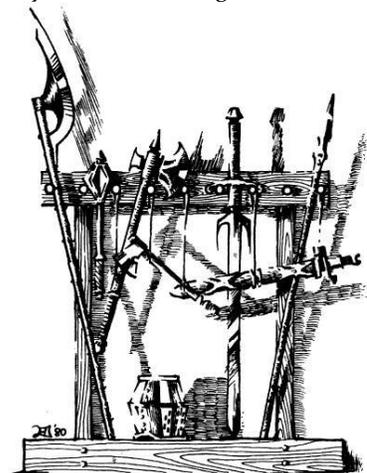
Prerequisites: Character Level 7, dwarf, lawful alignment, base attack

bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Natural.

Class Levels: None.

Description: When he adopts a defensive stance, the character gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, the character cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The character may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the character is winded and takes a -2 penalty to Strength for the duration of that encounter. The character can only use his defensive stance once per day as determined. Using the defensive stance takes no time itself, but the character can only do so during his action.



ENHANCE ARROW I

Prerequisites: Character Level 7, elf or half-elf, +6 base attack bonus, Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow), ability to cast 1st-level arcane spells.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the character need not spend experience points or gold pieces to accomplish this task. However, the character's magic arrows only function for her.

FIGHTING MASTERY V

Prerequisites: Character Level 7, Fighting Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIDE IN PLAIN SHADOW

Prerequisites: Character Level 7, Move Silently 8 ranks, Hide 10 ranks, Combat Reflexes feat, Dodge feat, Mobility feat.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can use the Hide skill even while being

observed. As long as she is within 10 feet of some sort of shadow, the character can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

IMPROVED ALLY

Prerequisites: Character Level 7, Spell Focus (conjuration), ability to cast *lesser planar ally*.

Ability Type: Natural.

Class Levels: None.

Description: When the character casts a *planar ally* spell (including the lesser and greater versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the character's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The character's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

The character can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

INSPIRE COURAGE II

Prerequisites: Character Level 7, Inspire Courage I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increase by 1 and is now +2. See Inspire Courage I for details.

LOREMASTER SECRET I

Prerequisites: Character Level 7, Knowledge (any two) 10 ranks each, any three metamagic or item creation feats, Skill Focus (Knowledge [any]), ability to cast seven different divination spells, one of which must be 3rd level or higher.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses one secret from the table below. Her loremaster class level plus Intelligence modifier determines the secrets from which she can choose. She can't choose the same secret twice.

TABLE 10: LOREMASTER SECRETS

Level + Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any feat
9	Newfound arcana	1 bonus 1st-level spell
10	More newfound arcana	1 bonus 2nd-level spell

RAGE III

Prerequisites: Character Level 7, non-lawful alignment, Rage II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage three times per day. See Rage I for details.

SLOW FALL III

Prerequisites: Character Level 7, Slow Fall II.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 40 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall II.

SWIFT TRACKER

Prerequisites: Character Level 7, Track special ability or Track feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

TERRAIN MASTERY III

Prerequisites: Character Level 7, Terrain Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

UNARMED STRIKE III

Prerequisites: Character Level 7, Unarmed Strike II.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d8 damage with unarmed strikes, a medium character 1d10 damage, and a large character 2d8 damage.

WILD SHAPE: LARGE

Prerequisites: Character Level 7, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Large animal when using Wild Shape.



9TH-LEVEL SPECIAL ABILITIES

AUGMENT SUMMONING

Prerequisites: Character Level 8, Improved Ally.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the Augment Summoning feat. This feat does not count as a base feat for the purposes of level determination.

BESTOW CURSE II

Prerequisites: Character Level 8, Aura of Alignment (Chaos), Bestow Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, twice per week (instead of once per week).

CAUSE DISEASE II

Prerequisites: Character Level 8, Aura of Alignment (Evil), Cause Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), twice per week (instead of once per week).

DARKVISION

Prerequisites: Character Level 8, Hide in Plain Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can see in the dark as though she were permanently under the effect of a *darkvision* spell.

FLURRY OF BLOWS III

Prerequisites: Character Level 8, Flurry of Blows II.

Ability Type: Natural.

Class Levels: None.

Description: The character's Flurry of Blows attack penalty disappears (i.e., becomes +0 instead of -1).

IMBUE ARROW

Prerequisites: Character Level 8, Enhance Arrow I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the character to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

IMPROVED EVASION

Prerequisites: Character Level 8, Evasion.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

IMPROVED REACTION I

Prerequisites: Character Level 8, Canny Defense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE GREATNESS

Prerequisites: Character Level 8, Suggestion, 12 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three bard class levels the bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, the character must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. A

creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

POISON RESISTANCE II

Prerequisites: Character Level 8, Poison Use, Poison Resistance I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +2 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance I.

RANGED LEGERDEMAIN I

Prerequisites: Character Level 8, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher.

Ability Type: Natural.

Class Levels: None.

Description: The character can perform one of the following skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and the character cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

He can make only one ranged legerdemain skill check each day,

and only if he has at least 1 rank in the skill being used.

REMOVE CURSE II

Prerequisites: Character Level 8, Aura of Alignment (Law), Remove Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, twice per week (instead of once per week).

REMOVE DISEASE II

Prerequisites: Character Level 8, Aura of Alignment (Good), Remove Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, twice per week (instead of only once per week).

SNEAK ATTACK V

Prerequisites: Character Level 8, Sneak Attack IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 5d6 extra damage (instead of 4d6).

SPEED BONUS III

Prerequisites: Character Level 8, Speed Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her

speed of +30 ft. This replaces the enhancement bonus granted by Speed Bonus II. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TERRAIN MASTERY IV

Prerequisites: Character Level 8, Terrain Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

TRAP SENSE III

Prerequisites: Character Level 8, Trap Sense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense II.

VENOM IMMUNITY

Prerequisites: Character Level 8, Wild Shape: Large.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all poisons.



10TH-LEVEL SPECIAL ABILITIES

DAMAGE REDUCTION II

Prerequisites: Character Level 9, Damage Reduction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 2. Subtract 2 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE II

Prerequisites: Character Level 9, Defensive Stance I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance twice per day (instead of only once per day).

ENHANCE ARROW II

Prerequisites: Character Level 9, Enhance Arrow I.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +2 enhancement bonus (instead of +1).

EXTEND SUMMONING

Prerequisites: Character Level 9, Improved Ally, Augment Summoning.

Ability Type: Natural.

Class Levels: None.

Description: All spells from the summoning subschool that the character casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

ENHANCED MOBILITY

Prerequisites: Character Level 9, Improved Reaction.

Ability Type: Extraordinary.

Class Levels: None.

Description: When wearing no armor and not using a shield, the character gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

FAVORED ENEMY III

Prerequisites: Character Level 9, Favored Enemy II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FIGHTING MASTERY VI

Prerequisites: Character Level 9, Fighting Mastery V.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

INTUITIVE DEFENSE III

Prerequisites: Character Level 9, Intuitive Defense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +2 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense II.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

KI STRIKE: LAWFUL

Prerequisites: Character Level 9, lawful alignment, Ki Strike: Magic.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and

lawful weapons for the purpose of dealing damage to creatures with damage reduction.

LOREMASTER SECRET II

Prerequisites: Character Level 9, Loremaster Secret I.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 10: Loremaster Secrets**.

ROGUE SPECIAL ABILITY I

Prerequisites: Character Level 9.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains a special ability of her choice from among the following options.

Crippling Strike (Ex)

A character with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex)

The character can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the character can attempt to roll with the damage. To use this ability, the character must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she

takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the character's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex)

This ability works like evasion, except that while the character still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

Opportunist (Ex)

Once per round, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery

The character becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A character may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex)

This ability represents the character's ability to wriggle free from magical effects that would otherwise control or compel her. If a character with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat

A character may gain a bonus feat in place of a special ability. This feat does not count as a base feat for the purposes of level determination.

SHADOW ILLUSION

Prerequisites: Character Level 9, Hide in Plain Shadow, Darkvision.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

SLOW FALL IV

Prerequisites: Character Level 9, Slow Fall III.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 50 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall III.



SMITE CHAOS III

Prerequisites: Character Level 9, Smite Chaos II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos three times per day (instead of twice per day).

SMITE EVIL III

Prerequisites: Character Level 9, Smite Evil II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil three times per day (instead of twice per day).

SMITE GOOD III

Prerequisites: Character Level 9, Smite Good II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good three times per day (instead of twice per day).

SMITE LAW III

Prerequisites: Character Level 9, Smite Law II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law three times per day (instead of twice per day).

SUMMON SHADOW

Prerequisites: Character Level 9, Hide in Plain Shadow, Darkvision.

Ability Type: Supernatural.

Class Levels: Shadowdancer.

Description: The character can summon a shadow, an undead

shade. Unlike a normal shadow, this shadow's alignment matches that of the character, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the character and can communicate intelligibly with the character. Every third shadowdancer class level gained by the character adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the character chooses to dismiss it, the character must attempt a DC 15 Fortitude save. If the saving throw fails, the character loses 200 experience points per shadowdancer class level. A successful saving throw reduces the loss by half, to 100 XP per shadowdancer class level. The character's XP total can never go below zero as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

TERRAIN MASTERY V

Prerequisites: Character Level 9, Terrain Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

WILD SHAPE IV

Prerequisites: Character Level 9, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape four times per day.

WIZARDRY III

Prerequisites: Character Level 9, Wizardry II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

11TH-LEVEL SPECIAL ABILITIES

BONUS LANGUAGE I

Prerequisites: Character Level 10, Loremaster Secret II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a new language.

COMBAT STYLE MASTERY: ARCHERY

Prerequisites: Character Level 10, Improved Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE MASTERY: TWO-WEAPON

Prerequisites: Character Level 10, Improved Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

CONTINGENT CONJURATION

Prerequisites: Character Level 10, Extend Summoning.

Ability Type: Natural.

Class Levels: None.

Description: The character can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the contingency spell, including having the character cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. The character can have only one contingent conjuration active at a time.

DEFENDER AC BONUS II

Prerequisites: Character Level 10, Defender AC Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonus granted by Defender AC Bonus I (for a new total of +2). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DIAMOND BODY

Prerequisites: Character Level 10, Wholeness of Body.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains immunity to poisons of all kinds.

FIENDISH SERVANT

Prerequisites: Character Level 10, evil alignment.

Ability Type: Spell-Like.

Class Levels: Blackguard.

Description: The character gains a fiendish servant. See the blackguard prestige class special ability in the System Reference Document for more details.

GRACE

Prerequisites: Character Level 10, Enhanced Mobility.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for the character only when she is wearing no armor and not using a shield.

GREATER FLURRY

Prerequisites: Character Level 10, Flurry of Blows III.

Ability Type: Natural.

Class Levels: None.

Description: In addition to the standard single extra attack the character gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

GREATER RAGE

Prerequisites: Character Level 10, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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.

IMPROMPTU SNEAK ATTACK I

Prerequisites: Character Level 10, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher..

Ability Type: Natural.

Class Levels: None.

Description: The character can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). The character can use this ability once per day.

PLANAR TERRAIN MASTERY I

Prerequisites: Character Level 10, Terrain Mastery V.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Planar Terrain Mastery Benefits. Planar terrain mastery gives the character a bonus on checks involving a skill useful in that planar terrain, or some other appropriate benefit. The

character also knows how to fight dangerous creatures typically found in that planar terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains the bonus if the creature description specifically lists the terrain type.

Characters take their planar terrain mastery with them wherever they go. They retain their planar terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Terrain Mastery Benefits

Fiery (Planar)

This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar)

You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar)

This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar)

You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds. You gain a +1

insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar)

You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar)

You gain tremorsense with a 30-foot range.

Other (Planar)

If other planes are in use additional Planar Terrains can be created by the DM.

POISON RESISTANCE III

Prerequisites: Character Level 10, Poison Use, Poison Resistance II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +3 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance II.

SEEKER ARROW

Prerequisites: Character Level 10, Enhance Arrow II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range,

and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).



SHADOW JUMP I

Prerequisites: Character Level 10, Shadow Illusion, Summon Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The character can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

SNEAK ATTACK VI

Prerequisites: Character Level 10, Sneak Attack V.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 6d6 extra damage (instead of 5d6).

WILD SHAPE: TINY

Prerequisites: Character Level 10, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Tiny animal when using Wild Shape.

12TH-LEVEL SPECIAL ABILITIES

ABUNDANT STEP

Prerequisites: Character Level 11, Diamond Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk class level (rounded down).

BESTOW CURSE III

Prerequisites: Character Level 11, Aura of Alignment (Chaos), Bestow Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, three times per week (instead of twice per week).

CAUSE DISEASE III

Prerequisites: Character Level 11, Aura of Alignment (Evil), Cause Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), three times per week (instead of twice per week).

DEFENSIVE STANCE III

Prerequisites: Character Level 11, Defensive Stance II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance three times per day (instead of twice per day).

ENHANCE ARROW III

Prerequisites: Character Level 11, Enhance Arrow II.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +3 enhancement bonus (instead of +2).

FIGHTING MASTERY VII

Prerequisites: Character Level 11, Fighting Mastery VI.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document.

The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

LOREMASTER SECRET III

Prerequisites: Character Level 11, Loremaster Secret II.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 10: Loremaster Secrets**.

PLANAR COHORT

Prerequisites: Character Level 11, Contingent Conjunction.

Ability Type: Natural.

Class Levels: None.

Description: The character can use any of the planar ally spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the character continues to advance a cause important to the creature.

To call a planar cohort, the character must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp × the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the character has, and must have an ECL no higher than the thaumaturgist's character level -2.

The character can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces the character's existing cohort, if he has one by virtue of the Leadership feat.

PLANAR TERRAIN MASTERY II

Prerequisites: Character Level 11, Planar Terrain Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

PRECISE STRIKE I

Prerequisites: Character Level 11, Grace.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, the character cannot attack with a weapon in her other hand or use a shield. The character's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

RAGE IV

Prerequisites: Character Level 11, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage four times per day. See Rage I for details.

REMOVE CURSE III

Prerequisites: Character Level 11, Aura of Alignment (Law), Remove Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, three times per week (instead of two times per week).

REMOVE DISEASE III

Prerequisites: Character Level 11, Aura of Alignment (Good), Remove Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, three times per week (instead of twice per week).

SLOW FALL V

Prerequisites: Character Level 11, Slow Fall IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 60 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall IV.

SONG OF FREEDOM

Prerequisites: Character Level 11, Inspire Greatness, 15 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard class level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. The character can't use song of freedom on himself.

SPEED BONUS IV

Prerequisites: Character Level 11, Speed Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +40 ft. This replaces the enhancement bonus granted by Speed Bonus III. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE IV

Prerequisites: Character Level 11, Trap Sense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense III.

UNARMED STRIKE IV

Prerequisites: Character Level 11, Unarmed Strike III.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in

damage. A small character now deals 1d10 damage with unarmed strikes, a medium character 2d6 damage, and a large character 3d6 damage.

WILD SHAPE: PLANT

Prerequisites: Character Level 11, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character is able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (The character can't use this ability to take the form of a plant that isn't a creature.)



13TH-LEVEL SPECIAL ABILITIES

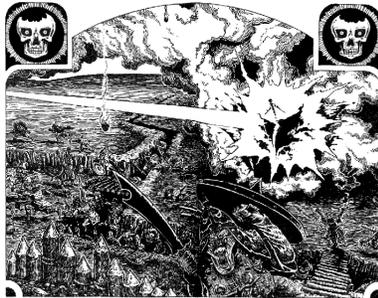
A THOUSAND FACES

Prerequisites: Character Level 12, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to change her appearance at will, as if using the *disguise self* spell, but only while in her normal form. This affects the character's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the character's appearance, within the limits described for the spell.



ACROBATIC CHARGE

Prerequisites: Character Level 12, Precise Strike.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

DAMAGE REDUCTION III

Prerequisites: Character Level 12, Damage Reduction II or Defensive Stance III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains damage reduction 3/-. This damage reduction replaces the damage reduction gained from Damage Reduction I and Damage Reduction II. Subtract 3 from the damage the

character takes each time he is dealt damage from a weapon or a natural attack.

CAMOUFLAGE

Prerequisites: Character Level 12.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

DIAMOND SOUL

Prerequisites: Character Level 12, Abundant Step.

Ability Type: Extraordinary.

Class Levels: Monk.

Description: The character gains spell resistance equal to her current monk class level + 10. In order to affect the character with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the character's spell resistance.

GREATER LORE

Prerequisites: Character Level 12, Loremaster Secret III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to understand magic items, as with the *identify* spell.

PHASE ARROW

Prerequisites: Character Level 12, Enhance Arrow III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

PLANAR TERRAIN MASTERY III

Prerequisites: Character Level 12, Planar Terrain Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

POISON RESISTANCE IV

Prerequisites: Character Level 12, Poison Use, Poison Resistance III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +4 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance III.

RANGED LEGERDEMAIN II

Prerequisites: Character Level 12, non-lawful alignment, Ranged Legerdemain I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make two ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

ROGUE SPECIAL ABILITY II

Prerequisites: Character Level 12, Rogue Special Ability I.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains another special ability of her choice from among those listed under Rogue Special Ability I.

SHADOW JUMP II

Prerequisites: Character Level 12, Shadow Jump I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet, two jumps of 20 feet each, four jumps of 10 feet each, etc.

SNEAK ATTACK VII

Prerequisites: Character Level 12, Sneak Attack VI.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 7d6 extra damage (instead of 6d6).



14TH-LEVEL SPECIAL ABILITIES

DEFENDER AC BONUS III

Prerequisites: Character Level 13, Defender AC Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +3). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE IV

Prerequisites: Character Level 13, Defensive Stance III, Damage Reduction III.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance four times per day (instead of three times per day).

ELABORATE PARRY

Prerequisites: Character Level 13, Acrobatic Charge.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: If the character chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each class level of duelist she has.

ENHANCE ARROW IV

Prerequisites: Character Level 13, Enhance Arrow III.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +4 enhancement bonus (instead of +3).

FIGHTING MASTERY VIII

Prerequisites: Character Level 13, Fighting Mastery VII.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY I

Prerequisites: Character Level 13, Knowledge (religion) 15 ranks, any metamagic feat, ability to cast 7th-level divine spells.

Ability Type: Varies.

Class Levels: None.

Description: The character gains a special ability of his choice from among the following.

Blast Infidel (Su)

The character can use negative energy spells to their maximum effect on creatures with an alignment opposed to the character. Any spell with a description that

involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Divine Reach (Su)

A character with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the character must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su)

The character can use healing spells to their maximum effect on creatures of the same alignment as the character (including the character himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su)

Available only to characters with cleric class or spellcaster levels, this ability allows the character to transfer one or more uses of his turn undead ability to a willing creature. (Characters who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the character is reduced by the number transferred. The recipient turns undead as a cleric of the character's cleric class level but uses her own Charisma modifier.

Mastery of Energy (Su)

Available only to characters with cleric class or spellcaster levels, this

ability allows the character to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the character's turning checks and turning damage rolls. This ability only affects undead, even if the character can turn other creatures, such as with a granted power of a domain.

Metamagic Feat

The character can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su)

Available only to characters with druid class or spellcasting levels, this ability allows the character to temporarily transfer one or more of his druid special abilities (those appearing in the druid basic class description in the System Reference Document) to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the character cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The wild shape ability can be partially or completely transferred. The character chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the character can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the character remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power

This special ability increases the character's effective caster level by 1 for purposes of determining level-dependent spell variables and for

caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability

A character who selects this special ability can use one of his divine spell slots (or an appropriate number of spell points) to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the character chooses to permanently attach a metamagic feat to the spell chosen). The character can use an available higher-level spell slot to use the spell-like ability more than twice per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.



HIGH ARCANA I

Prerequisites: Character Level 13, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Skill Focus (Spellcraft), Spell Focus in two schools of magic, ability to cast 7th-

level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

The character may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su)

The character gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/class level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su)

The character can use spells with a range of touch on a target up to 30 feet away. The character must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling

When the character counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled.

This ability costs one 7th-level spell slot.

Mastery of Elements

The character can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping

The character can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power

This ability increases the character's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability

A character who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10

times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the character can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The character may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

INDOMITABLE WILL

Prerequisites: Character Level 13, non-lawful alignment, Greater Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in a rage, the character 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.

INSPIRE COURAGE III

Prerequisites: Character Level 13, Song of Freedom.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +3. See Inspire Courage I for details.

LOREMASTER SECRET IV

Prerequisites: Character Level 13, Loremaster Secret III.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 10: Loremaster Secrets**.

PLANAR TERRAIN MASTERY IV

Prerequisites: Character Level 13, Planar Terrain Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

SLOW FALL VI

Prerequisites: Character Level 13, Slow Fall V.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 70 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall V.

WILD SHAPE V

Prerequisites: Character Level 13, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape five times per day.



15TH-LEVEL SPECIAL ABILITIES

BESTOW CURSE IV

Prerequisites: Character Level 14, Aura of Alignment (Chaos), Bestow Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, four times per week (instead of three times per week).

BONUS LANGUAGE II

Prerequisites: Character Level 14, Loremaster Secret IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a new language.

CAUSE DISEASE IV

Prerequisites: Character Level 14, Aura of Alignment (Evil), Cause Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), four times per week (instead of three times per week).

FAVORED ENEMY IV

Prerequisites: Character Level 14, Favored Enemy III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

HAIL OF ARROWS

Prerequisites: Character Level 14, Enhance Arrow IV.

Ability Type: Spell-Like.

Class Levels: Arcane Archer.

Description: In lieu of her regular attacks, once per day the character can fire an arrow at each and every target within range, to a maximum

of one target for every arcane archer class level. Each attack uses the character's primary attack bonus, and each enemy may only be targeted by a single arrow.

HIEROPHANT SPECIAL ABILITY II

Prerequisites: Character Level 14, Hierophant Special Ability I.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA II

Prerequisites: Character Level 14, High Arcana I.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

IMPROMPTU SNEAK ATTACK II

Prerequisites: Character Level 14, non-lawful alignment, Impromptu Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use impromptu sneak attack twice per day.

IMPROVED REACTION II

Prerequisites: Character Level 14, Improved Reaction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonus from Improved Reaction I increases to +4. This replaces the bonus gained from Improved Reaction I. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE HEROICS

Prerequisites: Character Level 14, Inspire Courage III, 18 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard class levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, the character must sing and an ally must hear the character sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the character sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

INTUITIVE DEFENSE IV

Prerequisites: Character Level 14, Intuitive Defense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +3 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense III.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or

when she carries a medium or heavy load.

MOBILE DEFENSE

Prerequisites: Character Level 14, Defensive Stance IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

PLANAR TERRAIN MASTERY V

Prerequisites: Character Level 14, Planar Terrain Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

POISON RESISTANCE V

Prerequisites: Character Level 14, Poison Use, Poison Resistance IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +5 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance IV.

QUIVERING PALM

Prerequisites: Character Level 14, Ki Strike: Lawful, Diamond Soul.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can set up vibrations within the body of another creature that can thereafter be fatal if the character so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the character strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the character can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk class level. To make such an attempt, the character merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + ½ the character's monk class level + the character's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

REMOVE CURSE IV

Prerequisites: Character Level 14, Aura of Alignment (Law), Remove Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, four times per week (instead of three times per week).

REMOVE DISEASE IV

Prerequisites: Character Level 14, Aura of Alignment (Good), Remove Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, four times per week (instead of three times per week).

SHADOW JUMP III

Prerequisites: Character Level 14, Shadow Jump II.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 80 feet each day in this way; this may be a single jump of 80 feet, two jumps of 40 feet each, four jumps of 20 feet each, etc.

SMITE CHAOS IV

Prerequisites: Character Level 14, Smite Chaos III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos four times per day (instead of three times per day).

SMITE EVIL IV

Prerequisites: Character Level 14, Smite Evil III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil four times per day (instead of three times per day).

SMITE GOOD IV

Prerequisites: Character Level 14, Smite Good III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good four times per day (instead of three times per day).

SMITE LAW IV

Prerequisites: Character Level 14, Smite Law III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law four times per day (instead of three times per day).

SMITE EVIL IV

Prerequisites: Character Level 14, Smite Evil III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil four times per day (instead of three times per day).

SNEAK ATTACK VIII

Prerequisites: Character Level 14, Sneak Attack VII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 8d6 extra damage (instead of 7d6).

SPEED BONUS V

Prerequisites: Character Level 14, Speed Bonus IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +50 ft. This replaces the enhancement bonus granted by Speed Bonus IV. If the character is

in armor or carrying a medium or heavy load, she loses this extra speed.

TIMELESS BODY: DRUIDIC

Prerequisites: Character Level 14, Wild Shape V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the character still dies of old age when her time is up.

TRAP SENSE V

Prerequisites: Character Level 14, Trap Sense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +5 bonus on Reflex saves made to avoid traps and a +5 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense IV.

WILD SHAPE: HUGE

Prerequisites: Character Level 14, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge animal when using Wild Shape.

WIZARDRY IV

Prerequisites: Character Level 14, Wizardry III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.



16TH-LEVEL SPECIAL ABILITIES

DAMAGE REDUCTION IV

Prerequisites: Character Level 15, Damage Reduction III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 4. Subtract 4 from the damage the character takes

each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE V

Prerequisites: Character Level 15, Mobile Defense.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance five times per day (instead of four times per day).

DEFLECT ARROWS: DUELIST

Prerequisites: Character Level 15, Elaborate Parry.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

ENHANCE ARROW V

Prerequisites: Character Level 15, Enhance Arrow IV.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +5 enhancement bonus (instead of +4).

FIGHTING MASTERY IX

Prerequisites: Character Level 15, Fighting Mastery VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the

feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY III

Prerequisites: Character Level 15, Hierophant Special Ability II.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA III

Prerequisites: Character Level 15, High Arcana II.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

LOREMASTER SECRET V

Prerequisites: Character Level 15, Loremaster Secret IV.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 10: Loremaster Secrets**.



KI STRIKE: ADAMANTITE

Prerequisites: Character Level 15, Ki Strike: Lawful.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction. Also, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

RAGE V

Prerequisites: Character Level 15, non-lawful alignment, Rage IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage five times per day. See Rage I for details.

ROGUE SPECIAL ABILITY III

Prerequisites: Character Level 15, Rogue Special Ability II.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains yet another special ability of her choice from among those listed under Rogue Special Ability I.

SLOW FALL VII

Prerequisites: Character Level 15, Slow Fall VI.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 80 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VI.

UNARMED STRIKE V

Prerequisites: Character Level 15, Unarmed Strike IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 2d6 damage with unarmed strikes, a medium character 2d8 damage, and a large character 3d8 damage.

WILD SHAPE: ELEMENTAL I

Prerequisites: Character Level 15, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the character gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

17TH-LEVEL SPECIAL ABILITIES

ARROW OF DEATH

Prerequisites: Character Level 16,

Enhance Arrow V.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the character who created it. The arrow of death lasts no longer than one year, and the character can only have one such arrow in existence at a time.

DAMAGE REDUCTION VI

Prerequisites: Character Level 16, Defensive Stance V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 3 points, for a new total of 6. Subtract 6 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

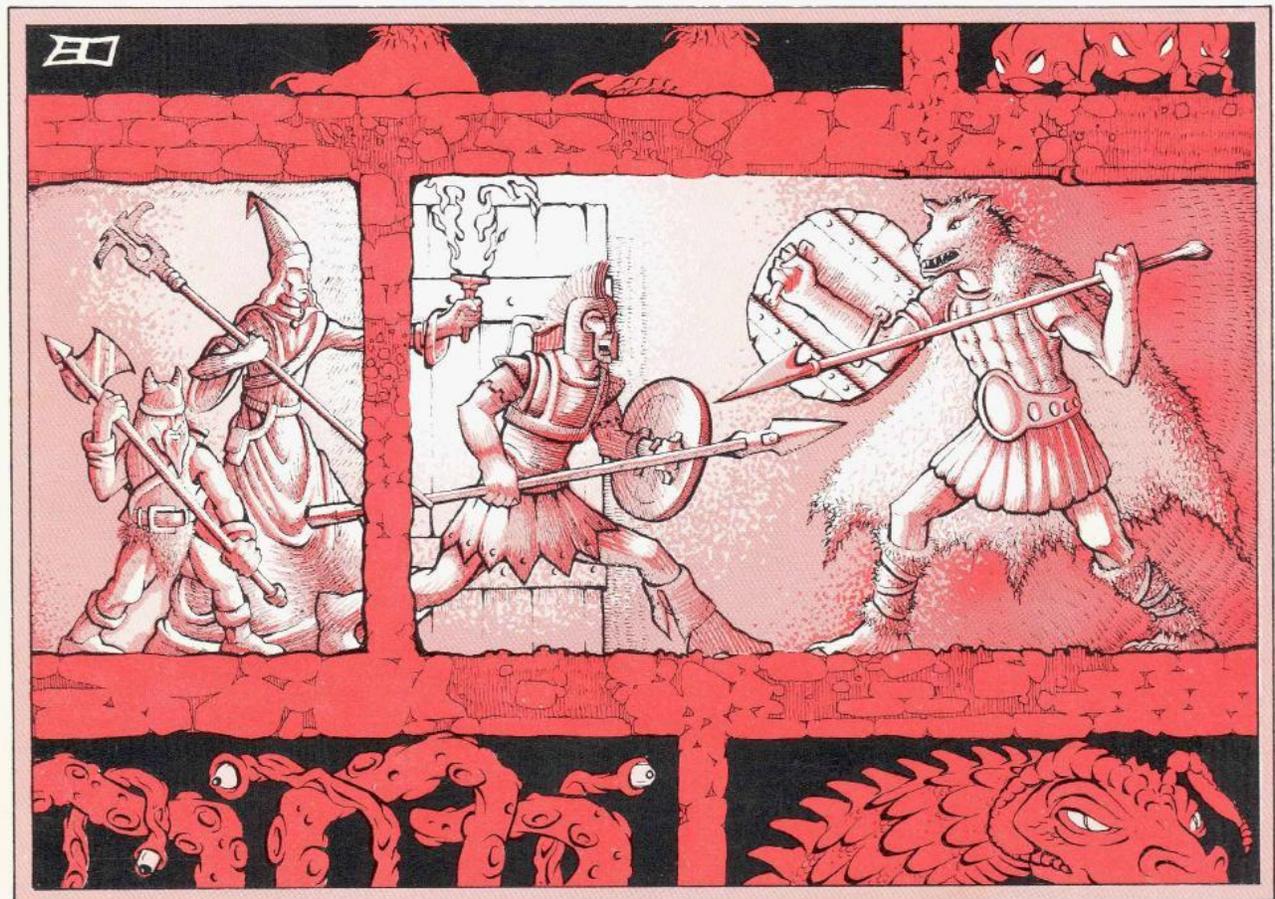
DEFENDER AC BONUS IV

Prerequisites: Character Level 16, Defender AC Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +4). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.



PRECISE STRIKE II

Prerequisites: Character Level 16, Precise Strike I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage bonus from a precise strike increases to +2d6. This bonus replaces the bonus granted by Precise Strike I.

HIDE IN PLAIN SIGHT

Prerequisites: Character Level 16, Camouflage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in any sort of natural terrain, the character can use the Hide skill even while being observed.

HIEROPHANT SPECIAL ABILITY IV

Prerequisites: Character Level 16, Hierophant Special Ability III.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA IV

Prerequisites: Character Level 16, High Arcana III.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

RANGED LEGERDEMAIN III

Prerequisites: Character Level 16, non-lawful alignment, Ranged Legerdemain II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make three ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

SHADOW JUMP IV

Prerequisites: Character Level 16, Shadow Jump III.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 160 feet each day in this way; this may be a single jump of 160 feet, two jumps of 80 feet each, four jumps of 40 feet each, eight jumps of 20 feet each, etc.

SNEAK ATTACK IX

Prerequisites: Character Level 16, Sneak Attack VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 9d6 extra damage (instead of 8d6).

TIMELESS BODY; ASCETIC

Prerequisites: Character Level 16, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes penalties to her ability

scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the character still dies of old age when her time is up.



TIRELESS RAGE

Prerequisites: Character Level 16, non-lawful alignment, Indomitable Will.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer becomes fatigued at the end of his rage.

TONGUE OF THE SUN AND THE MOON

Prerequisites: Character Level 16, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can speak with any living creature.

TRUE LORE

Prerequisites: Character Level 16, Loremaster Secret V.

Ability Type: Extraordinary.

Class Levels: None.

Description: Once per day the character can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

18TH-LEVEL SPECIAL ABILITIES

BESTOW CURSE V

Prerequisites: Character Level 17, Aura of Alignment (Chaos), Bestow Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, five times per week (instead of four times per week).

CAUSE DISEASE V

Prerequisites: Character Level 17, Aura of Alignment (Evil), Cause Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), five times per week (instead of four times per week).

FIGHTING MASTERY X

Prerequisites: Character Level 17, Fighting Mastery IX.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY V

Prerequisites: Character Level 17, Hierophant Special Ability IV.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA V

Prerequisites: Character Level 17, High Arcana IV.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.



MASS SUGGESTION

Prerequisites: Character Level 17, Inspire Heroics, 18 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: This special ability functions like Suggestion, above, except that the character can make the suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.



REMOVE CURSE V

Prerequisites: Character Level 17, Aura of Alignment (Law), Remove Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, five times per week (instead of four times per week).

REMOVE DISEASE V

Prerequisites: Character Level 17, Aura of Alignment (Good), Remove Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as

the spell, five times per week (instead of four times per week).

SLOW FALL VIII

Prerequisites: Character Level 17, Slow Fall VII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 90 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VII.

SPEED BONUS VI

Prerequisites: Character Level 17, Speed Bonus V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +60 ft. This replaces the enhancement bonus granted by Speed Bonus V. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE VI

Prerequisites: Character Level 17, Trap Sense V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +6 bonus on Reflex saves made to avoid traps and a +6 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense V.

WILD SHAPE VI

Prerequisites: Character Level 17, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape six times per day.

WILD SHAPE: ELEMENTAL II

Prerequisites: Character Level 17, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental twice per day.



19TH-LEVEL SPECIAL ABILITIES

DAMAGE REDUCTION V

Prerequisites: Character Level 18, Damage Reduction IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 5. Subtract 5 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

EMPTY BODY

Prerequisites: Character Level 18, Timeless Body; Ascetic.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character gains the ability to assume an ethereal state for 1 round per monk class level per day, as though using the spell *etherealness*. She 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 monk class level.

ROGUE SPECIAL ABILITY IV

Prerequisites: Character Level 18, Rogue Special Ability III.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains still another special ability of her choice from among those listed under Rogue Special Ability I.

SNEAK ATTACK X

Prerequisites: Character Level 18, Sneak Attack IX.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 10d6 extra damage (instead of 9d6).

20TH-LEVEL SPECIAL ABILITIES

FAVORED ENEMY V

Prerequisites: Character Level 19, Favored Enemy IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FIGHTING MASTERY XI

Prerequisites: Character Level 19, Fighting Mastery X.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

INSPIRE COURAGE IV

Prerequisites: Character Level 19, Mass Suggestion.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +4. See Inspire Courage I for details.

INTUITIVE DEFENSE V

Prerequisites: Character Level 19, Intuitive Defense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +4 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense IV.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MIGHTY RAGE

Prerequisites: Character Level 19, non-lawful alignment, Tireless Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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.



PERFECT SELF

Prerequisites: Character Level 19, Empty Body.

Ability Type: Natural.

Class Levels: None.

Description: The character becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the character's creature type was) for the purpose of spells and magical effects. Additionally, the character gains damage reduction 10/magic, which allows her 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. Unlike other outsiders, the character can still be brought back from the dead as if she were a member of her previous creature type.

RAGE VI

Prerequisites: Character Level 19, non-lawful alignment, Rage V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage six times per day. See Rage I for details.

SMITE CHAOS V

Prerequisites: Character Level 19, Smite Chaos IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos five times per day (instead of four times per day).

SMITE EVIL V

Prerequisites: Character Level 19, Smite Evil IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil five times per day (instead of four times per day).

SMITE GOOD V

Prerequisites: Character Level 19, Smite Good IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good five times per day (instead of four times per day).

SMITE LAW V

Prerequisites: Character Level 19, Smite Law IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law five times per day (instead of four times per day).

SLOW FALL IX

Prerequisites: Character Level 19, Slow Fall VIII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent and fall any distance without harm.

UNARMED STRIKE VI

Prerequisites: Character Level 19, Unarmed Strike V.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in

damage. A small character now deals 2d8 damage with unarmed strikes, a medium character 2d10 damage, and a large character 4d8 damage.

WILD SHAPE: ELEMENTAL III

Prerequisites: Character Level 19, Wild Shape: Elemental II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental three times per day.

WILD SHAPE: ELEMENTAL (HUGE)

Prerequisites: Character Level 19, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge elemental when using Wild Shape: Elemental.

WIZARDRY V

Prerequisites: Character Level 19, Wizardry IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

ADDING NEW SPECIAL ABILITIES

Adding new special abilities is quite simple. First determine the minimum character level a character can get the special ability under the standard rules. This will become the level of the special ability. Then, determine what prerequisites are required. Usually, prerequisites are based on how related special abilities are gained as a character progresses. Lower-level special abilities having the same name or effect as higher-level special abilities should be made prerequisites of the higher-level abilities. Special abilities that seem to be more powerful than other special abilities in your campaign should have more prerequisites.

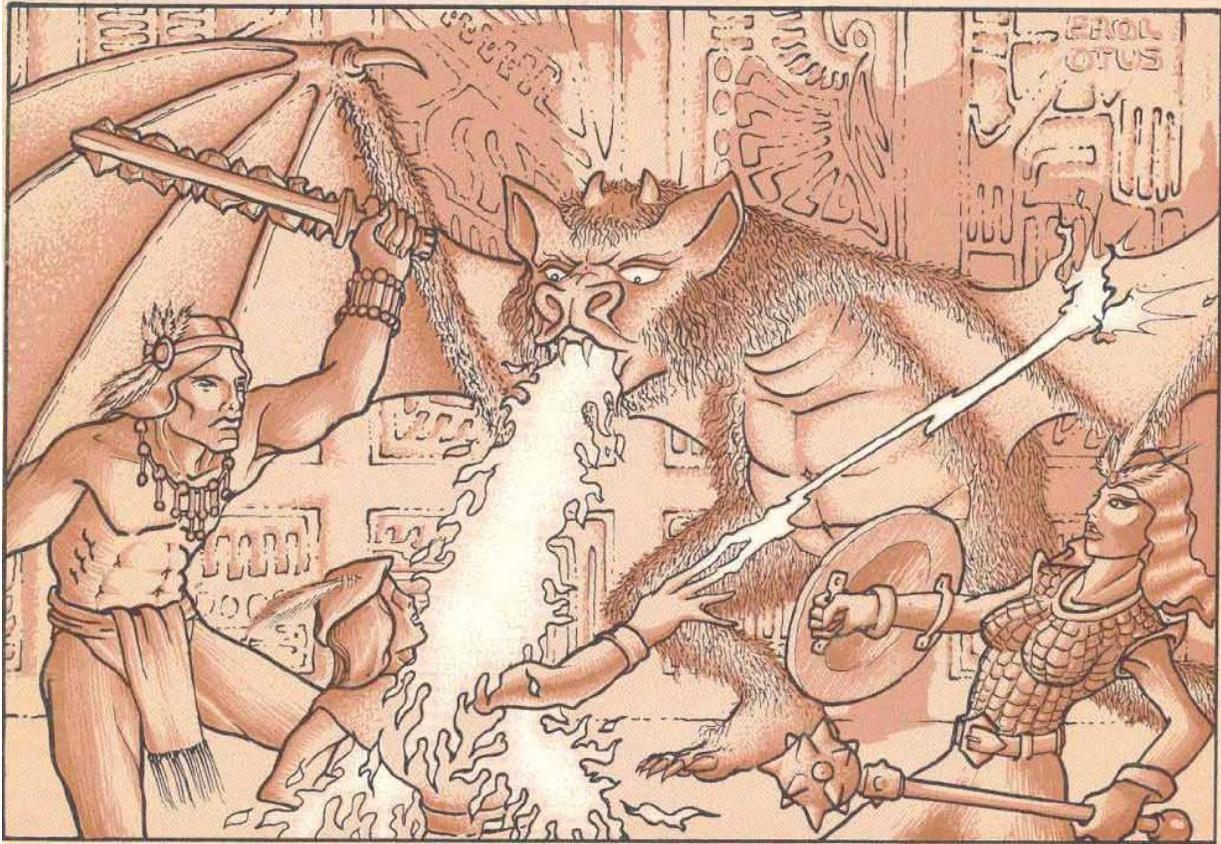
Ensure that any requirements for entry into a prestige class are made prerequisites. Determining the level of special abilities that appear in prestige class descriptions can be

tricky. Just find the minimum character level that a character could enter the prestige class and use that as a basis for determination.

After that, determine whether the special ability is an extraordinary, spell-like, or supernatural ability. If it is not one of these, make it "natural." If class levels are used to determine the effectiveness of the special ability, include the appropriate classes in the special ability description.

Determining the appropriate cost for other types of special abilities and spellcasting, such as draconic auras for the dragon shaman class or the spellcasting ability of the beguiler class (both from Player's Handbook II) is easy, as well. Simply add up the XP costs for all traits that you do have costs for (such as base attack bonus, base save bonuses, etc.) and then subtract this total from 20,000 XP.

This is the amount of experience points a character would have to invest to get 20 levels of that particular special ability or spellcasting. For example, at 20th level, the dragon shaman has a +15 base attack bonus (4,500 XP), a total of +30 in saves (3,000 XP), 20d10 hit points (5,000 XP for maximum), 40 skill ranks (1,000 XP), 29 special abilities (2,900 XP), seven base feats (700 XP) and five ability score increases (750 XP). This totals 17,850 XP. The difference is 2,150 XP. By the time the dragon shaman reaches 20th level, he knows seven dragon auras. Therefore, each aura should cost about 300 XP (2,150 XP / 7). The first three dragon auras are 1st level abilities. The fourth aura is a 3rd level ability (since the dragon shaman gains it at 3rd level). The fifth, sixth, and seventh auras are 5th, 7th, and 9th level abilities, respectively.



CHANGES TO CORE RULES

THE BASICS, RACES, AND DESCRIPTION

There are a few changes to ability scores in this ruleset.

Negative Constitution modifiers do not affect the number of hit points a character gains at each level. Positive Constitution modifiers continue to grant additional hit points at each character level.

Negative Intelligence modifiers do not affect the number of skill points a character gains at each level. Positive Intelligence modifiers continue to grant additional skill points at each character level.

To make the odd ability scores worth purchasing, the save bonuses for odd numbered ability scores are equal to one higher than those found in the SRD. For example, a Dexterity of 11 gives a +1 to Reflex saves instead of +0, and a Constitution of 17 grants a +4 bonus to Fortitude saves instead of +3. Furthermore, save bonuses are determined by the higher of two different ability scores. The higher of the Strength and Constitution bonuses adds to the Fortitude save, the higher of the Dexterity and Intelligence bonuses adds to Reflex, and the higher of Wisdom and Charisma adds to the Will saving throw. These rule changes will tend to make saving throw bonuses higher, since odd numbered ability scores now grant an additional +1 bonus and the character gets the higher of two different ability score bonuses.

CLASSES

There are no classes in this edition. All character traits (such as base attack bonus, saves, special abilities, spells, and the like) are bought directly with experience points.

Experience points are spent to improve character traits (much like XP can be spent in the creation of magical items).

SKILLS

There are no changes to the skills section.

FEATS

Change the Martial Weapon Proficiency feat to read:

MARTIAL WEAPON PROFICIENCY [GENERAL]

Prerequisite: Simple Weapon Proficiency.

Benefit: You make attack rolls with martial weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

MAGIC ITEMS

Instead of using an XP component for spells and XP for the creation of magic items, one campaign option is to replace all XP costs with *external power* (also known as 'XP'). Only the most powerful spells require external power. Magic items always require external power for their creation. External power can come in many forms. The body parts of certain creatures, magical substances, alchemical processes, eldritch power sources, and other materials or energies can be used as external power.

The basic unit for external power is the *thaum*, a unit of magical power equal to 1 XP. One thaum provides enough magical power for a potion or scroll holding a 0th level spell. In

contrast, casting a *wish* spell requires 5,000 thaums. Thus, one thaum is exactly equivalent to one XP for the purposes of casting spells and creating magic items.

DM's should determine appropriate sources of external power for his or her campaign. Some possible sources are listed below, with campaign guidelines.

CREATURES

Aberrations, dragons, elementals, fey, magical beasts, outsiders, undead, and other highly magical creatures are all suitable sources of external power. A suitable dead creature can provide up to 100 thaums per Hit Die. However, the creature need not be killed to harvest the external power. A living creature can provide up to 10 thaums per Hit Die per month without harm to the creature. For example, an astral deva may reward a faithful cleric by giving her one of his wing feathers (worth 120 thaums). Or perhaps a wizard has worked out a deal with a great wyrm red dragon who provides 400 thaums worth of material every month. Making such deals should always be extremely difficult (requiring a commensurate sacrifice from the recipient of the external power) and creatures will never willingly give enough external power to harm themselves, no matter what the agreement. Ultimately, it is up to the DM to determine how many thaums are available from each type of creature and what form this external power takes. The forms should make sense for the creature in question. Vampire fangs and vampire blood are more likely sources of external power than vampire toes, for instance.

The DM may require a Knowledge check at a DC equal to 10 plus the

creature's Hit Dice to determine if the character knows how to properly extract a creature's external power. The specific Knowledge skill is based on the creature type: Knowledge (arcana) for dragons and magical beasts, Knowledge (dungeoneering) for aberrations, Knowledge (nature) for fey, Knowledge (religion) for undead, and Knowledge (the planes) for elementals and outsiders. A character can take 10 on this roll, but cannot take 20.

MAGICAL SUBSTANCES

If external power in animal form comes from creatures, magical substances normally take a plant or mineral form. Once again, the DM should determine the exact form and amount of external power for any magical substances included in the campaign. Since one thaum is equal to one XP, magical substances should be as difficult to harvest or gather as the amount of external power would suggest. For example, if the DM has determined that a certain magical metal known as "xenium" exists in his campaign and one pound of it contains 100 thaums, then gaining ten pounds of xenium (1,000 thaums) should be just as dangerous or difficult as an encounter where the PC's would gain 1,000 XP. For a low level party, this could be a very difficult proposition, for a higher level party, a much easier one.

Knowing how to harvest, mine, or otherwise collect a magical substance is based on its rarity. Common substances should be the least powerful, and vice versa. The Knowledge check has a DC of 15 for common magical substances, 20 for uncommon magical substances, and 30 for rare magical substances. A good rule of thumb is that a character can find 50 thaums per site for a common magical, 100 thaums per site for uncommon magical substances, and 500 thaums per site for rare magical substances. It takes 1d4+1 days to

locate a site containing a magical substance, minus one day for every 5 points by which the Knowledge check exceeds the DC (minimum of one day). For example, if a character is searching for a common magical substance and the Knowledge skill check results in a 26, then it will take that character 1d4-1 days to find the substance (normally 1d4+1 days with -2 days for exceeding the DC of 15 by 11).

The specific Knowledge skill depends on the form of the magical substance. Magical minerals would require Knowledge (dungeoneering) and magical plants would require Knowledge (nature), for example.

ALCHEMICAL PROCESSES

If the DM allows, external power may be drawn from the environment and infused into a vessel through some sort of process. The nature of the process itself is unimportant from a rules standpoint, but should be described for roleplaying purposes. The most efficient process would allow a character to generate a maximum of 200 thaums per day at a cost of 500 gp. The basic ratio is 1 thaum of external power costs 2 gp 5 sp to create. Less efficient processes should certainly be available in the campaign, but more efficient processes should not. Regardless of the amount of external power infused, the process takes one whole day. The end product of a process is some material component infused with external power. For example, a small gemstone might be infused with 200 thaums of external power. The cost of the vessel holding the external power has nothing to do with the cost of the infusion. It will cost 500 gp to infuse 200 thaums into a diamond and the same amount to infuse 200 thaums into a copper coin.

POWER SOURCES

Power sources are defined by how much external power they give over what time interval. One power source may generate 100 thaums per month while another, extremely powerful source, may create 1,000 thaums per day. The exact nature of the power source will, of course, be determined by the DM. Magical springs, mana generators, sorcerous windmills, magical creature farms, and photosynthetic powerstones could all be possible sources of external power.

LIFE FORCE

The DM can also incorporate the old system into this new one by giving spellcasters the ability to tap their own life force as a source of external power. In this case, for every XP sacrificed, one thaum is made available immediately for use in a spell or magic item.

ATTUNED POWER

To add further color (and further complexity) to the campaign, the DM may rule that certain sources of external power are only suitable for certain uses. Perhaps external power gained from undead can only be used for magic items containing necromantic effects, or the external power gathered from a magical spring is only good for water magic. A demon's carcass could provide external power for creating evil magic items, or for creating good magic items designed to harm demons. The nature of the source will certainly give a clue as to what applications its external power is best suited for.

THAUMS AS CURRENCY

External power can be used as a form of currency among creatures that have a use for it. The basic value of one thaum is 5 gp (double the cost it takes to make it in an

alchemical process). This is the value for one thaum in portable form. There may also be an additional cost for the vessel that holds this external power.

Magic item prices are calculated according to the rules for magic items. Magic item creators typically charge 5 gp for every extra thaum they have to use to create the magic item. So, using an exchange rate of one thaum equals five gold pieces coincides with the magic item creation rules.

DIVISIBILITY AND EXTERNAL POWER

In general, spellcasters have the necessary knowledge and ability to use the amount of external power that they require for a certain endeavor without having to worry about divisibility. For example, if the cleric in the previous example wishes to use only 2 thaums of power from the astral deva's feather, she can use it, leaving her with a feather containing 18 thaums. She does not have to use the whole feather at one time.

Remember that when making magic items all external power must be spent at the beginning of the construction process (just like XP must be spent at the beginning of the construction process under the normal magic item creation rules). In other words, the magic item creator must have all the external power he needs before beginning construction on any magic item. This external power can come from many different sources and be in a variety of forms, however.

MAXIMUM EXTERNAL POWER USAGE

A character may only use a maximum number of thaums of external power equal to 1,000 times character level on a single spell or for a single effect when constructing a magic item. For

example, a 10th level magic item creator may only use up to 10,000 thaums on a single effect for a magic item. If he desired to make a magic item requiring 15,000 thaums for a single effect, he would have to wait until 15th level. However, if he wanted to create a magic item having three effects, each requiring 5,000 thaums, he could do so because each effect requires less than the maximum amount of external power he can use for one effect. This limit should probably never come into play.

METAGAME ANALYSIS

This variant negates an irritating feature of the standard D&D game: using up precious XP for magic item creation. However, the characters must still use an equivalent to XP in the form of external power, which requires monetary expenditure, dangerous quests, or risky combat to acquire. Seeking out external power for magic item construction is an easy story hook, which makes the DM's job easier.

If the DM allows external power to be gathered from creatures, expect after-combat dissections to become commonplace. Also, be aware that extra XP are essentially being awarded for encounters with any creatures having external power that can be harvested (not to mention the extra treasure gained if the PCs decide to sell external power to NPC magic item creators). Limiting creature-based external power to a few rare or dangerous creatures is an easy way to prevent the PCs from becoming a troupe of hunters.

In a campaign that uses this variant, PCs will more likely to create magic items since there is no need to sacrifice hard-earned experience. PCs will not be able to make more powerful magic items under this system than they would under the normal rules due to the restriction on the maximum external power usage per effect rule above.

EQUIPMENT & SPECIAL MATERIALS

Apply the Arcane Spell Failure Chance only if the arcane spellcaster is not proficient with the armor or shield.

COMBAT

There are no changes to the combat section.

CONDITION SUMMARY

There are no changes to this section

SPECIAL ABILITIES

There are no changes to this section.

MAGIC OVERVIEW

Druids are spontaneous divine casters under this ruleset (see Variant Rules, below).

SPELL LISTS & DOMAINS

There are a few changes to spell lists. Paladins and rangers no longer have their own spell lists and spell progressions. Players wishing to emulate the spellcasting abilities of paladins and rangers must purchase spellcasting levels in cleric and druid spellcasting (respectively). Because of this, a few changes to spell lists must occur.

All paladin spells are now part of the cleric spell list. When a spell is duplicated (i.e., the spell appears in both the cleric and paladin spell lists), the spell keeps its cleric level. If the spell is not part of the original cleric spell list, it becomes a cleric spell at the same level it had as a paladin spell.

All ranger spells are now part of the druid spell list. When a spell is

duplicated (i.e., the spell appears in both the druid and ranger spell lists), the spell keeps its druid level. If the spell is not part of the original druid spell list, it becomes a druid spell at the same level it had as a ranger spell.

After these two changes, five spell lists remain: bard, cleric, druid, sorcerer, and wizard. Cleric domain lists remain unchanged.



SPELLS

The changes to paladin and ranger spells are detailed in Spell Lists & Domains (above).

If the DM wishes to incorporate the limited, free-form spellcasting system described under these rules (Theurgy), then add the following spells to every spell list found in the SRD up to the maximum spell level found on that list (e.g., 6th level for bards and 9th level for all other spellcasters).

LEGERDEMAIN, LESSER

UNIVERSAL

Level: Spellcaster 1

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 1

A *lesser legerdemain* lets you duplicate any cantrip available to

spellcasters of your class. A *lesser legerdemain* can do the following.

- Duplicate any spell on your spell list of 0th level.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 1st-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *lesser legerdemain* duplicates a spell that has an XP cost, you must pay that cost. When a *lesser legerdemain* duplicates a spell with a material component, you must provide that component. If a *lesser legerdemain* duplicates a spell with a focus, you must provide that focus.

LEGERDEMAIN

UNIVERSAL

Level: Spellcaster 2

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 3

A *legerdemain* lets you duplicate any cantrip or basic class spell. A *legerdemain* can do the following.

- Duplicate any spell on your spell list with a casting cost of one spell point or any 0th level spell on your spell list.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 2nd-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *legerdemain* duplicates a spell that has an XP cost, you must pay that cost. When a *legerdemain* duplicates a spell with a material component, you must provide that component. If a *legerdemain* duplicates a spell with a focus, you must provide that focus.

LEGERDEMAIN, GREATER

UNIVERSAL

Level: Spellcaster 3

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 5

A *greater legerdemain* lets you duplicate an extremely small number of basic spells and cantrips. A *greater legerdemain* can duplicate any spell on your spell list with a casting cost of two spell points or less.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 3rd-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *greater legerdemain* duplicates a spell that has an XP cost, you must pay that cost. When a *greater legerdemain* duplicates a spell with a material component, you must provide that component. If a *greater legerdemain* duplicates a spell with a focus, you must provide that focus.

THAUMATURGY, LESSER

UNIVERSAL

Level: Spellcaster 4

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 7

A *lesser thaumaturgy* lets you duplicate an extremely small number of spells. A *lesser*

thaumaturgy can duplicate any spell on your spell list with a casting cost of three spell points or less.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 4th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *lesser thaumaturgy* duplicates a spell that has an XP cost, you must pay that cost. When a *lesser thaumaturgy* duplicates a spell with a material component, you must provide that component. If a *lesser thaumaturgy* duplicates a spell with a focus, you must provide that focus.

THAUMATURGY

UNIVERSAL

Level: Spellcaster 5

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 9

A *thaumaturgy* lets you duplicate a small number of spells. A *thaumaturgy* can duplicate any spell on your spell list with a casting cost of four spell points or less.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 5th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *thaumaturgy* duplicates a spell that has an XP cost, you must pay that cost. When a *thaumaturgy* duplicates a spell with a material component, you must provide that component. If a *thaumaturgy* duplicates a spell with a focus, you must provide that focus.

THAUMATURGY, GREATER

UNIVERSAL

Level: Spellcaster 6

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 11

A *greater thaumaturgy* lets you duplicate a number of spells. A *greater thaumaturgy* can duplicate any spell on your spell list with a casting cost of five spell points or less.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 6th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When *greater thaumaturgy* duplicates a spell that has an XP cost, you must pay that cost. When a *greater thaumaturgy* duplicates a spell with a material component, you must provide that component. If a *greater thaumaturgy* duplicates a spell with a focus, you must provide that focus.

THEURGY, LESSER

UNIVERSAL

Level: Spellcaster 7

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 13

A *lesser theurgy* lets you duplicate a great number of spells. A *lesser theurgy* can duplicate any spell on

your spell list with a casting cost of six spell points or less.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *lesser theurgy* duplicates a spell that has an XP cost, you must pay that cost. When a *lesser theurgy* duplicates a spell with a material component, you must provide that component. If a *lesser theurgy* duplicates a spell with a focus, you must provide that focus.

THEURGY

UNIVERSAL

Level: Spellcaster 8

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 15

A *theurgy* lets you duplicate an extremely large number of spells. A *theurgy* can duplicate any spell on your spell list with a casting cost of seven spell points or less.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 8th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *theurgy* duplicates a spell that has an XP cost, you must pay that cost. When a *theurgy* duplicates a spell with a material component, you must provide that component. If a *theurgy* duplicates a spell with a focus, you must provide that focus.

THEURGY, GREATER

UNIVERSAL

Level: Spellcaster 9

Components: V, S, (See text)

Casting Time: 1 standard action
(See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

Spell Points: 17; see text

A *greater theurgy* lets you duplicate nearly any spell. A *greater theurgy* can duplicate any spell on your spell list with a casting cost of eight spell points or less.

For every two additional spell points added to the casting cost of this spell, the spellcaster adds one spell point to the total number of spell points available for the duplicated spell. Remember that you cannot spend more spell points on a spell than your caster level.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 9th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *greater theurgy* duplicates a spell that has an XP cost, you must pay that cost. When a *greater theurgy* duplicates a spell with a material component, you must provide that component. If a *greater theurgy* duplicates a spell with a focus, you must provide that focus.

MONSTERS

There are no changes to this section.

TYPES & SUBTYPES

There are no changes to this section.

IMPROVING MONSTERS

There are no changes to this section.

MONSTER FEATS

There are no changes to this section.

MONSTERS AS RACES

There are no changes to this section.

CARRYING, MOVEMENT, & EXPLORATION

There are no changes to this section.

SURROUNDINGS, WEATHER, & ENVIRONMENT

There are no changes to this section.

TRAPS

There are no changes to this section.

TREASURE

There are no changes to this section.

PLANES

There are no changes to this section.

EPIC RULES

There are no changes to this section (yet).

PSIONIC RULES

All psychic warrior powers are now part of the psion power list. When a power is duplicated (i.e., the power appears in both the psion

and psychic warrior power lists), the power keeps its psion level. If the power is not part of the original psion power list, it becomes a psion power at the same level it had as a psychic warrior power.

Feats involving power points are applied to spell points as well.

EXPERIENCE AWARDS

SIMPLIFIED XP AWARDS

All experience awards are derived from **Table 11: XP Awards**. This table shows the amount of experience points to award each character, individually, based on the difference between the challenge rating of the encounter (CR) and the character's character level (CL). Three different advancement rates are offered: normal, reduced, and slow. The normal advancement rate assumes that a character will gain a "level's worth" of experience points after about thirteen evenly-matched encounters. The reduced rate increases that number to 20 evenly-matched encounters. The slow advancement rate requires 40 evenly-matched encounters. The DM should choose the column that grants an appropriate advancement rate for his campaign. The normal advancement rate should be the default since this corresponds to the advancement rate found in standard D&D.

In standard D&D, experience point awards increase as the character's level increase. This is because an increasing number of experience points are required to reach successive levels (1,000 XP times the current character level). Under this system, however, a "level's worth" of experience is always 1,000 XP. As a result of this restructuring, all trait advancement costs found in the D&D5E ruleset do not need to be

multiplied by character level. Thus, all skill ranks cost 25 XP per rank, regardless of whether the character is 1st level or 15th level. Base attack bonus always costs 300 XP per +1. Every trait has a fixed cost that does not depend on the character's level.

TABLE 11: XP AWARDS

CR-CL	Normal XP	Reduced XP	Slow XP
-7	6	4	2
-6	9	6	3
-5	12	9	4
-4	18	12	6
-3	25	18	9
-2	38	25	12
-1	50	38	18
0	75	50	25
+1	100	75	38
+2	150	100	50
+3	200	150	75
+4	300	200	100
+5	400	300	150
+6	600	400	200
+7	800	600	300

To use **Table 11**, simply subtract the character's level from the challenge rating of the encounter to get a number from -7 to +7. Numbers less than -7 result in no experience award and numbers greater than +7 should be treated as +7 (but the characters shouldn't be able to successfully resolve those encounters anyway). Once you have the difference between the CR and the CL, find the row corresponding to this difference. The experience award for that character is found in the column corresponding to the advancement rate of the campaign (normal, reduced, or slow). For example, a 4th level character, two 3rd level characters, and a 2nd level character successfully complete a CR 3 encounter. The DM is using the normal advancement rate. The 4th level character receives 50 XP (the -1 row), the two 3rd level characters receive 75 XP each (the 0 row), and the 2nd level character receives 100 XP (the +1 row). When using **Table 11**, you never have to divide the XP award by the number of surviving

characters. The table shows the individual XP awards for characters. Characters who do not survive an encounter do not gain an experience award.

The normal advancement rate allows a character to gain 75 XP per evenly-matched encounter that was successfully overcome. After 13 such encounters, the character has earned 975 XP, just 25 XP short of a "level's worth" of experience. Once XP has been earned, it can be used immediately, subject to the dictates of the DM. The DM may only allow XP to be spent at the end of the gaming session or at the beginning of a session (giving the player time to think about how he wants to spend his XP). The DM could allow XP to be spent as soon as it is earned, but need not do this. After successfully overcoming an evenly-matched encounter, a character has enough experience points to gain three hit points, three skill ranks. It takes four evenly-matched encounters to gain a +1 base attack bonus. After seven evenly-matched encounters, a wizard can gain another level of spellcasting ability. If this advancement rate seems too fast, it's only because in the normal system, level abilities are granted all at once, after thirteen or fourteen encounters have been completed. The DM always has the option to use the reduced or slow advancement rates, if desired.

Stepping through an example may prove helpful. Let's say that a 1st level character begins his career. The character is a knight, concentrating on warfare and its related disciplines. During character creation, the player purchases a +1 base attack bonus (300 XP); light, medium, and heavy armor proficiencies (300 XP); shield proficiency (100 XP); he gives him a +2 base Fortitude save bonus (200 XP); eleven hit points (275 XP); one class level in fighter (25 XP); four skill ranks in Ride (100 XP); four skill ranks in Knowledge (nobility and royalty) (100 XP); four skill ranks in Perform (oratory) (100 XP);

simple and martial weapon proficiencies (200 XP); Mounted Combat feat (100 XP); Ride-By Attack feat (100 XP); and the Spirited Charge feat (100 XP) for a total of 2,000 XP.

Our knight begins his adventuring career in a war against gnolls who are ravaging his baron's countryside. Gnolls are CR 1 creatures, so for every gnoll the knight defeats, he will receive 75 XP (as long as the knight remains a 1st level character). After a short gaming session, the knight defeats four gnolls. The DM awards the player 300 XP and tells the player that he'll give him time to think about how he wants to spend his XP. He asks him to e-mail his plan on spending the XP, so that the DM can approve it before the next game session. The player goes home and thinks it over. If he immediately gains a trait that makes his knight a 2nd level character, he will only receive 50 XP per defeated gnoll during the next game session. The player decides to spend his XP on traits that will not raise his character's level. His knight already has a +1 base attack bonus, 12 hit points, a +2 Fortitude base save bonus, and a class level in fighter. Obviously, he cannot raise these traits if he wants his knight to remain at 1st level. Looking over the list of feats and 1st level special abilities, he notices that he could gain Favored Enemy (gnolls) without becoming a 2nd level character (since this is a 1st level special ability). This would help him defeat more gnolls and thus gain more experience. He could also take Weapon Focus (longsword) to grant his knight a +1 bonus to attack rolls. Since this is not an increase to the base attack bonus, taking this feat would not increase his character level. Finally, he decides that Toughness would be a good feat to have, since it gives his knight +3 hit points (not base hit points). So, our player has found a way to spend his 300 XP on three feats (costing 100 XP each) which will grant him a +1 attack bonus

with his favorite weapon, +2 damage against enemies that he knows he will encounter, and +3 hit points so that he is better able to survive the encounters. The best part is that he's still a 1st level character. He sends his plan to his DM, who replies that he's a min-maxing fool, but approves it anyway. But the DM can always cause the knight to lose his longsword and have to fight orcs next week.

Changing the experience point system in this way greatly simplifies character creation and advancement. By making every "level's worth" of experience equal 1,000 XP, the XP Award chart is now much simpler. Increasing the character level of your character lowers the amount of experience you receive for same type of encounters. For example, if you are a 4th level character, you would receive 50 XP for an ogre (CR 3) when using the normal advancement rate. Once you reach 5th character level, overcoming an ogre now grants you 38 XP. Experience awards are reduced. The 4th level character uses the "-1" row to find experience (since 3 minus 4 is -1). He uses the "-2" row once his level increases (3 minus 5 equals -2). Regardless of the character's level, skill ranks cost 25 XP each, feats cost 100 XP, hit points cost 25 XP each, and so on, according to the trait cost tables found in this ruleset.

This new system makes it easier to create higher-level characters since the XP costs for traits never change. In normal D&D, 120,000 XP could be used to create a character that is the equivalent of a 16th level character. Now, you need 16,000 XP to create the same character (1,000 XP per level) and the trait costs never change. If you want to give that character a +16 base attack bonus, it will cost 4800 XP (16 times 300 XP). If the normal D&D experience system were used, it would cost 300 XP for the first +1, 300 XP for the second, 600 XP for

the third, 900 XP for the fourth, and so on, which is a much more difficult math problem.

Since the experience award is based on the difference between the challenge rating of the encounter and the character level, fractional CR's must be handled a bit differently when using this system. It doesn't make sense to subtract a character's level from the challenge rating of a fractional CR encounter. Depending on your rounding convention, you would always end up on the row equal to either the negative of the character's level, or the row below it. For this system, all fractional CR's (such as 1/2 and 1/4) are converted to integers.

A simple table summarizes the conversion of old, fractional CR's to the new, integer CR's.

TABLE 12: CONVERTING CR

Old CR	New CR
1/2	0
1/3	-1
1/4 and 1/5	-2
1/6 and 1/7	-3
1/8 and 1/9	-4
1/10 and less	-5

This new system of treating every level as having 1,000 XP requires a few changes when it comes to spending or losing experience points. First, if a character must ever spend experience points (such as when casting a spell or making a magic item), divide the amount that must be spent by the character level (round up). Second, if any effect causes a character to lose a level, that character should lose 1,000 XP. This loss should be applied as evenly as possible across the character's traits in order to lower his character level by one. These changes are necessary to ensure that the experience point amounts are still equal to the same percentage of experience points required for advancement. For example, if a 20th level wizard casts a *wish* spell, normally costing 5,000

XP, then he need only to spend 250 XP (5,000 XP divided by 20). Under standard D&D3.5E, 5,000 XP represents 25% of the character's advancement toward 21st level. When levels only cost 1,000 XP, then 250 XP represents 25% of the character's advancement towards 21st level (or any level for that matter). It's the percentage that's important, not the amount.

Losing a number of experience points per class level (such as when a sorcerer or wizard loses their familiar) requires a special calculation. Consider the case of losing a familiar, which causes a character to lose 200 XP per sorcerer or wizard class level. This means that the character will lose a total of 20% of the amount of experience points it takes to reach his next level (assuming all of his character levels are class levels in sorcerer or wizard). The amount of experience lost is equal to the base amount lost (without considering the multiplication of class levels) times the number of class levels divided by the number of character levels. For example, a 20th level wizard's familiar is killed. Under the standard rules, he would lose 4,000 XP (200 XP times his 20 levels in wizard). Under this system, he loses 200 XP (200 XP times 20 class levels divided by 20 character levels). If he were a 10th fighter/10th level wizard, he would lose 100 XP (200 XP times 10 wizard levels divided by 20 character levels), which is 10% of a "level's worth" of experience points, the same percentage he would lose in standard D&D.

Luckily, the most complex calculations are required for the most infrequently encountered situations in the game (casting a spell with an XP component, losing a level, having a familiar die).

Using this new XP award greatly simplifies encounter creation, NPC creation, awarding XP, and raising traits. If the normal D&D3.5E system were used, all trait costs

would have to be multiplied by the character's level. This would make it difficult to advance traits and make high level characters. However, this new system complicates spellcasting with XP components and magical item creation. If the external power system is used for spellcasting and magical item creation, then the problem is solved.

“BLUE-BOOKING” ADVANCEMENT

In addition to the rules for experience awards found in this rulebook, experience can also be awarded on the basis of non-adventuring pursuits. Suitable for NPCs and campaigns where adventures may be separated by years of inactivity, these experience awards are based on the characters engaging in the normal, day-to-day activities to advance themselves along their chosen career path. A simple rule is to assume that the character earns 500 XP per year if they are actively working on advancing themselves. **Table 13: Career Experience Points** shows the total amount of experience points characters of different races can earn, assuming 500 XP each year for every year from adulthood to venerable age categories. The expected character level that each race can attain at the onset of the venerable age category is shown as well.

The figure of 500 XP per year can be adjusted based on the quality of instruction and materials available to the character. Poor conditions might result in the character receiving only 250 XP per year (or none at all), while formal tutoring with a mentor dedicated only to the character's instruction could yield up to 1,000 XP per year (but should be gained at exorbitant cost).

These “time-based” experience awards can be used to figure out how many experience points a non-adventuring NPC should have or

such awards could be used to create starting characters who are older than the norm. If characters take a great deal of time off between adventures, these experience awards could be used to simulate the slow, steady advancement that comes over time. Adventuring should always result in experience awards much greater than those shown here.

**TABLE 13: CAREER
EXPERIENCE POINTS**

Race	XP	Character Level
Human	27,500	7 th
Dwarf	105,000	15 th
Elf	120,000	16 th
Gnome	80,000	13 th
Half-elf	52,500	10 th
Half-orc	23,000	7 th
Halfling	40,000	9 th

Because this advancement system represents the slow, methodical advancement that comes with time, the costs to raise traits must be changed somewhat to prevent sedentary and unmotivated NPCs from surpassing heroic adventurers. It is assumed that great levels of skill and power are more difficult to attain when a character “plays it safe” so all trait costs must be multiplied by the character level required to have a trait at that level. Using **Table 2: Character Level Determination** find the character level required to have a certain trait. Multiply the cost to raise that trait from the previous level by the character level shown. For example, if an NPC has a base attack bonus of +5, it will cost that NPC 1,800 XP to raise it to +6. This represents an investment of over three-and-a-half years of practicing combat. Each trait must be stepped through, one at a time, so the NPC above would have had to pay a total of 4,500 XP to raise his base attack bonus from +0 to +5 (300 XP for the +1, 600 XP to raise it to +2, 900 XP to further raise it to +3, and so on). This represents about nine years of effort, but it assumes that the NPC

never really got into a fight that whole time. These increasing trait costs are taken into account when calculating the levels shown in **Table 13**.

INSTANCE-BASED ADVANCEMENT

This option almost completely eliminates experience points altogether. Under this system, a character advances traits that he uses during an adventure. Thus, if you resort to fighting most of the time, you will become a very good fighter. If you use magic more often than not, you will become a great wizard. What you do determines how you advance.

After each encounter, the DM will determine what traits each character used during that particular encounter. For each trait that was successfully used to resolve the encounter, the player is eligible to make a check to see if that particular instance of trait-use gave his character a useful insight. If the check is successful, the character gains a “step” in that trait. Advancing a trait to the next higher level costs a certain number of steps (one to 40). Each step is the equivalent of 25 XP. The player may make up to three checks after each encounter, but no more. **Table 14: Instance-Based Advancement Costs** shows the number of steps that are needed to advance a certain trait (listed in the first column) by a certain level (listed in the last column). The player must specify the trait the character is working towards when making the check if more than one specific trait could be chosen (such as when buying a feat or advancing an ability score).

For each trait, there is a requirement that must be met before the player can attempt to gain a step with that instance of trait-use. If the character successfully completed (remained alive after) an encounter deemed

significant by the DM and the character met the criterion listed for that trait on **Table 15: Instance-Based Advancement Criteria and Checks**, then he is eligible to make a check after that particular instance. If eligible, he can only make one check, regardless of how many times he may have met the criterion. For example, if the character had to make three Will saves during the encounter, he can only make a check to gain one step for his Will save. If, during the next encounter, he must make a Will save again, that counts as another instance. The “generic criterion” is met when a character successfully completes a significant encounter (regardless of how he completed the encounter). If the check on a particular instance is successful, the character gains a step in that trait. So, for a character to raise his base attack bonus by +1, he must earn 12 steps in that trait. The criterion for each of these steps is “deal weapon or unarmed damage three times” during an encounter that was completed successfully. Dealing damage three times makes the character eligible for one check. If the check on each instance is successful, the character earns one step towards the next higher level in base attack bonus (i.e., a +1). After 12 successful checks, the character will gain a +1 to base attack bonus.

Checks are conducted by rolling a d20 against the DC given in the Advancement Check column of **Table 15**. For our example above, the player must roll a d20 and score a result equal to or higher than his character’s current base attack bonus when making a check. As you can see, it becomes progressively harder to earn a success on an instance of trait-use (and turn it into an advancement

“step”) since the advancement check DC will rise as the character’s levels rise. Rolling a natural 20 (i.e., a “20” shows on the face of the die) always results in a successful check regardless of the DC. Also, for every previously failed check against a certain trait, the player adds +4 to the next advancement check on that trait until a step is earned (then the bonus is eliminated).

If Instance-Based Advancement is used, the tables below replace those found in the Character Advancement section. The XP costs for traits are listed for reference and comparison.

The “generic criterion” has another important use in this system besides being used for certain traits. Any trait that is deemed a starting trait by the DM can be bought with steps earned from the generic criterion. For example, if your character has absolutely no ability to cast wizard spells, how would you ever gain that ability? Under this system, the only way to get better at wizard spellcasting is to cast wizard spells. If you can’t cast wizard spells, you can’t advance your wizard spellcasting trait, but obviously people learn how to do new things. By using steps earned by the generic criterion, a character can become a wizard. These generic criterion steps can also be used to get special abilities without prerequisites (because normally you have to earn steps by using prerequisites before you can gain a special ability). The advancement check for these steps is equal to current character level.

Starting characters receive 80 steps to purchase initial traits, which may not exceed the maximums found on **Table 1: Starting Character Traits**.

Because some game mechanics use XP expenditure (such as magical item creation and spellcasting), the player may convert any instance of eligibility into XP. One instance converts to 25 times the character level of the character in XP. The player need not roll an advancement check, the instance is enough. This creates a pool of XP that can be used for any game mechanic requiring XP expenditure.

Character level is still determined by **Table 2: Character Level Determination** when using this system. The character’s highest level trait is used, just like in the normal XP advancement system. It is always up to the player to decide if he wants to make an advancement check to earn steps. If earning a step would advance a trait causing a character level increase, the player does not have to roll if he doesn’t want his character to level to increase (for some reason).

This advancement system is a radical departure from the normal XP-and-level advancement system found in most D&D games. Normally, XP are earned and the player makes advancement decisions based on the career progression he wants for his character. Under this system, career progression is based solely on the actions of the character. Regardless of the player’s initial conception of the character, the character will advance along a career path determined by the opportunities available.



TABLE 14: INSTANCE-BASED ADVANCEMENT COSTS

Basic Traits	Step Cost	XP Cost	Per
Base Attack Bonus (BAB)	12	300	+1
Base Save Bonuses	4	100	+1
Base Hit Points	1	25	Hit Point
Skills	1	25	Skill Rank
Feats	4	100	Feat
Special Abilities	4	100	Special Ability
Class Levels	1	25	Class Level
Ability Scores	6	150	+1 to Score
Spellcasting Traits			
Bard Spellcasting	6	150	Whole Level
Cleric Spellcasting	12	300	Whole Level
Druid Spellcasting	8	200	Whole Level
Psion Manifesting	20	500	Whole Level
Sorcerer Spellcasting	20	500	Whole Level
Wizard Spellcasting	20	500	Whole Level
Optional Basic Traits			
Base Attack Bonus (Melee)	6	150	+1
Base Attack Bonus (Ranged)	6	150	+1
Base Attack Bonus (Weapon Group)	3	75	+1
Base Attack Bonus (Specific Weapon)	1	25	+1
Weapon Group Feats	1	25	Feat
Class Level Package	40	1000	Level
Level Adjustment	40	1000	Level
Optional Spellcasting Traits			
Bard Spellcasting	3	75	Half-Level
Cleric Spellcasting	6	150	Half-Level
Druid Spellcasting	4	100	Half-Level
Psion Manifesting	10	250	Half-Level
Sorcerer Spellcasting	10	250	Half-Level
Wizard Spellcasting	10	250	Half-Level
Bard Spellcasting	1 or 2*	25/50	Quarter-Level
Cleric Spellcasting	3	75	Quarter-Level
Druid Spellcasting	2	50	Quarter-Level
Psion Manifesting	5	125	Quarter-Level
Sorcerer Spellcasting	5	125	Quarter-Level
Wizard Spellcasting	5	125	Quarter-Level
Component Spellcasting Traits			
Spellcaster Level	4	100	Caster Level
Spell Points	4	100	Whole Level
Spell Points	2	50	Half-Level
Spell Points	1	25	Quarter-Level
Spell List	2	50	School-Level
Spell List	3	75	Bard Spell Level
Spell List	5	125	Cleric Spell Level
Spell List	4	100	Druid Spell Level
Power List	8	200	Psion Power Level
Spell List	8	200	Sorcerer Spell Level
Spell List	8	200	Wizard Spell Level
Spell List	1	25	Five Spells
Spell List	15	375	Every Spell for Level
Spell Knowledge	2	50	Spell

* The cost is 1 for every ¼ and ¾ level and 2 for every ½ and whole level.

TABLE 15: INSTANCE-BASED ADVANCEMENT CRITERIA AND CHECKS

Criterion (per Encounter)		Advancement Check (DC)
Base Attack Bonus	Deal weapon or unarmed damage three times	Current Base Attack Bonus
Base Save Bonuses	Roll a save (successful or not)	Current Base Save Bonus times two
Base Hit Points	Be reduced to below 75% maximum hit points	Current Base Hit Points divided by 10
Skills	Significant and successful use of the skill	Current number of skill ranks
Feats	Generic criterion	Current number of base feats
Special Abilities	Use of a special ability prerequisite	Level of special ability minus one
Class Levels	Generic criterion	Current class levels
Ability Scores	Generic criterion	Current ability score
Bard Spellcasting	Use of bard spellcasting	Current bard caster level
Cleric Spellcasting	Use of cleric spellcasting	Current cleric caster level
Druid Spellcasting	Use of druid spellcasting	Current druid caster level
Psion Manifesting	Use of psion manifesting	Current psion manifester level
Sorcerer Spellcasting	Use of sorcerer spellcasting	Current sorcerer caster level
Wizard Spellcasting	Use of wizard spellcasting	Current wizard caster level
BAB (Melee)	Deal melee weapon/unarmed damage 3 times	Current BAB (Melee)
BAB (Ranged)	Deal ranged weapon damage three times	Current BAB (Ranged)
BAB (Weapon Group)	Deal damage with a group weapon three times	Current BAB for that weapon group
BAB (Specific Weapon)	Deal damage with that weapon three times	Current BAB for that specific weapon
Weapon Group Feats	Generic criterion	Current character level
Class Level Package	Generic criterion	Current character level
Level Adjustment	Generic criterion	Current character level
Bard Spellcasting	Use of bard spellcasting	Current bard caster level
Cleric Spellcasting	Use of cleric spellcasting	Current cleric caster level
Druid Spellcasting	Use of druid spellcasting	Current druid caster level
Psion Manifesting	Use of psion manifesting	Current psion manifester level
Sorcerer Spellcasting	Use of sorcerer spellcasting	Current sorcerer caster level
Wizard Spellcasting	Use of wizard spellcasting	Current wizard caster level
Bard Spellcasting	Use of bard spellcasting	Current bard caster level
Cleric Spellcasting	Use of cleric spellcasting	Current cleric caster level
Druid Spellcasting	Use of druid spellcasting	Current druid caster level
Psion Manifesting	Use of psion manifesting	Current psion manifester level
Sorcerer Spellcasting	Use of sorcerer spellcasting	Current sorcerer caster level
Wizard Spellcasting	Use of wizard spellcasting	Current wizard caster level
Spellcaster Level	Use spellcasting	Current spellcaster level
Spell Points	Use 25% maximum spell points	Current maximum spell points / 10
Spell Points	Use 25% maximum spell points	Current maximum spell points / 10
Spell Points	Use 25% maximum spell points	Current maximum spell points / 10
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Power List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell List	Generic criterion or use spellcasting	Level of highest level spell times two
Spell List	Generic criterion or use spellcasting	Level of spell list times two
Spell Knowledge	Generic criterion or use spellcasting	Level of spell times two

An extensive walkthrough example is most certainly necessary at this point. Let's say that a group of four characters; Jozan, Tordek, Lidda, and Mialee; are on an adventure. Their first encounter is pretty tough and the DM decides that it was a significant encounter. During the encounter, Tordek fought and killed four foes (hitting at least three times before dropping each enemy). He also lost half of his normal amount of base hit points. Jozan cast two healing spells, hit one foe five times, and turned undead once. Jozan lost one-third of his fully-healed base hit points. Lidda made a successful Move Silently skill check that was critical to the success of the encounter, fought two enemies (hitting at least three times on each one), and used her sneak attack special ability once. Mialee cast six wizard spells, made a successful Concentration skill check, and lost one-quarter of her base hit points.

Tordek is eligible to roll an advancement check one time for base attack bonus (he made way more than three successful hits) and one time for base hit points (since he was reduced to below 75% of his base hit point maximum). Even though he killed four enemies, he's only allowed one check for base attack bonus per encounter. Characters are allowed a maximum of three checks per encounter, but Tordek did not meet any of the other criteria except for the generic criterion. Tordek's player decides to make the generic criterion for the Strength ability score his third check. The player looks on **Table 15** and finds that he must roll against a DC equal to Tordek's base attack bonus in order to receive a step. Tordek's base attack bonus is

five, the player rolls an 11, easily making this check. The player notes somewhere that Tordek has one step towards increasing his base attack bonus by +1. Next, he will roll a check to earn a step for Tordek's base hit points. Tordek has 50 base hit points when fully-healed, so this check is also at DC 5. The player rolls a 13, resulting in a success. The player sees that only one step is required to raise Tordek's base hit points by one. Tordek's new base hit point total is now 51. Tordek's Strength is 17, so the player is not confident about earning a step for this trait. The DC for the roll is 17. The player rolls an 8. Tordek does not earn a step towards advancing his Strength.

Jozan's player now resolves his advancement checks. Jozan is eligible to roll for a base attack bonus step. Even though he only dropped one opponent, he had five successful hits. Jozan's current base attack bonus is +3 so the advancement check DC is 3. The player rolls an 18, so Jozan gets a step. Jozan cast two healing spells during the encounter. Since he used cleric spellcasting during a significant encounter, he is eligible for a check to advance his cleric spellcasting. He already has 11 steps in cleric spellcasting, so if Jozan earns another step, he will become a 6th level cleric spellcaster. The DC for this roll is 5. Jozan's player rolls a 9, thus earning a step. Jozan now has 6th cleric spellcasting ability. Even though Jozan is eligible to earn a step for base hit points, the player decides to attempt a Wisdom ability score step. Jozan's Wisdom is 16. The player rolls a 19 on the check and Jozan earns a step towards Wisdom. After five more successful steps, Jozan's Wisdom

will increase by one (since increasing an ability score by one requires six steps).

Lidda's player decides to roll advancement checks for base attack bonus, the Sneak Attack III special ability (since she doesn't have it yet), and a Dexterity ability score step. She decides not to roll for the use of Move Silently, since Lidda has eight ranks already. Skills only require one step for advancement (to the next rank) and Lidda's player wants her character to remain at 5th character level (because she feels her hit point are still too low). If she succeeded at the Move Silently advancement check, Lidda would then have nine ranks and would become a 6th level character. Players are never obligated to make advancement rolls if advancement is not desired, for whatever reason.

Mialee's player is eligible to make three advancement rolls in wizard spellcasting, the Concentration skill, base hit points, or any one other trait using the generic criterion. Even though Mialee's player really wants to increase Mialee's base attack bonus, he cannot make an advancement roll for this trait, since Mialee did not resort to physical combat during this encounter.

Since each step represents a 2.5% advancement towards the next "level" and three steps can be earned per encounter, it will still take a party approximately 13 or 14 challenging encounters to advance one level equivalent under the Instance-Based Advancement system, just like in normal D&D.

BASIC CHARACTER CLASS BUILDS

Inquisitive players and DM's may be interested in seeing how the basic character classes offered in the Player's Handbook turn out when constructed using the character advancement system contained in this ruleset. The number of experience points required to purchase the base attack bonus, base save bonuses, skill points, class special abilities, spellcasting, and ability score increases appropriate to each character class at each class level are assumed in the calculation. The experience point cost representing the maximum number of hit points that could be rolled on each hit die (per class level) is

included in these builds. Furthermore, the experience point costs to raise traits have been multiplied by the character level as appropriate to show the equivalent experience points that would have to be earned in normal D&D to attain each level in the indicated classes.

All experience point totals for each class fall within the normal XP ranges given in the SRD with a few exceptions. Experience point totals that are one level higher than standard are shown in bold black, while experience point totals indicated one level lower than

standard are in italics. For example, building an 18th level barbarian requires 172,450 XP when using this ruleset. This XP total is greater than 171,000, the minimum for a 19th level character under the normal rules. As you can see, fighters most often require less XP than other classes to reach the same character level. The XP amount in the first row shows how much additional XP is needed to build a 1st level character of that class, over the 2,000 XP granted during character creation. Positive numbers indicate that more XP is needed, while negative numbers show that less XP is required.

TABLE 16: EXPERIENCE POINT COSTS FOR BASIC CHARACTER CLASS BUILDS

		C	L	A	S	S	E	S				
Level	Standard	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz
1	0	(+125)	(+400)	(-100)	(+100)	(-25)	(-75)	(+75)	(+425)	(-125)	(-600)	(-500)
2	1,000	1,550	1,600	1,800	1,900	1,350	1,950	1,500	1,600	1,450	1,600	1,600
3	3,000	4,625	4,450	4,650	4,900	3,825	4,425	4,500	4,150	4,675	3,950	3,950
4	6,000	8,025	7,950	8,550	9,000	6,825	9,025	7,000	7,650	7,875	7,650	7,650
5	10,000	12,600	10,800	11,750	12,550	10,400	12,300	11,450	11,850	10,900	11,150	11,650
6	15,000	19,650	18,000	18,950	20,050	16,850	19,950	18,650	19,050	17,650	18,750	19,250
7	21,000	25,125	22,950	24,600	26,050	20,925	24,725	23,600	24,700	22,775	22,800	23,300
8	28,000	32,225	31,050	32,700	34,550	27,225	33,425	30,100	32,800	29,475	30,700	31,200
9	36,000	43,400	39,000	40,500	42,900	36,600	40,300	41,500	43,300	38,600	40,100	40,600
10	45,000	52,350	48,200	50,700	53,600	44,550	52,250	50,700	53,500	47,050	50,100	51,600
11	55,000	61,125	56,150	59,750	63,200	51,125	61,025	58,650	62,550	55,275	56,750	58,250
12	66,000	76,725	70,850	74,450	78,500	64,325	77,825	73,350	76,050	69,075	72,450	73,950
13	78,000	89,100	78,500	83,250	88,050	74,100	85,200	84,750	88,750	78,400	82,350	83,850
14	91,000	101,750	92,900	97,650	103,150	85,350	99,250	96,350	101,750	88,950	96,550	98,050
15	105,000	118,325	108,350	113,100	120,850	98,925	114,325	114,800	117,200	106,275	110,300	113,300
16	120,000	134,425	123,250	129,600	138,150	111,825	133,625	128,100	132,100	119,975	126,600	129,600
17	136,000	150,700	133,300	141,200	149,000	124,700	145,000	143,100	148,800	130,500	139,700	142,700
18	153,000	172,450	155,500	163,400	173,900	144,650	166,750	165,300	169,200	151,350	163,500	166,500
19	171,000	187,825	169,450	179,250	188,800	156,225	180,225	179,250	183,150	167,675	175,350	178,350
20	190,000	208,025	190,150	199,950	212,500	172,425	204,425	197,950	203,850	182,875	195,850	200,850

VARIANT RULES

RACES

Characters can always spend 1,000 XP outright to reduce a level adjustment. They need not buy off level adjustments at set character levels. This changes the system found in Reducing Level Adjustments. Characters with bloodlines must spend 1,000 XP before reaching the character levels shown in Bloodlines.

CLASSES

Druids are spontaneous divine casters under this ruleset. Clerics remain preparation-based spellcasters.

The new class features and class variants included in this section can be bought with experience points just as core special abilities are bought.

It is interesting to note that gestalt characters can be built with this ruleset and that such characters must pay for all of the extra abilities they receive.

BUILDING CHARACTERS

Taking a Character Flaw during character creation grants that character an extra 100 XP to spend on traits.

ADVENTURING

If Defense Bonus is used, it should cost 300 XP per +1. If the Vitality and Wound Points system is used, vitality points cost the same as hit points (25 XP).

MAGIC

The spell points system is adopted from this section to facilitate more incremental development of magical power for characters. Additional rules regarding the application of the spell points system is detailed below.

Use the vitalizing variant of the spell point system with the following changes to the Recovering Spell Points paragraph. A character's spell point total is not tied to his level of fatigue. Thus, spells that remove fatigue and exhaustion (such as heal and restoration) do not alter the recipient's spell point total. Characters do not lose spell points if they are subjected to some other effect that would make them fatigued or exhausted either.

Spell points are recovered only by rest. The first two-thirds of a character's spell points are recovered over the first two hours of rest. The last third of a character's spell points are recovered after an additional six hours of rest. Put another way, spell point recovery proceeds at a rate of one-third the character's maximum spell point pool per hour as long as the character's current spell point total is two-thirds maximum or less. Spell point recovery proceeds at a rate of one-third the character's maximum spell point pool for every six hours ($1/18^{\text{th}}$ maximum spell point pool per hour) if the character's current spell point total is greater than two-thirds maximum.

For example, let's say a character with a maximum pool of 36 spell points uses all those spell points in combat. By the end of combat, he will be exhausted, since his spell points dropped to below one-quarter of his maximum. The party

decides to rest for three hours before continuing on. In the first hour, the character recovers 12 spell points (one-third his maximum). He also happens to recover from his exhausted condition and moves up to a fatigued condition because he rested for one hour. During the second hour, he recovers another 12 spell points (the "second" third of his maximum pool of 36 spell points). He keeps his fatigued condition because one hour of rest does not remove this condition. For the last hour, his spell point recovery rate becomes 2 spell points per hour (since spellcasters recover their last third, in his case 12 spell points, over the course of six additional hours). Since the character is only resting for one additional hour, he recovers two spell points. So, after three hours of rest, he has recovered 26 spell points and is fatigued. The remaining 10 spell points remain uncovered as the party members ready themselves to continue on their way. The fatigued condition can only be removed by an additional six hours of rest (since he did rest for two hours after his condition was changed from exhausted to fatigued).

Had the spellcaster finished combat with 18 spell points, he would have been fatigued. The first half-hour of rest would have allowed him to recover six spell points (since he was below two-thirds his normal maximum). The remaining two-and-a-half hours of rest would have allowed him to recover five spell points (since the rate of recovery changed to two spell points per hour). His new total upon resuming exploration would be 29 spell points in this example.

All spellcasters gain bonus spell points based on their Constitution scores rather than the ability score that normally grants bonus spells.

Characters can exceed their normal pool of spell points as described by the second variant found in *Optional Vitalizing Variants*.

Metamagic feats can be applied to spells at an additional spell point cost. This corresponds to the first option listed in the *Spell Points Variant* rules.

If the campaign uses the *Component Spellcasting Traits* found above (thus, completely eliminating any differences between

spellcasters), then eliminate the *Multiclass Spellcasters* section. Each character has one pool of spell points which can be used for any of the spells they know.

The *System Reference Document* section on *Spell Points* is reprinted in this ruleset for convenience. Note that the **Spell Points per Day** and **Bonus Spell Points** tables from the SRD have been expanded and are included in this document as **Table 17: Expanded Spellcaster Level Chart**, **Table 18: Expanded**

Bonus Spell Points (Spellcasters), and **Table 19: Expanded Bonus Spell Points (Bard)**. Additions and changes to the SRD text are noted by brackets containing italicized text.

CAMPAIGNS

No variant rules in this section are included as necessary parts of this ruleset.



SPELL POINTS

The spell point system presented here allows casters to more freely pick and choose which spells they cast each day.

Every spellcaster has a reserve of spell points based on class and level (see Table: Spell Points Per Day). [See **Table 17: Expanded Spellcaster Level Chart** in this document] Characters also gain bonus spell points from a high ability score (just as a normal spellcaster would gain bonus spells from a high ability score; see Bonus Spell Points and Bonus Spells, below). These spell points provide the magical power behind the caster's spells: He spends a number of spell points appropriate to the spell's level to cast the spell (see Casting Spells, below). Once spent, spell points are expended until the caster has sufficient time to rest and prepare new spells (see Preparing Spells, below).

PREPARING SPELLS

With this variant, spellcasters still prepare spells as normal (assuming they normally prepare spells). In effect, casters who prepare spells are setting their list of "spells known" for the day. They need not prepare multiple copies of the same spell, since they can cast any combination of their prepared spells each day (up to the limit of their spell points).

For example, Gusto the 4th-level wizard has an Intelligence score of 16. When using the spell point system, he would prepare four 0-level spells, four 1st-level spells (three plus his bonus spell for high Int), and three 2nd-level spells (two plus his bonus spell for high Int). These spells make up his entire list of spells that he can cast during the day, though he can cast any combination of them, as long as he has sufficient spell points.

BONUS SPELL POINTS AND BONUS SPELLS

Any spellcaster who would normally receive bonus spells for a high ability score receives bonus spell points instead. In effect, the character can simply cast more of his spells each day.

To determine the number of bonus spell points gained from a high ability score, first find the row for the character's ability score on Table: Bonus Spell Points. [See **Table 18: Expanded Bonus Spell Points (Spellcasters)** and **Table 19: Expanded Bonus Spell Points (Bard)** in this document] Use whichever ability score would normally award bonus spells for the character's class (Wisdom for clerics and druids, Intelligence for wizards, and so forth).

Next, find the column for the highest level of spell the character is capable of casting based on his class level (even if he doesn't have a high enough ability score to cast spells of that level). [On **Table 18** and **Table 19** you find the column for the character's caster level] At the point where the row and column intersect, you find the bonus spell points the character gains. This value can change each time his ability score undergoes a permanent change (such from an ability score increase due to character level or one from a wish spell) and each time his level changes.

For example, Gusto the 4th-level wizard has an Intelligence score of 16 and is capable of casting 2nd-level spells. The number on Table: Bonus Spell Points at the intersection of the 16-17 row and the 2nd column is 4, so Gusto has 4 extra spell points to spend each day (in addition to the 11 points he gets for being a 4th-level wizard). If

Gusto's Intelligence were increased to 20 because of a fox's cunning spell or a headband of intellect +4, he wouldn't gain any additional bonus spell points, since those effects produce temporary changes, not permanent changes. However, when he reaches 5th level, his bonus spell points would increase from 4 to 9 (since he is now capable of casting 3rd-level spells and thus uses that column), and his overall total would increase from 15 to 25.

A character who would normally receive bonus spells from a class feature (such as from wizard specialization or access to a domain) can instead prepare extra spells of the appropriate levels, domains, and/or schools. The character doesn't get any extra spell points (and thus can't cast any more spells than normal), but the added flexibility of being able to use the bonus spell more than once per day makes up for that.

For instance, a specialist wizard can prepare one extra spell from the chosen school of each spell level that he can cast. A cleric can prepare one domain spell (chosen from among his domain spells available) of each spell level that he can cast.

For example, if Gusto were a transmuter, he could prepare one additional spell per level, but that spell would have to be from the transmutation school. Once it is prepared, he can use that spell just like any of his other spells, casting it as often as he has spell points.

Another example: At 1st level, Kemper the cleric gains a bonus 1st-level spell, which must be selected from one of his two domains. Once it is prepared, he can use that domain spell just like any of his other spells, casting it as often as he has spell points.

For class features that grant bonus spells of a nonfixed spell level (such as the dragon disciple's bonus spells), the character instead gains a number of bonus spell points equal to twice the highest spell level he can cast, minus 1 (minimum 1 point) each time he gains a bonus spell. This is a fixed value—it doesn't increase later as the character gains levels—though later rewards may be larger as appropriate to the character's spellcasting ability.

For example, a 4th-level fighter/4th-level sorcerer who gains a level of dragon disciple gets a bonus spell. Since the character is capable of casting 2nd-level spells, he receives 3 bonus spell points ($2 \times 2 = 4, 4 - 1 = 3$).

SPONTANEOUS SPELLCASTING

Characters who cast all their spells spontaneously—such as bards and sorcerers—don't have to prepare spells. They can cast any spell they know by spending the requisite number of spell points.

Characters with the ability to cast a limited number of spells spontaneously (such as druids, who can spontaneously cast a summon nature's ally spell in place of another spell of the same level) are always treated as having those spells prepared, without spending any spell slots to do so. Thus, they can cast such spells any time they have sufficient spell points.

Under this system, the Healing domain becomes a relatively poor choice for good-aligned clerics, since they gain less of a benefit for that domain. See Spontaneous Divine Casters for ways to solve that dilemma.

REGAINING SPELL POINTS

Spellcasters regain lost spell points whenever they could normally regain spells. Doing this requires

the same amount of rest and preparation or concentration time as normal for the class. Without this period of rest and mental preparation, the caster's mind isn't ready to regain its power. Spell points are not divorced from the body; they are part of it. Using spell points is mentally tiring, and without the requisite period of rest, they do not regenerate. Any spell points spent within the last 8 hours count against a character's daily limit and aren't regained. [*The Spell Point Variant: Vitalizing is used by this ruleset. This changes they way spell points are recovered.*]

CASTING SPELLS

Each spell costs a certain number of spell points to cast. The higher the level of the spell, the more points it costs. Table: Spell Point Costs describes each spell's cost. [*A spell's cost is equal to twice its level minus one. A 0th level spell costs 0.5 spell points*]

Spellcasters use their full normal caster level for determining the effects of their spells in this system, with one significant exception. Spells that deal a number of dice of damage based on caster level (such as magic missile, searing light, or lightning bolt) deal damage as if cast by a character of the minimum level of the class capable of casting the spell. Spells whose damage is partially based on caster level, but that don't deal a number of dice of damage based on caster level (such as produce flame or an inflict spell) use the spellcaster's normal caster level to determine damage. Use the character's normal caster level for all other effects, including range and duration.

For example, a fireball deals a number of dice of damage based on the caster's level, so when cast by a wizard using this system, it deals 5d6 points of damage (as if cast by a 5th-level wizard, which is the minimum level of wizard capable of casting fireball). A sorcerer who

casts the same spell deals 6d6 points of damage, since the minimum level of sorcerer capable of casting fireball is 6th.

A character can pay additional spell points to increase the dice of damage dealt by a spell. Every 1 extra spell point spent at the time of casting increases the spell's effective caster level by 1 for purposes of dealing damage. A character can't increase a damage-dealing spell's caster level above his own caster level, or above the normal maximum allowed by the spell.

For example, even at 7th level, Gusto's lightning bolts deal only 5d6 points of damage (just like a 5th-level wizard) unless he spends extra spell points. If he spends 1 extra spell point (making the lightning bolt cost 6 points rather than 5), the spell deals 6d6 points of damage. A second extra spell point would increase the damage to 7d6 points, but he can't spend more points than this, since his caster level is only 7th. Were he 10th level or higher, he could spend a maximum of 5 extra spell points on this spell, raising the damage up to 10d6, the maximum allowed for a lightning bolt spell.

Similarly, his magic missile spell only shoots one missile unless he spends extra spell points. An extra 2 spell points increases the caster level from 1st to 3rd, granting his one additional missile. He can spend a maximum of 6 additional spell points in this manner, increasing his effective caster level to 7th for damage purposes and granting his a total of four missiles. If he were 9th level or higher, he could spend a maximum of 8 extra spell points, granting his five missiles (just like a 9th-level caster).

METAMAGIC AND SPELL POINTS

In the spell point system, a GM has two options for how to adjudicate metamagic effects. In either case,

casters need not specially prepare metamagic versions of their spells—they can simply choose to apply the metamagic effect at the time of casting. Doing this does not increase the spell's casting time.

The first option is to apply an additional spell point cost to any spell cast with a metamagic feat. This option allows a character maximum flexibility in his choice of spellcasting. Effectively, the character must pay for the spell as if it were a higher-level spell, based on the adjustment from the metamagic feat. If the metamagic effect(s) would increase the spell's effective level above what he is capable of casting, he can't cast the spell in that way. [*This option is used by this ruleset.*]

For example, at 7th level Gusto is capable of casting 4th-level spells. He could empower a 2nd-level spell, or still a 3rd-level spell, or empower and still a 1st-level spell. He couldn't empower a 3rd-level spell or still a 4th-level spell (since doing either of those things would raise either spell's effective spell level to 5th).

The spell's caster level for purposes of damage-dealing effects (see above) doesn't change, even if the metamagic effect increases the minimum caster level of that spell. For instance, a quickened fireball still deals damage as if cast by a 5th-level caster unless the caster chooses to pay additional spell points to increase the caster level.

For example, if Gusto empowered his magic missile, it would cost his 5 spell points (as if it were a 3rd-level spell) but would shoot only one missile and deal $(1d4+1 \times 1.5)$ points of damage.

If he spent an additional 6 spell points (for a total of 11), the caster level of the magic missile would increase to 7th, and the spell would shoot four missiles dealing a total of $(4d4+4 \times 1.5)$ points of damage.

The second option is simpler but less flexible. In this option, each selection of a metamagic feat allows a character to apply the feat's effects three times per day at no additional spell point cost. The normal limit for maximum spell level applies (a 7th-level wizard can't empower any spell higher than 2nd level, for instance). [*This option is not used by this ruleset.*]

You could even combine these options, allowing a spellcaster with a metamagic feat to use the feat three times per day for free, but any additional uses in the same day would cost extra spell points. Only choose this combination approach if you're comfortable with characters throwing around a lot of metamagic spells.

MULTICLASS SPELLCASTERS

A character with nonstacking spellcasting ability from multiple classes (such as a cleric/wizard) has a separate pool of spell points for each spellcasting class. Such characters may only spend spell points on spells granted by that class. Bonus spell points from a high ability score apply to each pool separately, even if the same ability score is tied to more than one spellcasting class. In the rare situations when a character has prepared or knows the same spell in two different slots (such as a druid/ranger preparing delay poison as both a 2nd-level druid spell and a 1st-level ranger spell), the character can cast the spell using either pool of spell points, but the spell is treated as being cast by a caster of the level of the class from which the spell points are drawn.

For example, a 5th-level cleric/2nd-level bard has 15 spell points (plus bonus spell points for high Wisdom) for his cleric spells and 0 spell points (plus bonus spell points for high Charisma) for his bard spells. When he casts cure moderate wounds, the points for

that spell must be drawn from his pool of cleric spell points. If he knows cure light wounds as a bard spell and has also prepared it as a cleric spell, he may cast it either as a cleric or as a bard. As a cleric spell, the spell is cast at 5th level and heals $1d8+5$ points of damage; as a bard spell, it is cast at 2nd level and heals $1d8+2$ points of damage. [*If the Component Spellcasting Traits are used, there is only one source of magic, so there are no multiclass spellcasters.*]

MISCELLANEOUS ISSUES

When a character would lose a spell slot (such as from gaining a negative level), he instead loses the number of spell points required to cast his highest-level spell.

Spells that allow a character to recall or recast a spell don't function in this system. (It doesn't make any sense to have a spell that gives you more spell points, since you're either paying more than you get, getting nothing, or getting more than you paid.) Items that function similarly can work, but differently—they restore a number of spell points required to cast a spell of that level. A pearl of power for 3rd-level spells, for instance, would restore 5 spell points to a character's pool of available points when activated.

SPELL POINT VARIANT: VITALIZING

In the vitalizing system, spellcasters can potentially cast a great number of spells in a day, but every spell cast is a potential burden on the caster's health and vitality. Reaching for and directing magical energy is a dangerous and taxing exercise, at least as difficult as heavy labor or prolonged exertion.

This variant of the spell point system does not change the way a character prepares spells, casts spells, regains spell points, or any of

the other rules from that system. However, the spellcaster's pool of spell points represents a physical, not just mental, limit on his spellcasting power.

When a spellcaster's spell point pool falls to half of his maximum or less, he becomes fatigued.

When his spell points drop to one-quarter of his maximum or less, he becomes exhausted.

For example, at 1st level Kemper the cleric has 3 spell points (2 from his level, +1 bonus point for high Wisdom). He enters a fight by casting bless on his allies, spending 1 of his 3 spell points. Doing this has no ill effect on Kemper, since he still has more than half of his maximum spell points remaining. If, during the fight, he then casts divine favor, spending another spell point, he now becomes fatigued, since he has only one-third of his spell points remaining. After the fight, he spontaneously casts cure light wounds on Quint, spending his last spell point. Not only has he exhausted his spells for the day, but he has exhausted his body as well.

RECOVERING SPELL POINTS

In the vitalizing system, spellcasters must rest to recover their spell points and restore their physical well-being. A character's spell point total is tied directly to his level of fatigue. If an exhausted character rests for 1 hour, he becomes fatigued—and his spell point total rises to one-third of his normal maximum (round fractions down). A second hour of rest increases the spellcaster's spell point total to two-thirds of his maximum. It takes

another 6 hours of rest to replenish the last one-third of his spell points and shake the physical effects of the spellcasting. Spells that remove fatigue and exhaustion (such as heal and restoration) leave the recipient with a spell point total equal to two-thirds of his normal maximum.

As in the standard rules, a spellcaster must rest for a full 8 hours before preparing a fresh allotment of spells for the day. Even if an exhausted spellcaster regains his lost energy and spell points, he can't change the spells he has prepared without 8 hours of rest.

If a spellcaster is subjected to some other effect that would make him fatigued or exhausted, he loses spell points accordingly. If he becomes fatigued, his spell point total drops to one-half his normal maximum (round down), and if he becomes exhausted, his spell point total drops to one-quarter his normal maximum.

[In this ruleset, a character's spell point total is not tied to his level of fatigue. Thus, spells that remove fatigue and exhaustion (such as heal and restoration) do not alter the recipient's spell point total. Characters do not lose spell points if they are subjected to some other effect that would make them fatigued or exhausted either.]

Spell points are recovered only by rest. The first two-thirds of a character's spell points are recovered over the first two hours of rest. The last third of a character's spell points are recovered after an additional six hours of rest. Put another way, spell point recovery proceeds at a rate of one-third the character's maximum spell point pool per hour as long as

the character's current spell point total is two-thirds maximum or less. Spell point recovery proceeds at a rate of one-third the character's maximum spell point pool for every six hours (1/18th maximum spell point pool per hour) if the character's current spell point total is greater than two-thirds maximum.]

OPTIONAL VITALIZING VARIANTS

As a further variant of this system, all spellcasters gain bonus spell points based on their Constitution scores rather than the ability score that normally grants bonus spells. This variant reflects the idea that spellcasting power is tied to the caster's physical health. It also essentially requires spellcasters to have two high ability scores, though most spellcasters are happy to have a high Constitution score anyway. *[This option is used by this ruleset.]*

A second optional variant would allow a spellcaster to exceed his normal pool of spell points, but at great personal risk. Doing so successfully requires a Concentration check (DC 20 + spell level). Each time a character casts a spell for which he does not have sufficient spell points and subsequently fails the Concentration check, he takes both lethal and nonlethal damage equal to the level of the spell cast. A desperate (or unwary) spellcaster can literally cast himself into unconsciousness in this manner. *[This option is used by this ruleset.]*

TABLE 17: EXPANDED SPELLCASTER LEVEL CHART

Level	Bard		Cleric & Wizard		Druid		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
1/4	--	--	0	0.5	0	0.5	--	--	0	0.5
1/2	--	--	0	1	0	1	--	--	0	1
3/4	--	--	0	1.5	0	2	--	--	0	2
1	0	0	1	2	1	2.5	1	2	1	3
1 1/4	0	0	1	2.5	1	3	1	3	1	3.5
1 1/2	0	0	1	3	1	3.5	1	4	1	4
1 3/4	0	0	1	3.5	1	4	1	5	1	4.5
2	1	0	1	4	1	4.5	1	6	1	5
2 1/4	1	0	1	4.5	1	5	1	7	1	5.5
2 1/2	1	0	1	5	1	6	1	8	1	6
2 3/4	1	0.5	1	6	1	7	1	9	1	7
3	1	1	2	7	2	8	2	11	1	8
3 1/4	1	2	2	8	2	9	2	12	1	9
3 1/2	1	3	2	9	2	10	2	14	1	11
3 3/4	1	4	2	10	2	11	2	15	1	12
4	2	5	2	11	2	13	2	17	2	14
4 1/4	2	5	2	12	2	14	2	19	2	15
4 1/2	2	5	2	13	2	15	2	21	2	16
4 3/4	2	5.5	2	14	2	16	2	23	2	17
5	2	6	3	16	3	18	3	25	2	19
5 1/4	2	6.5	3	18	3	20	3	27	2	21
5 1/2	2	7	3	20	3	22	3	30	2	24
5 3/4	2	8	3	22	3	24	3	32	2	26
6	2	9	3	24	3	27	3	35	3	29
6 1/4	2	10	3	26	3	29	3	37	3	31
6 1/2	2	11	3	28	3	31	3	40	3	33
6 3/4	2	12	3	30	3	33	3	43	3	35
7	3	14	4	33	4	35	4	46	3	37

TABLE 17: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric & Wizard		Druid		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
7	3	14	4	33	4	35	4	46	3	37
7 1/4	3	14	4	35	4	38	4	49	3	40
7 1/2	3	15	4	38	4	41	4	52	3	44
7 3/4	3	16	4	41	4	44	4	55	3	47
8	3	17	4	44	4	48	4	58	4	51
8 1/4	3	18	4	47	4	51	4	61	4	54
8 1/2	3	19	4	50	4	54	4	65	4	57
8 3/4	3	20	4	53	4	57	4	68	4	60
9	3	22	5	56	5	60	5	72	4	63
9 1/4	3	23	5	60	5	64	5	76	4	67
9 1/2	3	25	5	64	5	68	5	80	4	72
9 3/4	3	27	5	68	5	72	5	84	4	76
10	4	29	5	72	5	77	5	88	5	81
10 1/4	4	30	5	76	5	81	5	92	5	85
10 1/2	4	31	5	80	5	85	5	97	5	89
10 3/4	4	32	5	84	5	89	5	101	5	93
11	4	34	6	88	6	93	6	106	5	97
11 1/4	4	35	6	92	6	97	6	111	5	101
11 1/2	4	37	6	96	6	101	6	116	5	106
11 3/4	4	39	6	100	6	105	6	121	5	110
12	4	41	6	104	6	110	6	126	6	115
12 1/4	4	43	6	108	6	114	6	131	6	119
12 1/2	4	45	6	112	6	118	6	136	6	123
12 3/4	4	47	6	116	6	122	6	141	6	127
13	5	50	7	120	7	126	7	147	6	131
13 1/4	5	51	7	124	7	130	7	152	6	135
13 1/2	5	53	7	128	7	134	7	158	6	140
13 3/4	5	55	7	132	7	138	7	164	6	144
14	5	57	7	136	7	143	7	170	7	149

TABLE 17: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric & Wizard		Druid		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
14	5	57	7	136	7	143	7	170	7	149
14 1/4	5	59	7	140	7	147	7	176	7	153
14 1/2	5	62	7	144	7	151	7	182	7	157
14 3/4	5	64	7	148	7	155	7	188	7	161
15	5	67	8	152	8	159	8	195	7	165
15 1/4	5	70	8	156	8	163	8	201	7	169
15 1/2	5	74	8	160	8	167	8	208	7	174
15 3/4	5	77	8	164	8	171	8	214	7	178
16	6	81	8	168	8	176	8	221	8	183
16 1/4	6	84	8	172	8	180	8	228	8	187
16 1/2	6	88	8	176	8	184	8	235	8	191
16 3/4	6	91	8	180	8	188	8	242	8	195
17	6	95	9	184	9	192	9	250	8	199
17 1/4	6	99	9	188	9	196	9	257	8	203
17 1/2	6	104	9	192	9	200	9	265	8	208
17 3/4	6	108	9	196	9	204	9	272	8	212
18	6	113	9	200	9	209	9	280	9	217
18 1/4	6	118	9	204	9	213	9	287	9	221
18 1/2	6	123	9	208	9	217	9	295	9	225
18 3/4	6	128	9	212	9	221	9	303	9	229
19	6	133	9	216	9	225	9	311	9	233
19 1/4	6	135	9	220	9	229	9	319	9	237
19 1/2	6	138	9	224	9	233	9	327	9	241
19 3/4	6	141	9	228	9	237	9	335	9	245
20	6	144	9	232	9	241	9	343	9	249

TABLE 18: EXPANDED BONUS SPELL POINTS (SPELLCASTERS)

		Caster Level (Cleric, Druid, Sorcerer*, and Wizard)																
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17+	
12	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
13	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
14	1	2	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	
15	1	2	4	5	6	6	6	6	6	6	6	6	6	6	6	6	6	
16	1	2	4	6	9	9	9	9	9	9	9	9	9	9	9	9	9	
17	1	2	4	6	9	10	12	12	12	12	12	12	12	12	12	12	12	
18	1	2	4	6	9	12	16	16	16	16	16	16	16	16	16	16	16	
19	1	2	4	6	9	12	16	18	21	21	21	21	21	21	21	21	21	
20	2	3	5	7	10	13	17	21	26	26	26	26	26	26	26	26	26	
21	2	4	6	8	11	14	18	22	27	30	33	33	33	33	33	33	33	
22	2	5	8	10	13	16	20	24	29	34	40	40	40	40	40	40	40	
23	2	5	8	11	15	18	22	26	31	36	42	45	49	49	49	49	49	
24	2	5	8	13	18	21	25	29	34	39	45	51	58	58	58	58	58	
25	2	5	8	13	18	23	28	32	37	42	48	54	61	65	69	69	69	
26	2	5	8	13	18	25	32	36	41	46	52	58	65	72	80	80	80	
27	2	5	8	13	18	25	32	39	46	51	57	63	70	77	85	89	93	
28	3	6	9	14	19	26	33	42	51	56	62	68	75	82	90	98	107	
29	3	6	10	15	20	27	34	43	52	60	69	75	82	89	97	105	114	
30	3	7	12	17	22	29	36	45	54	65	76	82	89	96	104	112	121	

* Treat the sorcerer level as one level less for the purposes of this chart (except at 1st level). For example, an 8th level sorcerer uses the “7” column to find bonus spell points. A 1st level sorcerer uses the “1” column; a 2nd level sorcerer also uses the “1” column.

TABLE 19: EXPANDED BONUS SPELL POINTS (BARD)

Score	Caster Level (Bard)															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
12	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
13	0	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2
14	0	1	2	4	4	4	4	4	4	4	4	4	4	4	4	4
15	0	1	2	4	4	5	6	6	6	6	6	6	6	6	6	6
16	0	1	2	4	5	7	9	9	9	9	9	9	9	9	9	9
17	0	1	2	4	5	7	9	10	11	12	12	12	12	12	12	12
18	0	1	2	4	5	7	9	11	13	16	16	16	16	16	16	16
19	0	1	2	4	5	7	9	11	13	16	17	19	21	21	21	21
20	0	2	3	5	6	8	10	12	14	17	20	23	26	26	26	26
21	0	2	4	6	7	9	11	13	15	18	21	24	27	29	31	33
22	0	2	5	8	9	11	13	15	17	20	23	26	29	32	36	40
23	0	2	5	8	10	12	15	17	19	22	25	28	31	34	38	42
24	0	2	5	8	11	14	18	20	22	25	28	31	34	37	41	45
25	0	2	5	8	11	14	18	21	24	28	31	34	37	40	44	48
26	0	2	5	8	11	14	18	22	27	32	35	38	41	44	48	52
27	0	2	5	8	11	14	18	22	27	32	36	41	46	49	53	57
28	0	3	6	9	12	15	19	23	28	33	39	45	51	54	58	62
29	0	3	6	10	13	16	20	24	29	34	40	46	52	57	63	69
30	0	3	7	12	15	18	22	26	31	36	42	48	54	61	68	76

TABLE 20: EXPANDED BONUS POWER POINTS (PSION)

Score	Manifester Level (Psion)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
13	0	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
15	1	2	3	5	6	7	8	10	11	12	13	15	16	17	18	20	21	22	23	25
16	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
17	1	3	5	7	8	10	12	14	15	17	19	21	22	24	26	28	29	31	33	35
18	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
19	2	4	6	9	11	13	15	18	20	22	24	27	29	31	33	36	38	40	42	45
20	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
21	2	5	8	11	13	16	19	22	24	27	30	33	35	38	41	44	46	49	52	55
22	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
23	3	6	9	13	16	19	22	26	29	32	35	39	42	45	48	52	55	58	61	65
24	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
25	3	7	11	15	18	22	26	30	33	37	41	45	48	52	56	60	63	67	71	75
26	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
27	4	8	12	17	21	25	29	34	38	42	46	51	55	59	63	68	72	76	80	85
28	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
29	4	9	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95
30	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

APPENDIX I: A RADICAL DEPARTURE

This section will detail how a Dungeon Master might organize a campaign using these rules and the options presented herein. It is assumed that our DM is bold and daring and will create a campaign which is a radical departure from the way D&D is played normally.

It may be useful to first list a number of ways these rules and options could be employed. Let's start with the "Basic System" that is presented in this ruleset. The Basic D&D5E system allows traits from the Basic Traits and the Spellcasting Traits sections only. The Character Level Determination table is used with all of the level-determining traits (including base feats). The experience award system follows the normal D&D3.5E rules. The Basic System is the "tightest" of the systems and more closely adheres to 3.5E than any other version.

If the Spell Points Variant is used from *Unearthed Arcana*, then the Optional Partial-Level Spellcasting Traits section replaces the Spellcasting Traits section from the Basic System. Theurgy spells can be added if desired. Class spellcasting distinctions remain.

If the Spell Points Variant is used, the Optional Component Spellcasting Traits section can also be used to replace the Spellcasting Traits section from the Basic System. In this case, the theurgy spells should be used. Class spellcasting distinctions are eliminated.

If changes to the rules governing the base attack bonus are desired, there are a number of options. One is to use the changes found in Optional Base Traits. Another is to use the Optional Weapon Skills section. In these cases, the Base Attack Bonus trait from Basic Traits in the Basic System are eliminated. The Martial Training feat should be adopted.

Using Optional Bonus Feats removes base feats from the Character Level Determination table.

Another option is to eliminate the Class Level traits by expanding the Profession skill.

Optional Level Determination makes a character's level dependent on the amount of experience points spent on traits, rather than dependent on the actual traits themselves.

The Blue-Booking Advancement system can be used alongside the normal advancement system. The Instance-Based Advancement system replaces the normal advancement system.

Looking over all of these variants, our DM decides to employ the following options. He decides to use the Optional Component Spellcasting Traits, Optional Weapon Skills, Optional Bonus Feats, and the expansion of the Profession skill to cover class levels. He also wants to reduce the number of categories that traits fall under.

First, he notices that the cost to raise the base attack bonus by +1 is equal to 300 XP per CL. This is the equivalent of twelve weapon skills. He decides to create a Use Weapon skill that functions much like Knowledge and Perform. This skill will have twelve sub-skills which will cover all types of weapons. He will also include the Martial Training feat.

He rewrites the description of the Profession skill to include how class levels are obtained from this skill. Class level will be equal to the number of skill ranks minus three (minimum of one class level).

Looking over the Optional Component Spellcasting Traits section, he realizes that he wants to

simplify this greatly. He wants to determine how spell lists are bought and not leave it up to the players. The first thing that he notices is the buying all of the spells of a particular level from a particular school costs the same amount as buying two ranks in a skill. Since access to a new level of spells normally comes every two levels for a spellcaster, he decides to come up with two Magic skills that will give characters access to spells (i.e., allow characters to systematically add spells to their own personal spell list). He creates these skills using Knowledge as a model, including ten sub-skills, each one based on a school of magic. He includes "universal" as a school and groups all conjuration (healing) spells together calling it the "restoration" school.

Two existing feats inspire him to change the way the spells are learned and spell points are acquired. Since gaining a "level's worth" of spell points costs 100 XP per CL, just like a feat, he introduces the Magical Talent feat, which is based on the Psionic Talent feat from the System Reference Document. He realizes then that he must use the Optional Bonus Feats section from this ruleset to eliminate base feats as a level-determining trait. He also notices that learning spells costs 50 XP per CL and the epic feat Spell Knowledge allows a character to learn two new spells. Since all feats cost 100 XP per CL, the Spell Knowledge feat is easily adapted for non-epic use. Thus, gaining spell points and learning new spells are now governed by feats in his rule system and can be eliminated as separate traits. Lastly, after a few calculations, he realizes that he can derive caster levels from his new Magical Theory skill. Now he has completely redesigned the magic system of the entire game and reduced it to one skill and two feats.

Since the cost to increase a base saving throw by +1 is the same as the cost to buy a feat, he introduces three new feats that can be used to increase saving throws. He also notices that buying four hit points costs the same as buying one feat, so he rewrites the Toughness feat to allow four hit points to be gained instead of three. Special abilities also cost the same as feats, so he redefines all special abilities, making them “feats” now. He also devises a feat to govern ability score increases. In this way, he has eliminated four traits, but these traits can be advanced by purchasing feats now.

Now, players in his campaign need only concern themselves with two traits: skills and feats. The base attack bonus, class levels, caster levels, spell lists, and skills fall under the Skills category. Class special abilities, hit points, spell points, base saving throw bonuses, spell knowledge, ability score increases, and feats all fall under the Feats category. He realizes that some players may abuse the freedom that this system offers, so he decides to use the Character Level Determination a little differently. Instead of allowing the players to freely advance traits and determine their characters’ levels, he will set the maximum character level of the campaign at the beginning of the campaign and then advance that maximum level as the campaign progresses. During character generation, he makes 1st level the maximum character level. This means that players may not advance their characters’ traits beyond the limits shown for 1st level characters. After play begins, he sets the maximum at the 2nd character level. He decides that after every dozen encounters, he will raise the maximum character level by one. At that time, all characters will receive bonus hit points and skill points (due to Con and Int).

New tables, skills, and feats are listed below.

TABLE 21: CHARACTER LEVEL LIMITS

Character Level	Skill Rank Maximum
¼	1
½	2
¾	3
1	4
2	5
3	6
4	7
5	8
6	9
7	10
8	11
9	12
10	13
11	14
12	15
13	16
14	17
15	18
16	19
17	20
18	21
19	22
20	23

TABLE 22: BASIC TRAITS

Trait	XP Cost	Per
Skills	25	Skill Rank
Feats	100	Feat



These tables replace all other tables found in this ruleset. **Table 21: Character Level Limits** shows the maximum skill ranks that characters can have based on the maximum character level the DM has set for the campaign. Characters can purchase any number of feats unless the feat description says otherwise. **Table 22: Basic Traits** replaces all trait cost tables.



NEW SKILLS

These new skills eliminate the need for separate base attack bonus, spellcaster level, spell list, and class level traits.

ARCANE MAGIC (SPECIAL; TRAINED ONLY)

Like the Craft, Knowledge, and Profession skills, Arcane Magic actually encompasses a number of related skills. Each Arcane Magic skill represents the character's knowledge and mastery of one of the schools of arcane magic. These schools with their key abilities and associated spells are:

- **Abjuration** (Charisma; all arcane spells of the abjuration school)
- **Conjuration** (Intelligence; all arcane spells of the conjuration school except those of the healing subschool)
- **Divination** (Wisdom; all arcane spells of the divination school)
- **Enchantment** (Charisma; all arcane spells of the enchantment school)
- **Evocation** (Constitution; all arcane spells of the evocation school)
- **Illusion** (Dexterity; all arcane spells of the illusion school)
- **Necromancy** (Constitution; all arcane spells of the necromancy school)
- **Restoration** (Wisdom; all arcane spells of the healing subschool of conjuration)
- **Transmutation** (Dexterity; all arcane spells of the transmutation school)
- **Universal** (Intelligence; not technically a school, but this skill covers all arcane universal spells, including theurgy spells)

Check: Normally associated with caster level checks only. The key ability does not figure into caster level checks. The key ability does

affect the saving throw DC for spells of that school.

Action: Not Applicable.

Try Again: Not Applicable.

The Arcane Magic skill doesn't work like other skills. Arcane Magic grants the character the following advantages:

Arcane Spellcaster Level: the character's level for the purposes of arcane spellcasting is equal to the number of skill ranks the character has in Arcane Magic minus three (but see note below). Each Arcane Magic (school) skill counts separately. Thus, a character can potentially have ten different arcane spellcaster levels, since there are ten different Arcane Magic (school) skills. Spellcaster level governs the highest level of arcane spell the character can use, the maximum number of spell points the character can use for one spell, and is used for all situations where an arcane caster level is required. The character's arcane caster level in each school is based on the number of skill ranks in Arcane Magic the character has in that particular school. For game effects requiring an arcane class caster level (or some other "generic" caster level), use the highest caster level from among the character's ten different Arcane Magic (school) skills. For example, the character's highest caster level is used when meeting the prerequisites for Item Creation feats. For caster level checks, use the appropriate Arcane Magic skill to determine caster level.

Note that a character having two or three ranks in this skill can use up to ½ a spell point per spell and is considered a ½ level spellcaster. Thus, having two ranks in an Arcane Magic skill allows the character to use 0th level arcane spells.

Spell Lists: Each Arcane Magic skill allows the character to access arcane spells of the appropriate

school. These spells become part of the character's personal spell list, representing the breadth of the character's magical knowledge and training. All of these spells do not become known automatically by the character, but they can be learned through normal means. All spells of the appropriate school up to a level equal to the number of Arcane Magic skill ranks divided by two, minus one, become part of the character's spell list. See the chart below.

Ranks	Spell Level	Ranks	Spell Level
2	0 th	12	5 th
4	1 st	14	6 th
6	2 nd	16	7 th
8	3 rd	18	8 th
10	4 th	20	9 th

For example, a character with 10 ranks in Arcane Magic (evocation) would include all arcane evocation spells up to 4th level on his personal spell list.

In order to cast spells, the character must take either the Spell Preparation feat which allows the spellcaster to prepare spells for casting or the Spell Knowledge feat in order to cast spells spontaneously (without preparation). Access to spell lists is simply a prerequisite to learning or preparing spells. To prepare and cast an arcane spell, the character must have an Intelligence score equal to 10 + the arcane spell level. To learn and cast an arcane spell, the character must have a Charisma score equal to 10 + the arcane spell level.

DIVINE MAGIC (SPECIAL; TRAINED ONLY)

Like the Craft, Knowledge, and Profession skills, Divine Magic actually encompasses a number of related skills. Each Divine Magic skill represents the character's knowledge and mastery of one of the schools of divine magic. These schools with their key abilities and associated spells are:

- **Abjuration** (Charisma; all divine spells of the abjuration school)
- **Conjuration** (Intelligence; all divine spells of the conjuration school except those of the healing subschool)
- **Divination** (Wisdom; all divine spells of the divination school)
- **Enchantment** (Charisma; all divine spells of the enchantment school)
- **Evocation** (Constitution; all divine spells of the evocation school)
- **Illusion** (Dexterity; all divine spells of the illusion school)
- **Necromancy** (Constitution; all divine spells of the necromancy school)
- **Restoration** (Wisdom; all divine spells of the healing subschool of conjuration)
- **Transmutation** (Dexterity; all divine spells of the transmutation school)
- **Universal** (Intelligence; not technically a school, but this skill covers all divine universal spells, including theurgy spells)

Check: Normally associated with caster level checks only. The key ability does not figure into caster level checks. The key ability does affect the saving throw DC for spells of that school.

Action: Not Applicable.

Try Again: Not Applicable.

The Divine Magic skill doesn't work like other skills. Divine Magic grants the character the following advantages:

Divine Spellcaster Level: the character's level for the purposes of divine spellcasting is equal to the number of skill ranks the character has in Divine Magic minus three (but see note below). Each Divine Magic (school) skill counts separately. Thus, a character can potentially have ten different divine spellcaster levels, since there are ten

different Divine Magic (school) skills. Spellcaster level governs the highest level of divine spell the character can use, the maximum number of spell points the character can use for one spell, and is used for all situations where an divine caster level is required. The character's divine caster level in each school is based on the number of skill ranks in Divine Magic the character has in that particular school. For game effects requiring a divine class caster level (or some other "generic" caster level), use the highest caster level from among the character's ten different Divine Magic (school) skills. For example, the character's highest caster level is used when meeting the prerequisites for Item Creation feats. For caster level checks, use the appropriate Divine Magic skill to determine caster level.

Note that a character having two or three ranks in this skill can use up to ½ a spell point per spell and is considered a ½ level spellcaster. Thus, having two ranks in a Divine Magic skill allows the character to use 0th level divine spells.

Spell Lists: Each Divine Magic skill allows the character to access divine spells of the appropriate school. These spells become part of the character's personal spell list, representing the breadth of the character's magical knowledge and training. All of these spells do not become known automatically by the character, but they can be learned through normal means. All spells of the appropriate school up to a level equal to the number of Divine Magic skill ranks divided by two, minus one, become part of the character's spell list. See the chart below.

Ranks	Spell Level	Ranks	Spell Level
2	0 th	12	5 th
4	1 st	14	6 th
6	2 nd	16	7 th
8	3 rd	18	8 th
10	4 th	20	9 th

For example, a character with 10 ranks in Divine Magic (restoration) would include all divine conjuration (healing) spells up to 4th level on his personal spell list.

In order to cast spells, the character must take either the Spell Preparation feat which allows the spellcaster to prepare spells for casting or the Spell Knowledge feat in order to cast spells spontaneously (without preparation). Access to spell lists is simply a prerequisite to learning or preparing spells. To prepare, learn, or cast a divine spell, the character must have a Wisdom score equal to 10 + the divine spell level.

PROFESSION (WIS; TRAINED ONLY)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Traditional character classes can also be chosen for the Profession skill. In this case, the character is considered to have a number of class levels in that class equal to his Profession skill ranks in that class minus three (with a minimum of one level). For example, if a character has six ranks in Profession (cleric), that character is considered to be a 3rd level cleric for the purposes of meeting feat prerequisites, special abilities, and the like. Note that this skill does not grant the character spellcasting ability, turn undead ability, or any other ability of a 3rd level cleric. If the character does possess the ability to turn undead, he will turn as if he were a 3rd level cleric. Upon gaining an additional rank in Profession (cleric), he will turn undead as a 4th level cleric.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

USE WEAPON (STR OR DEX)

Like the Craft, Knowledge, and Profession skills, Use Weapon actually encompasses a number of related skills. Each Use Weapon skill represents the character's practical ability to use weapons from one of a number of groups. These weapon groups are:

- **Axes** (handaxe, battleaxe, greataxe, dwarven waraxe [one-handed and two-handed use], orc double axe, dwarven urgrosh [uses lower of this or Use Weapon (spears) skill])
- **Bows** (shortbow, longbow, composite shortbow, composite longbow, elven double bow, greatbow, composite greatbow)
- **Crossbows** (heavy crossbow, light crossbow, ray [ranged touch attack], repeating heavy crossbow, repeating light

crossbow, great crossbow, hand crossbow)

- **Flails** (light flail, heavy flail, dire flail, nunchaku, gyrspike [uses lower of this or Use Weapon (heavy blades) skill], chain-and-dagger, scourge, spiked chain, three-section staff, whip, whipdagger)
- **Hammers** (light pick, heavy pick, light hammer, warhammer, sickle, scythe, kama, maul [one-handed and two-handed use], double hammer, gnome hooked hammer, dire pick, gnome battlepick)
- **Heavy Blades** (longsword, greatsword, falchion, scimitar, bastard sword [one-handed and two-handed use], double scimitar, two-bladed sword, gyrspike [uses lower of this or Use Weapon (flails) skill], khopesh, mercurial longsword, mercurial greatsword, butterfly sword)
- **Light Blades** (dagger, punching dagger, rapier, short sword, sai, kukri, siangham, sapara, triple dagger, war fan)
- **Maces** (club, light mace, heavy mace, morningstar, greatclub, quarterstaff, sap, warmace [one-handed and two-handed use], double mace, tonfa)
- **Polearms** (glaive, guisarme, halberd, ranseur, heavy poleaxe)
- **Spears** (javelin, lance, spear, longspear, shortspear, trident, dwarven urgrosh [uses lower of this or Use Weapon (axes) skill], duom, greatspear, harpoon, manti, spinning javelin)
- **Thrown Weapons** (dart, sling, throwing axe, bolas, net, chakram, gnome calculus, halfling skiprock, orc shotput, shuriken, throwing iron)
- **Unarmed** (unarmed strike, grapple, touch attacks, light shield, heavy shield, punching dagger, spiked gauntlet, bladed gauntlet, claw bracer, panther

claw, stump knife, tiger claws, ward cestus)

Check: Normally associated with attack rolls only. The Strength modifier is used with melee attacks, while the Dexterity modifier is used with ranged attacks. The DC is typically the AC of the target.

Action: None. Weapons are used in combat. There is no reason to make a skill check with this skill, other than using the skill in place of the base attack bonus.

Try Again: Not Applicable. You may continue fighting as long as you are alive.

The Use Weapon skill works a little differently than other skills. This skill is used in place of the base attack bonus. Characters completely unskilled in the use of a weapon (i.e., having no ranks in the skill pertaining to that particular weapon) have a -4 penalty on attack rolls when using that weapon. Each skill rank in a weapon gives the character a +1 to his attack bonus with that weapon. So, the first rank in a weapon skill causes you to have a -3 attack bonus with that weapon, the second rank gives you a -2 attack bonus, the third a -1 attack bonus, and upon purchasing the fourth rank in that weapon skill, the penalty is negated entirely. Fifth and successive skill ranks give you a bonus on attack rolls with that weapon.

Multiple attacks are gained normally. When the number of skill ranks (plus the attack penalty) reaches +6, one additional attack at a -5 penalty to the attack roll is gained. When this total reaches +11, an additional attack at a -10 penalty to the attack roll is gained. At +16, another attack at a -15 penalty on the attack roll is gained for a total of four attacks.

Any new type of weapon added to the game must be put into one of the twelve categories above.

NEW FEATS

These new feats eliminate the base hit point, base save bonus, ability score, spell knowledge, ability score increase, and spell point traits.

ENHANCED ABILITY [GENERAL]

Prerequisite: None.

Benefit: Choose one ability (such as Strength or Intelligence). Increase that ability by one point.

Special: During character generation, you may take this feat any number of times. After play begins, you may take this feat a number of times equal to the campaign's maximum character level divided by four (round down). Its effects stack.

FORTITUDE [GENERAL]

Prerequisite: None.

Benefit: You gain +1 to your base Fortitude save.

Special: You can take this feat a number of times equal to two plus half of the campaign's maximum character level (round down). Its effects stack.

GENERAL TRAINING [GENERAL]

Prerequisites: None.

Benefit: You gain a number of skill ranks, hit points, or spells. You have four units with which to purchase either skill ranks, hit points, or spells. Each skill rank costs one unit. Each hit point costs one unit. Each spell costs two units. You need not purchase from each category. If you purchase a spell, you may learn a new spell of any level up to the maximum level you can cast. This spell must appear on your spell list.

Special: You can gain this feat multiple times. Base hit points cannot exceed twelve times your campaign's maximum character level. Ranks in a skill cannot exceed three plus the maximum character level of the campaign.

MAGICAL TALENT [GENERAL]

You gain additional spell points.

Prerequisite: Having at least one base spell point. Note that all characters begin play with one base spell point.

Benefit: When you take this feat for the first time, you gain two base spell points.

Special: You can take this feat a number of times equal to your campaign's maximum character level. Each time you take this feat after the first, the number of base spell points you gain increases by one. For example, to take this feat a second time, a character must at least 2nd character level and the character will receive an additional three base spell points. To take this feat a third time, the character must be at least 3rd character level and the character will receive an additional four base spell points. At 4th character level, the character can take this feat a fourth time and add five base spell points to his total.

MARTIAL TRAINING [GENERAL]

Prerequisites: Four ranks in each of four different Use Weapon skills.

Benefit: You have a -3 penalty on attack rolls when using a weapon in which you have no weapon skill ranks. This replaces the -4 penalty on attack rolls for using a weapon unskilled.

Normal: All characters receive a -4 penalty on attack rolls when using weapons in which they have no skill

ranks. Skill ranks in Use Weapon (group) are added to this penalty to determine a character's attack bonus with weapons in that group.

REFLEX [GENERAL]

Prerequisite: None.

Benefit: You gain +1 to your base Reflex save.

Special: You can take this feat a number of times equal to two plus half of the campaign's maximum character level (round down). Its effects stack.

SPELL KNOWLEDGE [GENERAL]

Prerequisite: Two ranks in Arcane Magic or Divine Magic.

Benefit: You learn two new spells of any level up to the maximum level you can cast. These spells must appear on your spell list. Once learned, these spells can be cast without preparation, following the normal rules for spellcasting. This feat does not grant any additional spell points.

Special: You can gain this feat multiple times.

SPELL PREPARATION (ARCANE) [GENERAL]

Prerequisite: Two ranks in Arcane Magic.

Benefit: You are able to prepare a number of arcane spells per day. Consult the table below, cross-referencing the number of times this feat has been taken with each spell level to see how many spells of that level can be prepared.

Special: You can take this feat a number of times equal to your campaign's maximum character level. It is left to the discretion of the DM as to how the character acquires and prepares spells.

**SPELL PREPARATION
(DIVINE) [GENERAL]**

Prerequisite: Two ranks in Divine Magic.

Benefit: You are able to prepare a number of divine spells per day. Consult the table below, cross-referencing the number of times this feat has been taken with each spell level to see how many spells of that level can be prepared.

Choose two domains. You may prepare one additional spell for every spell level that you can cast. This additional spell must be one or your domain spells.

Special: You can take this feat a number of times equal to your campaign's maximum character level. It is left to the discretion of the DM as to how the character acquires and prepares spells.

TOUGHNESS [GENERAL]

Prerequisite: None.

Benefit: You gain +4 base hit points.

Special: You can gain this feat multiple times. Its effects stack. Your base hit points cannot exceed twelve times your campaign's maximum character level. This version of the Toughness feat

replaces the old version of the Toughness feat.

WILL [GENERAL]

Prerequisite: None.

Benefit: You gain +1 to your base Will save.

Special: You can take this feat a number of times equal to two plus half of the campaign's maximum character level (round down). Its effects stack.

TABLE 23: SPELL PREPARATION (ARCANE) FEAT (SPELLS PER DAY)

Feats	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

TABLE 24: SPELL PREPARATION (DIVINE) FEAT (SPELLS PER DAY)

Feats	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	1+1								
2	4	2+1								
3	4	2+1	1+1							
4	4	3+1	2+1							
5	4	3+1	2+1	1+1						
6	4	3+1	3+1	2+1						
7	4	4+1	3+1	2+1	1+1					
8	4	4+1	3+1	3+1	2+1					
9	4	4+1	4+1	3+1	2+1	1+1				
10	4	4+1	4+1	3+1	3+1	2+1				
11	4	4+1	4+1	4+1	3+1	2+1	1+1			
12	4	4+1	4+1	4+1	3+1	3+1	2+1			
13	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1		
14	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1		
15	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	
16	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	
17	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

PUTTING IT ALL TOGETHER

So, how will our intrepid DM use this minimalist system? First, the DM sets the maximum character level for character generation. In most cases, the 1st character level should be chosen. To play characters that are just beginning their professional training, the DM may set the maximum character level at one of the fractional levels ($\frac{1}{4}$, $\frac{1}{2}$, or $\frac{3}{4}$). To create characters that are more experienced than those who normally begin adventuring, the DM can set the maximum character level to a level higher than 1st. Once the maximum character level has been set for character generation, the players determine their characters' ability scores through whatever method the DM decides is appropriate.

Race, alignment, vital statistics, and starting wealth are determined next. Each character receives one base hit point and one base spell point without XP cost. After this, each player is given 2,000 XP to spend on his character's traits if 1st level characters are being generated. For characters of fractional level, the amount of XP available to purchase traits is equal to the fractional level multiplied by 2,000 XP. For characters higher than 2nd level, 2,000 XP plus 1,000 XP for each additional level above 1st level is given. Regardless of the character's starting level, each skill rank costs 25 XP and each feat costs 100 XP during character generation.

During the character generation process, no skills can have more ranks than those shown in **Table 21: Character Level Limits**. The descriptions for the new feats also

detail the limitations on the number of times those feats can be chosen. Note that the Enhanced Ability feat may be taken any number of times during the character generation process, but can only be taken a limited number of times after play begins.

As an example, let's say that the DM wants players to generate 1st level characters. This means that the characters are limited to a maximum of four skill ranks in all of the skills they possess. They are also limited to twelve base hit points since the description of the Toughness feat says that characters are limited to a number of base hit points equal to twelve times their character level. Each character can have up to a +2 base save bonus for each of his saving throws. This is due to the fact that the saving throw feats (Fortitude, Reflexes,

and Will) can be taken a number of times equal to two plus half the character's level (round down). Characters can take only one Magical Talent feat as 1st level characters per the feat description. Characters can take as many General Training feats as they desire as long as they abide by the limitations on base hit points and skill ranks. Characters may take any number of Spell Knowledge and Enhanced Ability feats during character generation. Characters are not limited in the number of feats they may purchase unless the feat description says so. Since the DM has determined that all special abilities are now feats, characters can take those as well, but only those that are available to 1st level characters.

Once the characters have been created, the DM announces that play will begin. The maximum character level is raised to 2nd level at the start of the campaign. This allows the characters to purchase traits available to 2nd level characters as soon as they start earning XP. Once 1,000 XP have been earned by the characters, the DM will raise the maximum to 3rd character level. When another 1,000 XP have been earned, he will raise the limit to 4th level. When 1,000 XP more have been earned (for a career total of 3,000 XP), he will increase the limit to 5th and so on. It is important to note that the maximum character level of the campaign does not determine the character level of each individual character. Maximum character level determines the maximum number of skill ranks the DM is allowing characters to have (character level plus three). Each character has a character level equal to the highest skill rank he possesses (in any skill) minus three. Thus, even though the maximum character level allowable in the campaign may be 10th (with an upper limit of 13 skill ranks), a character could still be 6th level as long as he had no skill ranks higher than 9, for example.

A few character creation examples may be useful at this point. Let's start with the creation of a simple warrior. The player chooses to play a human and generates ability scores for his character. He ends up with Str 15, Dex 13, Con 14, Int 8, Wis 12, and Cha 11. He decides to make his character neutral good and he rolls for height, weight, and starting wealth. The DM sets the starting character level at 1st and gives the player 2,000 XP to spend on skill ranks and feats. The player wants to make a traditional fighter. He buys all three armor proficiency feats and both shield proficiency feats for 500 XP. He decides to buy four ranks each in four different Use Weapon skills (bows, heavy blades, light blades, and unarmed). This costs 400 XP. This makes his fighter eligible to buy the Martial Training feat, which he does, for 100 XP. He takes the Toughness feat two times giving his fighter nine base hit points (don't forget that the first base hit point is free). With his Constitution bonus, the character will have eleven hit points. These two feats cost 200 XP. He buys Fortitude twice for 200 XP. He purchases an additional eight skill ranks in various skills for 200 XP. He also puts four skill ranks into Profession (fighter) for 100 XP. He has spent a total of 1,600 XP so far. He spends his remaining 400 XP taking Enhanced Ability (Strength) three times, raising his Strength from 15 to 18. He also takes Enhanced Ability (Dexterity) one time, raising his Dexterity from 13 to 14. Since his character is human, he gains an additional feat and four skill ranks without cost.

Another player wants to create a spellcaster. He decides to play a chaotic good elf. He rolls for his ability scores and gets Str 10, Dex 14, Con 11, Int 15, Wis 13, and Cha 12. This player also receives 2,000 XP. He decides to spend 1,000 XP right away getting four ranks in all ten versions of Arcane Magic. He spends another 100 XP taking Magical Talent. This gives him two

more base spell points above the one free base spell point he receives at start for a total of three. His Constitution score does not give him any bonus spell points. He takes Spell Preparation once (to give himself some spellcasting flexibility and versatility) and Spell Knowledge once (giving him two spells that he doesn't have to prepare each day). This costs 200 XP. He buys eight ranks in various skills for 200 XP. He takes the Toughness feat once, giving him a new base hit point total of five for 100 XP. He buys the Will feat twice for 200 XP. So far, the player has spent 1,800 XP. To finish up, he buys four ranks in Use Weapon (heavy blades) and the Armor Proficiency (light) feat.

The next player wants to play a traditional thief. She rolls the ability scores for her character and comes up with Str 12, Dex 17, Con 13, Int 12, Wis 18, and Cha 16. With her 2,000 XP, she buys four ranks in each of the traditional thieving skills (Climb, Decipher Script, Disable Device, Hide, Listen, Move Silently, Open Lock, and Sleight of Hand). This costs 800 XP. She takes Armor Proficiency (light) along with four ranks in Use Weapon (heavy blades) and Use Weapon (light blades). These cost 300 XP. She takes Toughness twice for 200 XP. She buys Reflexes two times for 200 XP. So far, she has spent 1,500 XP. Further expanding her character's skill base, she buys four ranks each in Search, Spot, Bluff, Gather Information, and Sense Motive, spending her remaining 500 XP.

The last player, surprisingly, wants to play a character much like a traditional cleric. He gets Str 13, Dex 10, Con 12, Int 12, Wis 17, and Cha 15. He buys Armor Proficiency (light), Armor Proficiency (medium), and Shield Proficiency. These feats cost 300 XP. He takes four ranks in Use Weapon (maces) and Use Weapon (crossbows). This costs 200 XP. He buys eight ranks in various skills for 200 XP. He

takes Toughness twice for 200 XP. He buys the Will and Fortitude feats twice each for 400 XP. He now has 700 XP left. He decides to take four ranks in Divine Magical (restoration and abjuration) for 200 XP. He takes the Magical Talent feat once for 100 XP. He takes four ranks in Profession (cleric) for 100 XP and buys the Turn Undead feat for 100 XP. Finally, he takes Spell Knowledge two times for 200 XP.

As you can see, the four basic character classes can be approximated fairly well during the character generation process. The spellcaster above will not benefit immediately from his ranks in all ten versions of Arcane Magic, but it will make it easier for him to advance his knowledge in all ten areas after play begins. The cleric does not get proficiency with heavy armor at start, but that situation is easily remedied after he starts to earn XP.

And what of earning XP? How would the DM award experience points in this campaign? The normal system of awarding experience points can be used. Since a character's level is simply the highest number of skill ranks he has in any one skill minus three, this number is used for all calculations requiring character level. Thus, a character with eight skill ranks in Diplomacy would be a 5th level character (assuming that Diplomacy is the highest ranking skill he has). If this character single-handedly defeats a creature with a CR of 3, he will earn 38 XP as normal. Note that it doesn't matter if the character's highest number of skill ranks is in Diplomacy, Use Weapon (heavy blades) or Arcane Magic (evocation). The highest ranked skill is used to determine character level, no matter how

useful it may or may not be in combat.

Other factors are dependent on this character level also. A character cannot have more than twelve times his character level in base hit points. The Constitution bonus provides an additional amount of hit points equal to the positive modifier multiplied by the character's level. These extra hit points are not "base" hit points, and are not governed by the rule above. Negative Constitution modifiers do not affect a character's hit point total.

Base saving throws are limited to a maximum of two plus half of the character's level (per the feat descriptions). The higher of the character's Strength or Constitution modifier is applied to the Fortitude save. The higher of the character's Intelligence or Dexterity modifier is applied to the Reflexes save. The higher of the character's Wisdom or Charisma modifier is applied to the Will save. A character's total save bonus is not limited, only the "base" saving throw bonus.

Every time the character gains another character level, he also receives a number of free skill ranks equal to his Intelligence bonus (if any). Only a positive Intelligence modifier counts. Negative Intelligence modifiers have no effect on the number of skill ranks a character has. The character receives these free skill ranks immediately upon attaining the new level. Increases to the Intelligence bonus do not translate to additional free skill ranks. Characters receive free skill ranks according to their Intelligence bonus at the time of "leveling up." Intelligence increases do not retroactively grant free skill ranks.

Our DM also employs the "odd ability score rule" which states that the saving throw bonuses granted by ability scores are one higher for odd ability scores. Thus, a Constitution of 13 will grant a +2 bonus to the Fortitude save instead of a +1 and a Wisdom of 17 will grant a +4 bonus to Will saves instead of a +3. This makes purchasing odd-numbered ability scores worthwhile.

Because there are essentially twenty different versions of the Magic skill, specialists are simply characters that choose to specialize in certain schools and sources of power. Characters can specialize in one school by taking ranks only in the Arcane Magic or Divine Magic skill pertaining to that school. Still others may choose to ignore two or three schools and concentrate on the rest. Spellcasters can also be generalists, advancing all ten schools equally throughout their careers across both sources of power. The two Magic skills are expedients and are used simply to govern which spell lists are available to a certain character. There really is no difference between arcane and divine spellcasters now, since characters can freely advance one, some, or all of the twenty Magic skills. There may be in-game differences, however, that are used simply to color the setting. A variety of traditions may exist (and give color to an individual character) but the rules for magic work the same. It doesn't matter if the character learns his spells from books, lab journals, demonic familiars, direct implantation by gods, nature spirits or all of the above. Sources are simply part of the setting, but the same rules govern all magic-use within the context of the game system.



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CUSTOM CHARACTERS

A GUIDE TO FREE-FORM CHARACTER CREATION AND ADVANCEMENT



by Erick Lee Edwards

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*A GUIDE TO FREE-FORM CHARACTER
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BY

ERICK LEE EDWARDS

ICOSAHEDRON

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The cover photo shows an ancient Roman twenty-sided die which I sincerely hope was used for roleplaying purposes.

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INTRODUCTION

Simply put, Custom Characters is a set of variant rules applied to the System Reference Document for use in a modified OGL fantasy campaign featuring a purchase advancement system.

The purchase advancement system eliminates the concept of character class almost entirely by allowing players to purchase exactly what bonuses, abilities, and traits they desire for their characters. Under the normal rule system, new character capabilities are granted wholesale at every rise in character level. Under this ruleset, characters are advanced incrementally and the concept of character level exists only to determine how many experience points to award for encounters. Furthermore, there is no character level to limit the abilities of the character. The character's abilities determine his character level. This is a reversal from the normal rules where character level determines the maximum potency of a character's abilities. Thus, this version of the game does away with not only character classes, but character levels as well.

Although the concept of using experience points as currency to buy character traits is nothing new in gaming circles, trait costs are handled a bit differently in this rulebook as compared to past efforts. Previous treatments base the experience point cost of a trait on the trait level itself. For example, the cost to raise your

character's base attack bonus from +0 to +1 may cost 100 XP while the cost to raise it from +19 to +20 may cost 2,000 XP. A simple thought experiment illustrates why this approach is not in keeping with advancement principles present in the System Reference Document. Imagine that your 1st level rogue has earned 1,000 XP. This means that he is eligible to select a new class level and thus become a 2nd level character. In our example, you choose one level of fighter. This makes your character a 2nd level character with one level in rogue and one level in fighter. How much did your fighter level cost? Your first fighter level cost 1,000 XP, naturally. Now imagine a second character, a 19th level rogue. Your character earns an additional 19,000 XP to bring his accumulated experience point total to 190,000 XP. You decide to take your first level in fighter, making your character a 20th level character overall, with 19 levels in rogue and one level in fighter. How much did your first fighter level cost in this case? Your first fighter level, with its +1 to base attack bonus, d10 hit die, bonus feat, armor proficiencies, and other traits cost you 19,000 XP. Clearly, then, trait costs should be based on your character's overall level, not on the level of the traits themselves.

It is my intention that this ruleset be different enough to constitute an entirely new form of d20 fantasy roleplaying, while retaining enough of the character of the original SRD

source material to permit the vast corpus of gaming resources for this game to continue to be useful to your gaming group. Indeed, the normal class system is subsumed by this system and many of the variants adopted are those found in supplements for the "orthodox" version of the game. All innovations that are new to this ruleset can be cheerfully used or disregarded by the GM who, as always, exercises total control over the campaign. The system presented here can be used in its entirety as the default system for character generation and advancement. I have taken great care to provide a balanced character advancement system which is firmly rooted in the game design principles evident in the System Reference Document. Although the math behind the purchase advancement system is not described in this document, rest assured that many hours were spent poring over numerous spreadsheets to prove that the numbers do indeed work out. The section in this document entitled "Basic Character Class Builds" is the product of extensive research and calculations.

If you've wanted to explore the concept of characters with "no class" then turn the page and get started on your first character. Just about any kind of character can be created now, using familiar d20-based fantasy game rules!

CHARACTER GENERATION

This section is meant to supplement the character creation section of your favorite game handbook. Follow the normal rules for creating a character, and implement the changes found in this chapter.

GENERATING ABILITY SCORES

Due to the relative ease at which ability scores can be raised during a character's career, there is little reason to worry about non-exceptional ability scores at start. Any method chosen by the GM is suitable, but those using some sort "point-buy" or "point-allocation" system are the best since it puts all starting characters on equal footing as far as ability score values are concerned. Therefore, it is suggested that the GM use some manner of point buy system to determine starting ability scores.

SELECTING A RACE

Any race allowed during initial character generation by the GM is suitable.

SELECTING AN ALIGNMENT

Any alignment allowed during initial character generation by the GM is suitable.

DETERMINING VITAL STATISTICS

All of a character's vital statistics are determined normally, as found in the System Reference Document.

SELECTING TRAITS

Since there are no classes in this ruleset, a new method of selecting class abilities and other game statistics is employed. A trait is defined as a game statistic that can be purchased with experience points. The base attack bonus, all saves, skill ranks, feats, special abilities, and spellcasting abilities are examples of traits. A starting character has 2,000 XP available to spend on traits before he begins his adventuring career. Consult **Table 1: Starting Character Traits** to find the list of traits that can be purchased and the cost to purchase those traits. All starting characters receive one hit point (at no cost) by virtue of being alive.

BASE ATTACK BONUS

A starting character can select a +0 base attack bonus at no cost or a +1 base attack bonus at the cost of 300 XP.

BASE SAVE BONUSSES

Each of the three saves (Fortitude, Reflexes, and Will) must be purchased individually. A save of +0 costs nothing, +1 costs 100 XP, and +2 costs 200 XP. Base save bonuses do not include bonuses due to high ability scores, magical items and the like.

BASE HIT POINTS

The maximum number of base hit points a starting character can have is 12. Base hit points do not include hit points due to the character's Constitution modifier (if any). Base hit points cost 25 XP per hit point. The character's positive Constitution modifier (if any) is applied after all base hit points are

purchased. All starting characters receive one hit point, without cost.

SKILL RANKS

Skill ranks are purchased at the cost of 25 XP per rank. Each skill can have a maximum of 4 skill ranks. There are no class or cross-class skills in this ruleset (since there are no classes). The character also receives skill ranks equal to four times his positive Intelligence modifier (if he has one) at no cost. Humans receive an additional 4 skill ranks for free at start.

FEATS

Any number of armor and weapon proficiency feats can be bought during character generation at the cost of 100 XP per feat. Only one base feat can be purchased at 100 XP. Any other feats gained due to character race or special abilities do not count towards the total number of bonus feats.

Under this system, a character purchasing the Martial Weapon Proficiency feat gains proficiency in all martial weapons (not just one, as stated in the feat description).

SPELLCASTING

Spellcasting or manifesting can be purchased for various costs as shown in **Table 5: Spellcasting Traits**. When a character purchases a level in spellcasting or manifesting, the character does not gain any special abilities, bonus feats, or other abilities associated with the character classes found in the System Reference Document. The character does gain one caster (or manifester) level, the ability to cast spells (manifest powers) at the new level, and an appropriate number of spells per day (power points) for the spellcasting

(manifesting) class. If the character is a spontaneous caster, he gains an appropriate number of spells known. If the character purchases cleric spellcasting, he should choose two domains and gains an aura appropriate to his alignment. The character can opt to be a specialist wizard if wizard spellcasting is purchased. Characters can purchase the ability to cast spells in more than one class at start, but caster level cannot be increased above 1st.

SPECIAL ABILITIES

A barbarian's rage, a cleric's turn undead ability, and a rogue's sneak attack are all examples of special abilities. Each class special costs 100 XP during character generation. A character can only purchase special abilities available to 1st-level characters but can purchase as

many as they can afford. The complete list of special abilities starts on page 12.

CLASS LEVELS

Some special abilities (such as the monk's *wholeness of body* class special) increase in potency as a character attains higher levels in a certain class. Since there are no classes in this ruleset, the ability to purchase "class levels" is used to determine the level at which these special abilities operate. Characters that have purchased spellcasting levels can count those levels as class levels in the appropriate spellcasting class (such as bard and druid) and do not need to purchase class levels. Starting characters can purchase one class level in as many classes they want (but one class level only in each).

ABILITY SCORES

Ability scores can also be purchased with experience points at start, over and above those gained through ability score generation up to racial maximums. The cost is 150 XP per point. The ability scores that your character starts the game with are known as their "Starting Values."

STARTING EQUIPMENT AND WEALTH

All characters start with 6d4 X 100 gold pieces worth of equipment and cash. Since there are no classes, all characters start with the same amount. Any equipment allowed by the GM can be purchased.

TABLE 1: STARTING CHARACTER TRAITS

Trait	Cost (XP)	Maximum Value
Base Attack Bonus	300 for +1	+1
Base Save Bonus	100 per +1	+2
Base Hit Points	25 per HP	12 HP
Skill Rank	25 per Rank	4 Ranks per Skill
Base Feat	100	One Base Feat
Armor and Weapon Proficiency Feats	100 per Feat	--
Bard Spellcasting	150	First Level
Cleric Spellcasting	300	First Level
Druid Spellcasting	200	First Level
Psion Manifesting	500	First Level
Sorcerer Spellcasting	500	First Level
Wizard Spellcasting	500	First Level
Special Ability	100 per Ability	First Level
Class Level	25 per Class	First Level
Ability Score	150 per +1	Racial Max

CHARACTER CREATION WORKSHEET

Original Ability Scores	Cost per Increase	Number of Increases	Total Cost	Purchase Limit	Starting Value
Strength	150 XP			Up to Racial Maximum	
Dexterity	150 XP			Up to Racial Maximum	
Constitution	150 XP			Up to Racial Maximum	
Intelligence	150 XP			Up to Racial Maximum	
Wisdom	150 XP			Up to Racial Maximum	
Charisma	150 XP			Up to Racial Maximum	

Combat Traits	Cost	Number	Total Cost	Purchase Limit
Base Attack Bonus	300 XP			+1
Base Fortitude Bonus	100 XP			+2
Base Reflex Bonus	100 XP			+2
Base Will Bonus	100 XP			+2
Base Hit Points (1 HP for free)	25 XP			11

Skills	Cost per Rank	Ranks	Total Cost	Purchase Limit
1.	25 XP			4 skill ranks
2.	25 XP			4 skill ranks
3.	25 XP			4 skill ranks
4.	25 XP			4 skill ranks
5.	25 XP			4 skill ranks
6.	25 XP			4 skill ranks
7.	25 XP			4 skill ranks
8.	25 XP			4 skill ranks
9.	25 XP			4 skill ranks
10.	25 XP			4 skill ranks

Feats	Cost	Take?	Total Cost	Prerequisite
Light Armor Proficiency	100 XP	Yes / No		None
Medium Armor Proficiency	100 XP	Yes / No		Light Armor
Heavy Armor Proficiency	100 XP	Yes / No		Medium Armor
Shield Proficiency	100 XP	Yes / No		None
Tower Shield Proficiency	100 XP	Yes / No		Shield
Simple Weapon Proficiency	100 XP	Yes / No		None
Martial Weapon Proficiency*	100 XP	Yes / No		Simple Weapon
Base Feat	100 XP	Yes / No		Varies

Special Abilities	Cost	Class?	Total Cost	Purchase Limit
1.	100 XP			First Level Abilities only
2.	100 XP			First Level Abilities only
3.	100 XP			First Level Abilities only
4.	100 XP			First Level Abilities only
5.	100 XP			First Level Abilities only
6.	100 XP			First Level Abilities only
7.	100 XP			First Level Abilities only

Spellcasting / Class Levels	Cost	Class	Total Cost	Purchase Limit
Spellcasting #1	XP			First Level
Spellcasting #2	XP			First Level
Spellcasting #3	XP			First Level
Class Level #1	25 XP			First Level
Class Level #2	25 XP			First Level
Class Level #3	25 XP			First Level

* The character receives proficiency in all Martial weapons.

2,000XP

CHARACTER ADVANCEMENT

Under this ruleset, characters are advanced through the expenditure of experience points. Character traits are purchased one at a time, allowing for more incremental advancement. Because there are no strictly defined character levels under this system, a new method must be employed to determine character level (for the purposes of encounter experience, spell effects, hit dice determination, and other game factors). Simply put, character level is determined by the

highest single trait a character has. **Table 2: Character Level Determination** shows all traits that can be used to determine character level. For example, a character having a +3 base attack bonus with his highest save at +3, highest skill rank at 9, 59 base hit points, with all ability scores at starting values, and no special abilities, class levels, or spellcasting above Level 3 would be a 6th level character (due to having a skill at rank 9). Likewise a character

having a +0 base attack bonus, all saves at +0, one skill at rank 9, 4 base hit points, all ability scores at starting values, and no special abilities, class levels, or spellcasting above Level 1 would be a 6th level character as well. Under this system, the player controls character level by advancement choices made during play. Unbalanced advancement can result in characters being underpowered for their particular character level.

TABLE 2: CHARACTER LEVEL DETERMINATION

Character Level	Base Attack Bonus	Base Save Bonus	Skill Rank	Base Hit Points	Ability Scores	Base Feats	Special Abilities, Class Levels, and Spellcasting
1	+1	+2	4	12	Starting Value	1st	Level 1
2	+2	+3	5	24			Level 2
3	+3		6	36		2nd	Level 3
4	+4	+4	7	48	Starting Value +1		Level 4
5	+5		8	60			Level 5
6	+6	+5	9	72		3rd	Level 6
7	+7		10	84			Level 7
8	+8	+6	11	96	Starting Value +2		Level 8
9	+9		12	108		4th	Level 9
10	+10	+7	13	120			Level 10
11	+11		14	132			Level 11
12	+12	+8	15	144	Starting Value +3	5th	Level 12
13	+13		16	156			Level 13
14	+14	+9	17	168			Level 14
15	+15		18	180		6th	Level 15
16	+16	+10	19	192	Starting Value +4		Level 16
17	+17		20	204			Level 17
18	+18	+11	21	216		7th	Level 18
19	+19		22	228			Level 19
20	+20	+12	23	240	Starting Value +5		Level 20

TABLE 3: BASIC TRAITS

Trait	XP Cost	Per
Base Attack Bonus	300 x CL	+1
Base Save Bonuses	100 x CL	+1
Base Hit Points	25 x CL	Hit Point
Skills	25 x CL	Skill Rank
Feats	100 x CL	Feat
Special Abilities	100 x CL	Special Ability
Class Levels	25 x CL	Class Level
Ability Scores	150 x CL	+1 to Score

BASIC TRAITS

As characters earn experience points, these points can be used to purchase new traits or raise the level at which previously purchased traits operate. Spending XP in this manner is exactly like spending XP to cast spells with XP components or spending XP to make magic items. Once XP have been spent on a trait, these XP are no longer available for the purposes of casting spells, making magical items, or for any other game situation requiring the conscious expenditure of XP. Experience points previously spent on the acquisition of traits can still be taken away as a result of calamity, such as when a sorcerer's familiar dies. In this case, the DM may allow the player to choose which traits are reduced in effectiveness due to XP loss.

Table 3: Basic Traits gives all of the basic traits that can be bought with experience points. Each XP cost is multiplied by the character's current character level (denoted by 'x CL'). Note that any character level increase that comes as a result of raising a trait is immediately applied to all subsequent costs. For example, a character at the beginning of his career (1st level) earns 300 XP over the course of several encounters. At the end of the play session, the player decides to spend those 300 XP to raise his character's base attack bonus from +1 to +2. Consulting **Table 2: Character Level Determination**, the player notes that his character is

now a 2nd level character. All XP costs on **Table 3: Basic Traits** will now be multiplied by 2 (until the character reaches 3rd character level). It is important to note that the character level (not the trait level) is used to calculate the XP cost. For example, a 6th level character wishes to raise his previously-neglected base attack bonus. Currently, he has a base attack bonus of +1. Raising it from +1 to +2 will cost 300 XP times 6 (his character level), or 1,800 XP. Raising it from +2 to +3 will also cost 1,800 XP since his character level is still 6th, even after raising his base attack bonus from +1 to +2.

Explanations of all basic traits are given in the following sections.

BASE ATTACK BONUS

This is the normal base attack bonus as used in the System Reference Document. Characters receive multiple attacks as appropriate. Each +1 added to the base attack bonus costs 300 XP times the character's level.

BASE SAVE BONUS

This is the normal base save bonus as used in the System Reference Document. Each of the three saving throws (Fortitude, Reflexes, and Will) has its own base save bonus and all three must be purchased separately. Each +1 added to a base save bonus costs 100 XP x CL.

BASE HIT POINTS

Base hit points represent the hit points that normally come from hit dice and do not include hit points from any other source (such as hit points derived from the character's Constitution modifier). One base hit point costs 25 XP x CL. The character's positive Constitution modifier (if any) multiplied by Character Level is added to the base hit point total. Characters having a negative Constitution modifier do not have their hit points reduced. Characters start with one free hit point.

SKILL RANKS

These are the normal skill ranks described in the SRD. Skill ranks are purchased at the cost of 25 XP x CL. There are no class or cross-class skills in this ruleset (since there are no classes).

When a character attains a new character level, the character receives bonus skill ranks equal to that character's positive Intelligence modifier (if any) at no cost. Skill ranks gained from this positive Intelligence modifier can never be used to purchase skill ranks above the character's Character Level plus three. In other words, these bonus skill ranks cannot be used to further raise the character's Character Level.

Characters having a negative Intelligence modifier do not receive a reduction in the number of skill

ranks. Characters having a negative Intelligence modifier do not have the number of skill ranks they may purchase reduced.

Human characters receive one free skill rank upon attaining each new Character Level. As with skill ranks gained from a positive Intelligence modifier, this skill rank cannot be used to raise a skill above Character Level plus three ranks.

FEATS

The term “base feats” is used to refer to feats that are not acquired as racial bonus feats (such as the feat gained by all human characters) or as special abilities (such as those gained by fighters and wizards). Base feats also do not include armor and weapon proficiency feats. The number of base feats acquired by a character is a level-determining trait (c.f., **Table 2: Character Level Determination**). All feats, regardless of classification, have a purchase price of 100 XP x CL. Racial bonus feats are free, however.

SPECIAL ABILITIES

All traits listed in the “Special” column of each character class description in the SRD are called special abilities in this ruleset. Special abilities are treated much like feats, having prerequisites and the same purchase price of 100 XP times the character’s level. See the Special Abilities section for more extensive details.

CLASS LEVELS

Characters can buy class levels in certain classes to meet the prerequisites of special abilities (or feats) and to determine the level at which some specials operate. When a class level is bought, the class must be specified, such as class level (fighter) or class level (monk). Each class level is bought in

sequence (the previous class level always being a prerequisite for the next class level). Characters that have purchased spellcasting levels can count those levels as class levels in the appropriate spellcasting class (such as bard and druid) and do not need to purchase class levels. Class levels in spellcasting classes can be bought separately, however (in case a character wants class levels but not necessarily spellcasting ability). Characters must also abide by the alignment restrictions of a class when gaining class levels. A character must be lawful to purchase monk class levels, have a neutral alignment component to purchase druid class levels, be lawful good to purchase paladin class levels, etc. Gaining class levels in a class with an alignment aura (such as cleric and paladin) grants an aura of corresponding strength to the character.

A quick illustration may be helpful. Let’s say that a player wishes for his character to gain the Weapon Specialization (longsword) feat. He is already proficient in the longsword and has already bought the Weapon Focus feat for longsword. However, the feat lists “fighter level 4th” as a prerequisite. The character would need to have four levels in class level (fighter) before being able to take Weapon Specialization (longsword).

Class levels cost 25 XP times the character’s level. Remember that XP costs are based on the Character Level and not the level at which the trait is bought. Thus, a 6th level character will pay 150 XP (6 x 25 XP) for each class level as long as he remains a 6th level character

Class levels can also be purchased for prestige classes, but only after all prerequisites are met for entry into the prestige class. Level determination for prestige classes works differently than for basic classes. Prestige class entry prerequisites almost always guarantee that characters must be of a certain character level (since no

character begins play with one level in a prestige class). Therefore, for the purposes of level determination, class levels in prestige classes are higher than class levels in the basic classes.

Table 4: Prestige Class Level Determination

Prestige Class	Level Modifier
Arcane Archer	+7
Arcane Trickster	+8
Archmage	+13
Assassin	+5
Blackguard	+6
Dragon Disciple	+5
Duelist	+7
Dwarven Defender	+7
Hierophant	+13
Horizon Walker	+5
Loremaster	+7
Shadowdancer	+7
Thaumaturgist	+7

Table 4: Prestige Class Level Determination shows the equivalent basic class level that a certain prestige class level is for the purposes of level determination (see **Table 2**). For example, the level modifier for the arcane archer prestige class is +7. This means that taking the 1st class level in arcane archer counts as taking the 8th class level in a basic class for the purpose of level determination. Taking the 2nd class level in arcane archer is the equivalent to taking the 9th class level in a basic class, and so on. This level modifier only affects the class level as it relates to level determination. The level modifier has no effect on the potency of special abilities. Having one class level in arcane archer counts as one class level for all of the special abilities that increase in potency as the character’s arcane archer class level increases.

Note that the eldritch knight and mystic theurge prestige classes are not included in this table. This is due to the fact that these prestige classes can already be simulated using the normal character

advancement rules in this ruleset (and these prestige classes offer no new special abilities).

The level modifier is determined by finding the minimum number of character levels a character would have to have before being eligible to take the first level in the prestige class. Thus, the level modifiers for prestige classes not found on **Table 4** can be found easily by the GM.

Keep in mind that class levels cost the same amount of XP as skill ranks. The GM may wish to simply refer to class levels as skill ranks in an appropriate Profession (type) skill. In this case, the class level is equal to the number of skill ranks possessed minus three (minimum of one). The Wisdom modifier does not affect this number (since skill ranks only are counted, not the total skill modifier). Because you must purchase five skill ranks to reach 2nd class level, this option makes purchasing class levels a bit more costly up front. Otherwise, this Profession skill functions as normal (i.e., granting income). So, a character with 10 ranks in Profession (fighter) is considered to have seven class levels in fighter. If his Wisdom bonus is +2, then the player may make a skill check each week, with a +12 modifier, to determine the character's income (half of the check result in gold pieces).

ABILITY SCORES

There are six ability scores and each must be advanced individually. Advancing an ability score above its starting value can make that ability score a level determining trait (c.f., **Table 2: Character Level Determination**). The price to advance an ability score by one point is 150 XP x CL.

SPELLCASTING TRAITS

The costs for purchasing spellcasting ability are shown in

Table 5: Spellcasting Traits. Buying a level of spellcasting is very much like prestige class special abilities that read "+1 level of existing spellcasting class." For each level of spellcasting bought, the character gains one caster level (and the class level inherent in this), the ability to cast spells up to the highest level granted by that class (such as 3rd level spells for 5th level wizards), and the new array of spells per day for that class/level combination.

If the character is a spontaneous caster, he gains an appropriate number of spells known. If the character purchases cleric spellcasting, he continues to gain access to domain spells and the aura appropriate to his alignment strengthens. The character can opt to be a specialist wizard if wizard spellcasting is purchased.

The character does not gain any bonus feats, special abilities, or any other benefit a character of that class would have gained (but of course, these can be bought separately).

TABLE 5: SPELLCASTING TRAITS

Spellcasting Trait	XP Cost	Per
Bard	150 x CL	Level
Cleric	300 x CL	Level
Druid	200 x CL	Level
Psion	500 x CL	Level
Sorcerer	500 x CL	Level
Wizard	500 x CL	Level

ADVANCING TRAITS

With these two tables, advancing along a path similar to any of the basic character classes is possible. More importantly, players are now able to conceive of characters not bound to the archetypal, traditional fantasy roles. Characters can become *polymaths*, remaining at a certain character level while purchasing a broad array of traits encompassing several different class

roles. Or they can become *paragons*, focusing on one particular trait while neglecting all others. If balance is desired, a character can advance as a *hero*, following a traditional class-based path.

OPTIONAL BASIC TRAITS

More well-defined characters can be created at the cost of added complexity. **Table 6: Optional Basic Traits** gives several optional basic traits that can be used break down the base attack bonus into less costly components as well as the costs for buying whole class levels outright as packaged-deals (or "bundles").

TABLE 6: OPTIONAL BASIC TRAITS

Trait	XP Cost	Per
Base Attack Bonus		
(Melee)	150 x CL	+1
(Ranged)	150 x CL	+1
(One Group)	75 x CL	+1
(One Weapon)	25 x CL	+1
Weapon Group	25 x CL	Feat
Whole Class Level	1000 x CL	Level
Level Adjustment	1000 x CL	Level

For the purposes of **Table 2: Character Level Determination**, use the character's highest base attack bonus when determining character level if these optional base attack bonus traits are used, whether it be with a single weapon or an entire class of weapons. Weapon group feats are found in the System Reference Document and can be bought at a reduced cost since each of these feats grants proficiency with a smaller group of weapons than normal feats. A class level package is a normal class level as found in the System Reference Document. Level adjustments can be bought off directly if this optional basic trait is used.

OPTIONAL PARTIAL-LEVEL SPELLCASTING TRAITS

If the Spell Points variant in the System Reference Document is used, spellcasting ability can be made more incremental. Half- and quarter-level purchases are offered at reduced XP costs in **Table 7**.

TABLE 7: OPTIONAL SPELLCASTING TRAITS

Trait	XP Cost	Per
Bard*	75 x CL	Half-Level
	25/50 x CL	Quarter-Level
Cleric	150 x CL	Half-Level
	75 x CL	Quarter-Level
Druid	100 x CL	Half-Level
	50 x CL	Quarter-Level
Psion	250 x CL	Half-Level
	125 x CL	Quarter-Level
Sorcerer	250 x CL	Half-Level
	125 x CL	Quarter-Level
Wizard	250 x CL	Half-Level
	125 x CL	Quarter-Level

*The quarter-level cost for bard spellcasting is 25 XP x CL when purchasing the $\frac{1}{4}$ and $\frac{3}{4}$ quarter-levels and 50 XP x CL when purchasing the $\frac{1}{2}$ and whole integer quarter-levels.

Table 14: Expanded Spellcaster Level Chart gives the spell points for each spellcaster/level combination along with the highest level of spell that a spellcaster of the given level can cast at all quarter-level increments. This is an expanded version of a similar table found in the System Reference Document. A spell point value of zero indicates that the spellcaster has only bonus spell points received from a high ability score. A dashed line indicates that nothing is received at that level. If this system is used, cantrips and orisons have a cost of $\frac{1}{2}$ of a spell point.

Expanded tables for bonus spell and power points are given in **Table 15**, **Table 16**, and **Table 17**.

OPTIONAL BONUS FEATS

Since the number of special abilities a character possesses is not a level-determining trait, the GM may rule that feats operate in this manner as well. Using this option, a character can purchase any number of feats and the whole concept of “base feats” is removed from the ruleset. Individual feats themselves may require a certain minimum character level if a minimum level is specified as a prerequisite, such as “fighter level 4th” for Weapon Specialization and “caster level 12th” for Craft Staff.

To implement this option, simply ignore the “Base Feats” column on **Table 2: Character Level Determination**. The number of feats a character purchases is not a level-determining trait.

OPTIONAL LEVEL DETERMINATION

The GM may not be comfortable with the level-determination system as written. If the GM wishes to use experience points as the only level-determinant, then the following rules should be employed. First, character level is determined by the number of experience points the character has used to purchase traits. Experience points spent on magical item construction, spellcasting, etc. do not count. Once a character has spent 1,000 XP on traits, increase the character level by one. It does not matter how the XP were spent, only the amount. Thus, after spending 1,000 XP, a 1st level character becomes a 2nd level character. Traits may be purchased up to a level shown on **Table 2: Character Level Determination**. For example, as long as a character is 2nd level, his base attack bonus may not be increased above +2, he may not have a base save above +3, hit points above 24, etc. Traits no

longer determine the character level, the character level determines the maximum value of the traits.

NEGATIVE-LEVEL CHARACTERS

Some gaming groups may wish to begin their characters as completely unskilled, normal members of their race. In this case, the 2,000 XP given to all starting characters is not available. Characters start with no experience. Ability scores are determined and each character receives one free hit point. **Table 8: Pre-Character Level Determination** shows the maximum base attack bonus, base save bonus, skill rank, base hit points, ability scores, and spellcasting levels as they pertain to these “pre-levels.” One base feat may be purchased, as long as it is a feat that must be purchased at 1st level according to the rules. Humans may take their free feat at any point up to and including 1st character level. Humans may take their free skill points upon attaining 1st character level. Weapon and armor proficiency feats may be purchased at any point. Only the 1st class level in a single class may be purchased at these levels. Only one class special available to 1st level characters may be purchased and only one level of spellcasting in one class can be bought during these pre-levels. If half- and quarter-levels are used for spellcasting (using the Expanded Spellcaster Level Charts), then only fractional levels can be purchased. However, if this system is used, then fractional spellcasting levels can be purchased for multiple spellcasting classes. For advancement, use the appropriate trait cost tables found in previous sections.

HIGH-LEVEL CHARACTERS

Other gaming groups may wish to create high-level characters at start. In this case, create 1st level characters as normal. After that, determine the highest level character that will be allowed at start. The GM can consult **Table 2** to determine the maximum character level, and thus maximum traits that will be allowed at the start of the campaign.

Once the maximum character level has been determined, allow each player to spend a number of experience points equal to the normal amount of experience points for a character of that level. For example, if the GM decides to limit the characters to 10th level, then each player will have an additional 45,000 XP to spend.

The GM should also consult the appropriate rulebooks to determine how much equipment and money to give to each character at start if high-level characters are generated.

It is important to create 1st level characters as the first step in the process of creating high-level characters. The starting values of ability scores must be determined since there is a character level limit to how high ability scores may be raised with experience points.

If this option is used, characters cannot exceed the maximum character level determined by the GM, but may be lower level than the maximum.

TABLE 8: PRE-CHARACTER LEVEL DETERMINATION

Character Level	Base Attack Bonus	Base Save Bonus	Skill Rank	Base Hit Points	Ability Scores	Base Feats	Spellcasting
-2	+0	+0	1	3	Racial Max	(1st)	Level ¼
-1	+0	+1	2	6	Racial Max		Level ½
0	+0	+2	3	9	Racial Max		Level ¾

CHARACTER CREATION AND ADVANCEMENT EXAMPLE

An example of character creation and subsequent character advancement will be useful in illustrating these rules in action.

Russell wants to create a character that specializes in hunting down and slaying undead creatures. After determining ability scores, character race, alignment, and vital statistics, he is ready to purchase traits with the starting 2,000 XP. He wants the character to be good at combat, so he buys the +1 base attack bonus for 300 XP. He feels that having a good Fortitude save at start continues to represent the martial nature of his character, so he allocates 200 XP to get a +2 base save bonus in Fortitude. His character receives one free hit point at start and Russell buys eight more for him (200 XP). He also purchases eight skill ranks for the same price (200 XP). He takes the one base feat he is allowed to buy during character generation (100 XP). So far, Russell has spent 1,000 XP. He envisions a lightly-armored,

but well-armed character so he takes armor proficiency (light), simple weapon proficiency, and martial weapon proficiency (300 XP). He now has 700 XP left to spend on special abilities, class levels, and spellcasting. He decides to buy the turn undead cleric class special along with one class level in cleric (125 XP total for both). Taking a class level in cleric automatically gives him an alignment aura (Russell chooses the aura of good). He also takes the detect evil and smite evil (1/day) special abilities (200 XP total for both). To use smite evil effectively, he needs to take a class level in paladin (25 XP) which also causes a strengthening of his aura of good. He purchases the 1st favored enemy (undead) class special from the ranger class (100 XP). This leaves 250 XP left to spend. He decides to go ahead and give the character two more hit points (up to 11, just one short of the starting maximum) and eight more skill ranks. Our

undead-slayer is now ready to begin adventuring.

After a few successful adventures, Russell's stingy GM, Erick, awards the undead-slayer 600 XP. Russell determines that his character should have the ability to track, so he purchases the ranger class special of the same name (100 XP). He notes that this does not change the undead-slayer's character level since track is available to 1st level characters. With 500 XP left to spend, Russell decides to raise his character's base attack bonus from +1 to +2. This costs 300 XP and makes his character a 2nd level character (according to **Table 2**). With 200 XP left to spend, Russell buys another class level in cleric which costs 50 XP. He also buys another class level of paladin for the same price (50 XP). Buying hit points is always a good idea, so he spends the remaining 100 XP to get two additional hit points. Note that as soon as his character became 2nd level, all XP costs were doubled.

SPECIAL ABILITIES

Special abilities are grouped by level. The level of a special ability is a level determining trait (see **Table 2: Character Level Determination**). Each special ability is listed along with prerequisites, ability type, class levels, and a description. Characters must have all prerequisites before purchasing a special ability. Ability type refers to its classification as either an extraordinary, spell-like, or supernatural ability. Special abilities not falling into one of these three categories is classified as a natural ability. The class level entry lists what class levels can be used to increase the potency of the special ability (if any). Finally, description gives the details of the special ability in game terms.

1ST-LEVEL SPECIAL ABILITIES

All 1st-Level Special Abilities are available to starting characters during character generation as long as the character meets the prerequisites.

ANIMAL COMPANION

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger (Half).

Description: The character gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid.

This animal is a loyal companion that accompanies the character on her adventures as appropriate for its kind.

An animal companion is completely typical for its kind except as noted below. As the character advances in druid class levels, the animal's power increases as shown on the table. If the character releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A character with a druid class level of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid class level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid class level and compare the result with the druid class level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective class level to 0 or lower, she can't have that animal as a companion.)

Each ranger class level counts as half of a druid class level when determining the animal companion's abilities. Consult *The Druid's Animal Companion* section of the System Reference Document for more information about animal companions.

AURA OF ALIGNMENT

Prerequisites: Chaotic, evil, good, or lawful alignment.

Ability Type: Extraordinary.

Class Levels: Cleric and Paladin.

Description: Choose a non-neutral component of the character's alignment, either chaotic, evil, good, or lawful. The character gains a particularly powerful aura corresponding to that alignment component (see the *detect evil* spell for details). The power of the aura corresponds to the character's class levels in cleric and paladin.

BARDIC KNOWLEDGE

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard and Loremaster.

Description: The character may make a special bardic knowledge check with a bonus equal to his bard and loremaster class levels + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the character has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A character may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Types of knowledge with corresponding DC are shown below.

DC 10: Common, known by at least a substantial minority of the local population.

DC 20: Uncommon but available, known by only a few people, legends.

DC 25: Obscure, known by few, hard to come by.

DC 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.

BARDIC MUSIC

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard.

Description: Once per day per bard class level, the character can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard class level and a minimum number of ranks in the Perform skill as prerequisites.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the character must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, the character cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf character has a 20% chance to fail when attempting to use bardic music. If he fails, the

attempt still counts against his daily limit.

COUNTERSONG

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the character (including the character himself) that is affected by a sonic or language-dependent magical attack may use the character's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The character may keep up the countersong for 10 rounds.

DETECT ALIGNMENT

Prerequisites: None.

Ability Type: Spell-Like.

Class Levels: None.

Description: Choose an alignment component, either chaos, evil, good, or law. At will, the character can use *detect chaos*, *detect evil*, *detect good*, or *detect law* as the spell. The exact spell corresponds to the alignment component chosen.

FASCINATE

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can use his music or poetics 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 character, and able to pay attention to him. The character 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 bard class levels the character attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, the character makes a Perform 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 character cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the character continues to play and concentrate (up to a maximum of 1 round per bard class level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the character to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform 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. Fascinate is an enchantment (compulsion), mind-affecting ability.

FAST MOVEMENT

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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 character's speed because of any load carried or armor worn.

FAVORED ENEMY I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character selects a type of creature from among those given on **Table: Ranger Favored Enemies** in the System Reference Document. The character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FIGHTING MASTERY I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This

bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

FLURRY OF BLOWS I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: When unarmored, the character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The character must use a full attack action to strike with a flurry of blows.

When using flurry of blows, the character may attack only with unarmed strikes or with special weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special weapons interchangeably as desired. When using weapons as part of a flurry of blows, the character applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times\frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The character can't use any weapon other than a special weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to

use, the character may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

INSPIRE COURAGE I

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the character sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

INTUITIVE DEFENSE I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character adds her Wisdom bonus (if any) to her AC.

This bonus to AC applies even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MARTIAL ARTS I: IMPROVED GRAPPLE

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Grapple as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS I: STUNNING FIST

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Stunning Fist as a bonus feat. This does not count as a base feat for the purposes of level determination.

NATURE SENSE

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on Knowledge (nature) and Survival checks.

RAGE I

Prerequisites: Non-lawful alignment.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can fly into a rage one time per day. In a rage, the character 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 character'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 character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or 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. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A character may prematurely end his rage. At the end of the rage, the character 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. Entering a rage takes no time itself, but a character can do it only during his action, not in response to someone else's action.

REBUKE UNDEAD

Prerequisites: Non-good alignment, cannot have Turn Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his unholy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to rebuke undead a number of times

per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on rebuke checks against undead.

SMITE CHAOS I

Prerequisites: Aura of Alignment (Lawful).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite chaos with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

SMITE EVIL I

Prerequisites: Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

SMITE GOOD I

Prerequisites: Aura of Alignment (evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite good with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

SMITE LAW I

Prerequisites: Aura of Alignment (Chaotic).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite law with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

SNEAK ATTACK I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character's attack deals 1d6 extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied.

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

With a sap (blackjack) or an unarmed strike, the character 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.

The character can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The character 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 character cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

SUMMON FAMILIAR

Prerequisites: Ability to cast arcane spells.

Ability Type: Spell-Like.

Class Levels: Sorcerer and Wizard.

Description: The character can obtain a familiar. Doing so 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 character chooses the kind of familiar he gets. As the character gains sorcerer and wizard class levels, his familiar also increases in power.

If the familiar dies or is dismissed by the character, the character must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points for every sorcerer and wizard class level; success reduces the loss to one-half that amount. However, a character's experience point total can never go below zero as the result of a familiar's demise or dismissal. A

slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

TRACK

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Track as a bonus feat. This does not count as a base feat for the purposes of level determination.

TRAPFINDING

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

The character can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A character who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

TURN UNDEAD

Prerequisites: Non-evil alignment, cannot have Rebuke Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric and Paladin.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his holy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

UNARMED STRIKE I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Unarmed Strike as a bonus feat. This does not count as a base feat for the purposes of level determination. The character's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that the character may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for the character when striking unarmed. The character may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually the character's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

The character's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A character also deals more damage with her unarmed strikes than a normal person would. A small character deals 1d4 damage, a medium character deals 1d6 damage, and a large character deals 1d8.

WILD EMPATHY

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger.

Description: The character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her druid and ranger class levels along with her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the character and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

WIZARDRY I

Prerequisites: Ability to cast arcane spells.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Scribe Scroll as a bonus feat. This does not count as a base feat for the purposes of level determination.

2ND-LEVEL SPECIAL ABILITIES

All 2nd-Level Special Abilities have "Character Level 1" as a prerequisite.

COMBAT STYLE: ARCHERY

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

DEADLY TOUCH

Prerequisites: Character Level 1, Cha 12, Aura of Alignment (Evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin class level + character's Cha modifier) to halve the damage dealt.

Alternatively, the character can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the lay on hands ability.

DIVINE GRACE

Prerequisites: Character Level 1, Aura of Alignment (Any).

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains a bonus equal to her Charisma bonus (if any) on all saving throws.

EVASION

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can avoid even magical and unusual attacks with great agility. If the character 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 character is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

FIGHTING MASTERY II

Prerequisites: Character Level 1, Fighting Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

LAY ON HANDS

Prerequisites: Character Level 1, Cha 12, Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. The character may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, the character can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The character decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

MARTIAL ARTS II: COMBAT REFLEXES

Prerequisites: Character Level 1, any Martial Arts I special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Combat Reflexes as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS II: DEFLECT ARROWS

Prerequisites: Character Level 1, any Martial Arts I special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Deflect Arrows as a bonus feat. This does not count as a base feat for the purposes of level determination.

UNCANNY DODGE

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can react to danger before his senses would normally allow him to do so. The character 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.

WOODLAND STRIDE

Prerequisites: Character Level 1.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

3RD-LEVEL SPECIAL ABILITIES

All 3rd-Level Special Abilities have "Character Level 2" as a prerequisite.

AURA OF COURAGE

Prerequisites: Character Level 2, lawful good alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DEBILITATION

Prerequisites: Character Level 2, chaotic evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DESPAIR

Prerequisites: Character Level 2, lawful evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF RESOLVE

Prerequisites: Character Level 2, chaotic good, alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to compulsion effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

DIVINE HEALTH

Prerequisites: Character Level 2, Aura of Alignment (Any).

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases, including supernatural and magical diseases.

ENDURANCE

Prerequisites: Character Level 2.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Endurance as a bonus feat. This feat does not count as a base feat for the purposes of level determination.

INSPIRE COMPETENCE

Prerequisites: Character Level 2, Bardic Music, Countersong, Fascinate, Inspire Courage I, 6 or more ranks in Perform.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the character. The character must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the character's music. Certain uses of this ability are infeasible. The effect lasts as long as the character concentrates, up to a maximum of 2 minutes. The character can't inspire competence in himself. Inspire competence is a mind-affecting ability.

SPEED BONUS I

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an enhancement bonus to her speed of +10 ft. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SNEAK ATTACK II

Prerequisites: Character Level 2, Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 2d6 extra damage (instead of 1d6).

STILL MIND

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

TRACKLESS STEP

Prerequisites: Character Level 2, Woodland Stride.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

TRAP SENSE I

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

4TH-LEVEL SPECIAL ABILITIES

All 4th-Level Special Abilities have "Character Level 3" as a prerequisite.

FIGHTING MASTERY III

Prerequisites: Character Level 3, Fighting Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

KI STRIKE: MAGIC

Prerequisites: Character Level 3.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

RAGE II

Prerequisites: Character Level 3, non-lawful alignment, Rage I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage two times per day. See Rage I for details.

RESIST NATURE'S LURE

Prerequisites: Character Level 3, Nature Sense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +4 bonus on saving throws against the spell-like abilities of fey.

SLOW FALL I

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 20 feet shorter than it actually is.

UNARMED STRIKE II

Prerequisites: Character Level 3, Unarmed Strike I.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d6 damage with unarmed strikes, a medium character 1d8 damage, and a large character 2d6 damage.

5TH-LEVEL SPECIAL ABILITIES

All 5th-Level Special Abilities have "Character Level 4" as a prerequisite.

FAVORED ENEMY II

Prerequisites: Character Level 4, Favored Enemy I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System

Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FLURRY OF BLOWS II

Prerequisites: Character Level 4, Flurry of Blows I.

Ability Type: Natural.

Class Levels: None.

Description: The character's Flurry of Blows attack penalty lessens from -2 to -1.

IMPROVED UNCANNY DODGE

Prerequisites: Character Level 4, Uncanny Dodge.

Ability Type: Extraordinary.

Class Levels: Barbarian and Rogue.

Description: The character can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue class levels than the target has barbarian and rogue class levels.

INTUITIVE DEFENSE II

Prerequisites: Character Level 4, Intuitive Defense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +1 bonus to AC.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

PURITY OF BODY

Prerequisites: Character Level 4, Still Mind.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases except for supernatural and magical diseases.

SMITE CHAOS II

Prerequisites: Character Level 4, Smite Chaos I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos two times per day (instead of only once per day).

SMITE EVIL II

Prerequisites: Character Level 4, Smite Evil I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil two times per day (instead of only once per day).

SMITE GOOD II

Prerequisites: Character Level 4, Smite Good I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good two times per day (instead of only once per day).

SMITE LAW II

Prerequisites: Character Level 4, Smite Law I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law two times per day (instead of only once per day).

SNEAK ATTACK III

Prerequisites: Character Level 4, Sneak Attack II.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 3d6 extra damage (instead of 2d6).

SPECIAL MOUNT

Prerequisites: Character Level 4, Aura of Alignment (Any).

Ability Type: Spell-Like.

Class Levels: Paladin.

Description: The character gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (or goodness, law, or chaos). This mount is usually a heavy warhorse (for a Medium character) or a warpony (for a Small character).

Once per day, as a full-round action, the character may magically call her mount from the otherworldly realms in which it resides. This ability is the

equivalent of a spell of a level equal to one-third the character's paladin class level. The mount immediately appears adjacent to the character and remains for 2 hours per paladin class level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the character may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the character's mount die, it immediately disappears, leaving behind any equipment it was carrying. The character may not summon another mount for thirty days or until she gains a paladin class level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a -1 penalty on attack and weapon damage rolls.

WILD SHAPE I

Prerequisites: Character Level 4.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid class level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried by the character melds into the new form and becomes nonfunctional. When the character reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the character's feet.

The form chosen must be that of an animal the character is familiar with.

The character loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

The new form's Hit Dice can't exceed the character's druid class level.

WIZARDRY II

Prerequisites: Character Level 4, Wizardry I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums. This feat does not count as a base feat for the purposes of level determination.

6TH-LEVEL SPECIAL ABILITIES

All 6th-Level Special Abilities have "Character Level 5" as a prerequisite.

BESTOW CURSE I

Prerequisites: Character Level 5, Aura of Alignment (Chaos).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, as the spell, once per week.

CAUSE DISEASE I

Prerequisites: Character Level 5, Aura of Alignment (Evil).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), once per week.

DEATH ATTACK

Prerequisites: Character Level 5, evil alignment, Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, the character must kill someone for no other reason than to become an assassin.

Ability Type: Natural.

Class Levels: Assassin.

Description: If the character studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (character's choice). While studying the victim, the character can undertake other actions so long as his attention stays focused on the target and the target does not detect the character or recognize the character as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the character's assassin class level + the character's Int modifier) against the kill effect, she dies. If the saving

throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per assassin class level of the character. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the character has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the character does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

FIGHTING MASTERY IV

Prerequisites: Character Level 5, Fighting Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

IMPROVED COMBAT STYLE: ARCHERY

Prerequisites: Character Level 5, Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the

character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

IMPROVED COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 5, Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

MARTIAL ARTS III: IMPROVED DISARM

Prerequisites: Character Level 5, any Martial Arts II special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Disarm as a bonus feat. This does not count as a base feat for the purposes of level determination.

MARTIAL ARTS III: IMPROVED TRIP

Prerequisites: Character Level 5, any Martial Arts II special ability.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Trip as a bonus feat. This

does not count as a base feat for the purposes of level determination.

POISON USE

Prerequisites: Character Level 5, evil alignment, Hide 5 ranks.

Ability Type: Natural.

Class Levels: None.

Description: The character is trained in the use of poison and can never risk accidentally poisoning himself when applying poison to a blade.

REMOVE CURSE I

Prerequisites: Character Level 5, Aura of Alignment (Law).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, as the spell, once per week.

REMOVE DISEASE I

Prerequisites: Character Level 5, Aura of Alignment (Good).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, once per week.

SLOW FALL II

Prerequisites: Character Level 5, Slow Fall I.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the

fall were 30 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall I.

SPEED BONUS II

Prerequisites: Character Level 5, Speed Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +20 ft. This replaces the enhancement bonus granted by Speed Bonus I. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SUGGESTION

Prerequisites: Character Level 5, Bardic Music, Inspire Competence, 9 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can make a suggestion (as the spell) to a creature that he has already fascinated. Using this ability does not break the character's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a character's daily limit on bardic music performances. A Will saving throw (DC 10 + $\frac{1}{2}$ the character's bard class level + the character's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

TERRAIN MASTERY I

Prerequisites: Character Level 5, Knowledge (geography) 8 ranks, Endurance feat.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Terrain Mastery Benefits. Terrain mastery gives the character a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains the bonus if the creature description specifically lists the terrain type.

Characters take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Terrain Mastery Benefits

Aquatic

You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert

You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest

You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills

You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh

You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains

You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains

You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground

You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

TRAP SENSE II

Prerequisites: Character Level 5, Trap Sense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge

bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense I.

WILD SHAPE II

Prerequisites: Character Level 5, Wild Shape I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape twice per day.

7TH-LEVEL SPECIAL ABILITIES

All 7th-Level Special Abilities have “Character Level 6” as a prerequisite.

DAMAGE REDUCTION I

Prerequisites: Character Level 6.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains Damage Reduction. Subtract 1 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

POISON RESISTANCE I

Prerequisites: Character Level 6, Poison Use.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +1 natural saving throw bonus to all poisons.

SNEAK ATTACK IV

Prerequisites: Character Level 6, Sneak Attack III.

Ability Type: Natural.

Class Levels: None.

Description: The character’s sneak attack now deals 4d6 extra damage (instead of 3d6).

TERRAIN MASTERY II

Prerequisites: Character Level 6, Terrain Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

WHOLENESS OF BODY

Prerequisites: Character Level 6, Purity of Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk class level each day, and she can spread this healing out among several uses.

WILD SHAPE III

Prerequisites: Character Level 6, Wild Shape II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape three times per day.

8TH-LEVEL SPECIAL ABILITIES

All 8th-Level Special Abilities have “Character Level 7” as a prerequisite.

CANNY DEFENSE

Prerequisites: Character Level 7, Base Attack Bonus +6, Perform 3 ranks, Tumble 5 ranks, Dodge feat, Mobility feat, and Weapon Finesse feat.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: When not wearing armor or using a shield, the character adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If the character is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

DEFENDER AC BONUS I

Prerequisites: Character Level 7, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives a +1 dodge bonus to Armor Class. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE I

Prerequisites: Character Level 7, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Natural.

Class Levels: None.

Description: When he adopts a defensive stance, the character gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, the character cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The character may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the character is winded and takes a -2 penalty to Strength for the duration of that encounter. The character can only use his defensive stance once per day as determined. Using the defensive stance takes no time itself, but the character can only do so during his action.

ENHANCE ARROW I

Prerequisites: Character Level 7, elf or half-elf, +6 base attack bonus, Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow), ability to cast 1st-level arcane spells.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the character need not spend experience points or gold pieces to accomplish this task. However, the

character's magic arrows only function for her.

FIGHTING MASTERY V

Prerequisites: Character Level 7, Fighting Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIDE IN PLAIN SHADOW

Prerequisites: Character Level 7, Move Silently 8 ranks, Hide 10 ranks, Combat Reflexes feat, Dodge feat, Mobility feat.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, the character can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

IMPROVED ALLY

Prerequisites: Character Level 7, Spell Focus (conjuration), ability to cast *lesser planar ally*.

Ability Type: Natural.

Class Levels: None.

Description: When the character casts a *planar ally* spell (including the lesser and greater versions), he

makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the character's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The character's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

The character can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

INSPIRE COURAGE II

Prerequisites: Character Level 7, Inspire Courage I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increase by 1 and is now +2. See Inspire Courage I for details.

LOREMASTER SECRET I

Prerequisites: Character Level 7, Knowledge (any two) 10 ranks each, any three metamagic or item creation feats, Skill Focus (Knowledge [any]), ability to cast seven different divination spells, one of which must be 3rd level or higher.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses one secret from the table below. Her loremaster class level plus Intelligence modifier determines the secrets from which she can choose. She can't choose the same secret twice.

TABLE 9: LOREMASTER SECRETS

Level+Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any feat
9	Newfound arcana	1 bonus 1st-level spell
10	More newfound arcana	1 bonus 2nd-level spell

RAGE III

Prerequisites: Character Level 7, non-lawful alignment, Rage II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage three times per day. See Rage I for details.

SLOW FALL III

Prerequisites: Character Level 7, Slow Fall II.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 40 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall II.

SWIFT TRACKER

Prerequisites: Character Level 7, Track special ability or Track feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

TERRAIN MASTERY III

Prerequisites: Character Level 7, Terrain Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

UNARMED STRIKE III

Prerequisites: Character Level 7, Unarmed Strike II.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d8 damage with unarmed strikes, a medium character 1d10 damage, and a large character 2d8 damage.

WILD SHAPE: LARGE

Prerequisites: Character Level 7, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Large animal when using Wild Shape.

9TH-LEVEL SPECIAL ABILITIES

All 9th-Level Special Abilities have "Character Level 8" as a prerequisite.

AUGMENT SUMMONING

Prerequisites: Character Level 8, Improved Ally.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the Augment Summoning feat. This feat does not count as a base feat for the purposes of level determination.

BESTOW CURSE II

Prerequisites: Character Level 8, Aura of Alignment (Chaos), Bestow Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, twice per week (instead of once per week).

CAUSE DISEASE II

Prerequisites: Character Level 8, Aura of Alignment (Evil), Cause Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), twice per week (instead of once per week).

DARKVISION

Prerequisites: Character Level 8, Hide in Plain Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can see in the dark as though she were permanently under the effect of a *darkvision* spell.

FLURRY OF BLOWS III

Prerequisites: Character Level 8, Flurry of Blows II.

Ability Type: Natural.

Class Levels: None.

Description: The character's Flurry of Blows attack penalty disappears (i.e., becomes +0 instead of -1).

IMBUE ARROW

Prerequisites: Character Level 8, Enhance Arrow I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the character to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow.

The arrow must be fired in the round the spell is cast, or the spell is wasted.

IMPROVED EVASION

Prerequisites: Character Level 8, Evasion.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

IMPROVED REACTION I

Prerequisites: Character Level 8, Canny Defense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE GREATNESS

Prerequisites: Character Level 8, Suggestion, 12 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three bard class levels the bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To

inspire greatness, the character must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

POISON RESISTANCE II

Prerequisites: Character Level 8, Poison Use, Poison Resistance I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +2 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance I.

RANGED LEGERDEMAIN I

Prerequisites: Character Level 8, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher.

Ability Type: Natural.

Class Levels: None.

Description: The character can perform one of the following skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and the character cannot take 10 on this check. Any object to be

manipulated must weigh 5 pounds or less.

He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

REMOVE CURSE II

Prerequisites: Character Level 8, Aura of Alignment (Law), Remove Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, twice per week (instead of once per week).

REMOVE DISEASE II

Prerequisites: Character Level 8, Aura of Alignment (Good), Remove Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, twice per week (instead of only once per week).

SNEAK ATTACK V

Prerequisites: Character Level 8, Sneak Attack IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 5d6 extra damage (instead of 4d6).

SPEED BONUS III

Prerequisites: Character Level 8, Speed Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +30 ft. This replaces the enhancement bonus granted by Speed Bonus II. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TERRAIN MASTERY IV

Prerequisites: Character Level 8, Terrain Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

TRAP SENSE III

Prerequisites: Character Level 8, Trap Sense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense II.

VENOM IMMUNITY

Prerequisites: Character Level 8, Wild Shape: Large.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all poisons.

10TH-LEVEL SPECIAL ABILITIES

All 10th-Level Special Abilities have "Character Level 9" as a prerequisite.

DAMAGE REDUCTION II

Prerequisites: Character Level 9, Damage Reduction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 2. Subtract 2 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE II

Prerequisites: Character Level 9, Defensive Stance I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance twice per day (instead of only once per day).

ENHANCE ARROW II

Prerequisites: Character Level 9, Enhance Arrow I.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +2 enhancement bonus (instead of +1).

EXTEND SUMMONING

Prerequisites: Character Level 9, Improved Ally, Augment Summoning.

Ability Type: Natural.

Class Levels: None.

Description: All spells from the summoning subschool that the character casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

ENHANCED MOBILITY

Prerequisites: Character Level 9, Improved Reaction.

Ability Type: Extraordinary.

Class Levels: None.

Description: When wearing no armor and not using a shield, the character gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

FAVORED ENEMY III

Prerequisites: Character Level 9, Favored Enemy II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do

not stack; he simply uses whichever bonus is higher.

FIGHTING MASTERY VI

Prerequisites: Character Level 9, Fighting Mastery V.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

INTUITIVE DEFENSE III

Prerequisites: Character Level 9, Intuitive Defense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +2 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense II.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

KI STRIKE: LAWFUL

Prerequisites: Character Level 9, lawful alignment, Ki Strike: Magic.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction.

LOREMASTER SECRET II

Prerequisites: Character Level 9, Loremaster Secret I.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

ROGUE SPECIAL ABILITY I

Prerequisites: Character Level 9.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains a special ability of her choice from among the following options.

Crippling Strike (Ex)

A character with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex)

The character can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the character can attempt to roll with the damage. To use this ability, the character must

attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the character's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex)

This ability works like evasion, except that while the character still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

Opportunist (Ex)

Once per round, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery

The character becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A character may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex)

This ability represents the character's ability to wriggle free from magical effects that would otherwise control or compel her. If a character with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat

A character may gain a bonus feat in place of a special ability. This feat does not count as a base feat for the purposes of level determination.

SHADOW ILLUSION

Prerequisites: Character Level 9, Hide in Plain Shadow, Darkvision.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

SLOW FALL IV

Prerequisites: Character Level 9, Slow Fall III.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 50 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall III.

SMITE CHAOS III

Prerequisites: Character Level 9, Smite Chaos II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos three times per day (instead of twice per day).

SMITE EVIL III

Prerequisites: Character Level 9, Smite Evil II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil three times per day (instead of twice per day).

SMITE GOOD III

Prerequisites: Character Level 9, Smite Good II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good three times per day (instead of twice per day).

SMITE LAW III

Prerequisites: Character Level 9, Smite Law II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law three times per day (instead of twice per day).

SUMMON SHADOW

Prerequisites: Character Level 9, Hide in Plain Shadow, Darkvision.

Ability Type: Supernatural.

Class Levels: Shadowdancer.

Description: The character can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the character, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the character and can communicate intelligibly with the character. Every third shadowdancer class level gained by the character adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the character chooses to dismiss it, the character must attempt a DC 15 Fortitude save. If the saving throw fails, the character loses 200 experience points per shadowdancer class level. A successful saving throw reduces the loss by half, to 100 XP per shadowdancer class level. The character's XP total can never go below zero as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

TERRAIN MASTERY V

Prerequisites: Character Level 9, Terrain Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Terrain Mastery I. You gain the benefits of Terrain Mastery I for that terrain type as well.

WILD SHAPE IV

Prerequisites: Character Level 9, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape four times per day.

WIZARDRY III

Prerequisites: Character Level 9, Wizardry II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

11TH-LEVEL SPECIAL ABILITIES

All 11th-Level Special Abilities have "Character Level 10" as a prerequisite.

BONUS LANGUAGE I

Prerequisites: Character Level 10, Loremaster Secret II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a new language.

COMBAT STYLE MASTERY: ARCHERY

Prerequisites: Character Level 10, Improved Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved

Precise Shot feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE MASTERY: TWO-WEAPON

Prerequisites: Character Level 10, Improved Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. This feat does not count as a base feat for the purposes of level determination. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

CONTINGENT CONJURATION

Prerequisites: Character Level 10, Extend Summoning.

Ability Type: Natural.

Class Levels: None.

Description: The character can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the contingency spell, including having the character cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear,

although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. The character can have only one contingent conjuration active at a time.

DEFENDER AC BONUS II

Prerequisites: Character Level 10, Defender AC Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonus granted by Defender AC Bonus I (for a new total of +2). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DIAMOND BODY

Prerequisites: Character Level 10, Wholeness of Body.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains immunity to poisons of all kinds.

FIENDISH SERVANT

Prerequisites: Character Level 10, evil alignment.

Ability Type: Spell-Like.

Class Levels: Blackguard.

Description: The character gains a fiendish servant. See the blackguard prestige class special ability in the

System Reference Document for more details.

GRACE

Prerequisites: Character Level 10, Enhanced Mobility.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for the character only when she is wearing no armor and not using a shield.

GREATER FLURRY

Prerequisites: Character Level 10, Flurry of Blows III.

Ability Type: Natural.

Class Levels: None.

Description: In addition to the standard single extra attack the character gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

GREATER RAGE

Prerequisites: Character Level 10, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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.

IMPROMPTU SNEAK ATTACK I

Prerequisites: Character Level 10, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks,

Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher..

Ability Type: Natural.

Class Levels: None.

Description: The character can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). The character can use this ability once per day.

PLANAR TERRAIN MASTERY I

Prerequisites: Character Level 10, Terrain Mastery V.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Planar Terrain Mastery Benefits. Planar terrain mastery gives the character a bonus on checks involving a skill useful in that planar terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that planar terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains the bonus if the creature description specifically lists the terrain type.

Characters take their planar terrain mastery with them wherever they go. They retain their planar terrain

mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Terrain Mastery Benefits

Fiery (Planar)

This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar)

You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar)

This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar)

You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar)

You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant

alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar)

You gain tremorsense with a 30-foot range.

Other (Planar)

If other planes are in use additional Planar Terrains can be created by the DM.

POISON RESISTANCE III

Prerequisites: Character Level 10, Poison Use, Poison Resistance II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +3 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance II.

SEEKER ARROW

Prerequisites: Character Level 10, Enhance Arrow II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

SHADOW JUMP I

Prerequisites: Character Level 10, Shadow Illusion, Summon Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The character can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

SNEAK ATTACK VI

Prerequisites: Character Level 10, Sneak Attack V.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 6d6 extra damage (instead of 5d6).

WILD SHAPE: TINY

Prerequisites: Character Level 10, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Tiny animal when using Wild Shape.

12TH-LEVEL SPECIAL ABILITIES

All 12th-Level Special Abilities have "Character Level 11" as a prerequisite.

ABUNDANT STEP

Prerequisites: Character Level 11, Diamond Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can slip magically between spaces, as if using the spell dimension door, once per day. Her caster level for this effect is one-half her monk class level (rounded down).

BESTOW CURSE III

Prerequisites: Character Level 11, Aura of Alignment (Chaos), Bestow Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, three times per week (instead of twice per week).

CAUSE DISEASE III

Prerequisites: Character Level 11, Aura of Alignment (Evil), Cause Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), three times per week (instead of twice per week).

DEFENSIVE STANCE III

Prerequisites: Character Level 11, Defensive Stance II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance three

times per day (instead of twice per day).

ENHANCE ARROW III

Prerequisites: Character Level 11, Enhance Arrow II.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +3 enhancement bonus (instead of +2).

FIGHTING MASTERY VII

Prerequisites: Character Level 11, Fighting Mastery VI.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

LOREMASTER SECRET III

Prerequisites: Character Level 11, Loremaster Secret II.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

PLANAR COHORT

Prerequisites: Character Level 11, Contingent Conjunction.

Ability Type: Natural.

Class Levels: None.

Description: The character can use any of the planar ally spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the character continues to advance a cause important to the creature.

To call a planar cohort, the character must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp × the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the character has, and must have an ECL no higher than the thaumaturgist's character level -2.

The character can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces the character's existing cohort, if he has one by virtue of the Leadership feat.

PLANAR TERRAIN MASTERY II

Prerequisites: Character Level 11, Planar Terrain Mastery I.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

PRECISE STRIKE I

Prerequisites: Character Level 11, Grace.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, the character cannot attack with a weapon in her other hand or use a shield. The character's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

RAGE IV

Prerequisites: Character Level 11, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage four times per day. See Rage I for details.

REMOVE CURSE III

Prerequisites: Character Level 11, Aura of Alignment (Law), Remove Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, three times per week (instead of two times per week).

REMOVE DISEASE III

Prerequisites: Character Level 11, Aura of Alignment (Good), Remove Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, three times per week (instead of twice per week).

SLOW FALL V

Prerequisites: Character Level 11, Slow Fall IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 60 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall IV.

SONG OF FREEDOM

Prerequisites: Character Level 11, Inspire Greatness, 15 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard class level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. The character can't use song of freedom on himself.

SPEED BONUS IV

Prerequisites: Character Level 11, Speed Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +40 ft. This replaces the

enhancement bonus granted by Speed Bonus III. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE IV

Prerequisites: Character Level 11, Trap Sense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense III.

UNARMED STRIKE IV

Prerequisites: Character Level 11, Unarmed Strike III.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d10 damage with unarmed strikes, a medium character 2d6 damage, and a large character 3d6 damage.

WILD SHAPE: PLANT

Prerequisites: Character Level 11, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character is able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (The character can't use this ability to take the form of a plant that isn't a creature.)

13TH-LEVEL SPECIAL ABILITIES

All 13th-Level Special Abilities have “Character Level 12” as a prerequisite.

A THOUSAND FACES

Prerequisites: Character Level 12, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to change her appearance at will, as if using the *disguise self* spell, but only while in her normal form. This affects the character’s body but not her possessions. It is not an illusory effect, but a minor physical alteration of the character’s appearance, within the limits described for the spell.

ACROBATIC CHARGE

Prerequisites: Character Level 12, Precise Strike.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

DAMAGE REDUCTION III

Prerequisites: Character Level 12, Damage Reduction II or Defensive Stance III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains damage reduction 3/-. This damage reduction replaces the damage reduction gained from Damage Reduction I and Damage Reduction II. Subtract 3 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

CAMOUFLAGE

Prerequisites: Character Level 12.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use the Hide skill in any sort of natural terrain, even if the terrain doesn’t grant cover or concealment.

DIAMOND SOUL

Prerequisites: Character Level 12, Abundant Step.

Ability Type: Extraordinary.

Class Levels: Monk.

Description: The character gains spell resistance equal to her current monk class level + 10. In order to affect the character with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the character’s spell resistance.

GREATER LORE

Prerequisites: Character Level 12, Loremaster Secret III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to understand magic items, as with the *identify* spell.

PHASE ARROW

Prerequisites: Character Level 12, Enhance Arrow III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

PLANAR TERRAIN MASTERY III

Prerequisites: Character Level 12, Planar Terrain Mastery II.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

POISON RESISTANCE IV

Prerequisites: Character Level 12, Poison Use, Poison Resistance III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +4 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance III.

RANGED LEGERDEMAIN II

Prerequisites: Character Level 12, non-lawful alignment, Ranged Legerdemain I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make two ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

ROGUE SPECIAL ABILITY II

Prerequisites: Character Level 12, Rogue Special Ability I.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains another special ability of her choice from among those listed under Rogue Special Ability I.

SHADOW JUMP II

Prerequisites: Character Level 12, Shadow Jump I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet, two jumps of 20 feet each, four jumps of 10 feet each, etc.

SNEAK ATTACK VII

Prerequisites: Character Level 12, Sneak Attack VI.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 7d6 extra damage (instead of 6d6).

14TH-LEVEL SPECIAL ABILITIES

All 14th-Level Special Abilities have "Character Level 13" as a prerequisite.

DEFENDER AC BONUS III

Prerequisites: Character Level 13, Defender AC Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +3). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE IV

Prerequisites: Character Level 13, Defensive Stance III, Damage Reduction III.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance four times per day (instead of three times per day).

ELABORATE PARRY

Prerequisites: Character Level 13, Acrobatic Charge.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: If the character chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each class level of duelist she has.

ENHANCE ARROW IV

Prerequisites: Character Level 13, Enhance Arrow III.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +4 enhancement bonus (instead of +3).

FIGHTING MASTERY VIII

Prerequisites: Character Level 13, Fighting Mastery VII.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY I

Prerequisites: Character Level 13, Knowledge (religion) 15 ranks, any metamagic feat, ability to cast 7th-level divine spells.

Ability Type: Varies.

Class Levels: None.

Description: The character gains a special ability of his choice from among the following.

Blast Infidel (Su)

The character can use negative energy spells to their maximum effect on creatures with an alignment opposed to the character. Any spell with a description that

involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Divine Reach (Su)

A character with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the character must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su)

The character can use healing spells to their maximum effect on creatures of the same alignment as the character (including the character himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su)

Available only to characters with cleric class or spellcaster levels, this ability allows the character to transfer one or more uses of his turn undead ability to a willing creature. (Characters who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the character is reduced by the number transferred. The recipient turns undead as a cleric of the character's cleric class level but uses her own Charisma modifier.

Mastery of Energy (Su)

Available only to characters with cleric class or spellcaster levels, this

ability allows the character to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the character's turning checks and turning damage rolls. This ability only affects undead, even if the character can turn other creatures, such as with a granted power of a domain.

Metamagic Feat

The character can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su)

Available only to characters with druid class or spellcasting levels, this ability allows the character to temporarily transfer one or more of his druid special abilities (those appearing in the druid basic class description in the System Reference Document) to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the character cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The wild shape ability can be partially or completely transferred. The character chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the character can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the character remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power

This special ability increases the character's effective caster level by 1 for purposes of determining level-dependent spell variables and for

caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability

A character who selects this special ability can use one of his divine spell slots (or an appropriate number of spell points) to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the character chooses to permanently attach a metamagic feat to the spell chosen). The character can use an available higher-level spell slot to use the spell-like ability more than twice per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

HIGH ARCANA I

Prerequisites: Character Level 13, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Skill Focus (Spellcraft), Spell Focus in two schools of magic, ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains the opportunity to select a special ability from among those described

below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

The character may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su)

The character gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/class level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su)

The character can use spells with a range of touch on a target up to 30 feet away. The character must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling

When the character counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements

The character can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected.

The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping

The character can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power

This ability increases the character's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability

A character who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the character can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The character may use an available higher-level spell slot in order to

use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

INDOMITABLE WILL

Prerequisites: Character Level 13, non-lawful alignment, Greater Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in a rage, the character 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.

INSPIRE COURAGE III

Prerequisites: Character Level 13, Song of Freedom.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +3. See Inspire Courage I for details.

LOREMASTER SECRET IV

Prerequisites: Character Level 13, Loremaster Secret III.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

PLANAR TERRAIN MASTERY IV

Prerequisites: Character Level 13, Planar Terrain Mastery III.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

SLOW FALL VI

Prerequisites: Character Level 13, Slow Fall V.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 70 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall V.

WILD SHAPE V

Prerequisites: Character Level 13, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape five times per day.

15TH-LEVEL SPECIAL ABILITIES

All 15th-Level Special Abilities have "Character Level 14" as a prerequisite.

BESTOW CURSE IV

Prerequisites: Character Level 14, Aura of Alignment (Chaos), Bestow Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, four times per week (instead of three times per week).

BONUS LANGUAGE II

Prerequisites: Character Level 14, Loremaster Secret IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a new language.

CAUSE DISEASE IV

Prerequisites: Character Level 14, Aura of Alignment (Evil), Cause Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), four times per week (instead of three times per week).

FAVORED ENEMY IV

Prerequisites: Character Level 14, Favored Enemy III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

HAIL OF ARROWS

Prerequisites: Character Level 14, Enhance Arrow IV.

Ability Type: Spell-Like.

Class Levels: Arcane Archer.

Description: In lieu of her regular attacks, once per day the character can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer class level. Each attack uses the character's primary attack bonus, and each enemy may only be targeted by a single arrow.

HIEROPHANT SPECIAL ABILITY II

Prerequisites: Character Level 14, Hierophant Special Ability I.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA II

Prerequisites: Character Level 14, High Arcana I.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

IMPROMPTU SNEAK ATTACK II

Prerequisites: Character Level 14, non-lawful alignment, Impromptu Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use impromptu sneak attack twice per day.

IMPROVED REACTION II

Prerequisites: Character Level 14, Improved Reaction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonus from Improved Reaction I increases to +4. This replaces the bonus gained from Improved Reaction I. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE HEROICS

Prerequisites: Character Level 14, Inspire Courage III, 18 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire

tremendous heroism in himself or a single willing ally within 30 feet. For every three bard class levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, the character must sing and an ally must hear the character sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the character sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

INTUITIVE DEFENSE IV

Prerequisites: Character Level 14, Intuitive Defense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +3 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense III.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MOBILE DEFENSE

Prerequisites: Character Level 14, Defensive Stance IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

PLANAR TERRAIN MASTERY V

Prerequisites: Character Level 14, Planar Terrain Mastery IV.

Ability Type: Natural.

Class Levels: None.

Description: Choose another terrain type found under Planar Terrain Mastery I. You gain the benefits of Planar Terrain Mastery I for that terrain type as well.

POISON RESISTANCE V

Prerequisites: Character Level 14, Poison Use, Poison Resistance IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +5 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance IV.

QUIVERING PALM

Prerequisites: Character Level 14, Ki Strike: Lawful, Diamond Soul.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can set up vibrations within the body of another creature that can thereafter be fatal if the character so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the character strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the character can try to slay the victim at any later time, as long as the attempt is made within

a number of days equal to her monk class level. To make such an attempt, the character merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + ½ the character's monk class level + the character's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

REMOVE CURSE IV

Prerequisites: Character Level 14, Aura of Alignment (Law), Remove Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, four times per week (instead of three times per week).

REMOVE DISEASE IV

Prerequisites: Character Level 14, Aura of Alignment (Good), Remove Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, four times per week (instead of three times per week).

SHADOW JUMP III

Prerequisites: Character Level 14, Shadow Jump II.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 80 feet each day in this way; this may be a single jump of 80 feet, two

jumps of 40 feet each, four jumps of 20 feet each, etc.

SMITE CHAOS IV

Prerequisites: Character Level 14, Smite Chaos III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos four times per day (instead of three times per day).

SMITE EVIL IV

Prerequisites: Character Level 14, Smite Evil III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil four times per day (instead of three times per day).

SMITE GOOD IV

Prerequisites: Character Level 14, Smite Good III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good four times per day (instead of three times per day).

SMITE LAW IV

Prerequisites: Character Level 14, Smite Law III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law four times per day (instead of three times per day).

SMITE EVIL IV

Prerequisites: Character Level 14, Smite Evil III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil four times per day (instead of three times per day).

SNEAK ATTACK VIII

Prerequisites: Character Level 14, Sneak Attack VII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 8d6 extra damage (instead of 7d6).

SPEED BONUS V

Prerequisites: Character Level 14, Speed Bonus IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +50 ft. This replaces the enhancement bonus granted by Speed Bonus IV. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TIMELESS BODY: DRUIDIC

Prerequisites: Character Level 14, Wild Shape V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have

already incurred, however, remain in place.

Bonuses still accrue, and the character still dies of old age when her time is up.

TRAP SENSE V

Prerequisites: Character Level 14, Trap Sense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +5 bonus on Reflex saves made to avoid traps and a +5 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense IV.

WILD SHAPE: HUGE

Prerequisites: Character Level 14, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge animal when using Wild Shape.

WIZARDRY IV

Prerequisites: Character Level 14, Wizardry III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

16TH-LEVEL SPECIAL ABILITIES

All 16th-Level Special Abilities have “Character Level 15” as a prerequisite.

DAMAGE REDUCTION IV

Prerequisites: Character Level 15, Damage Reduction III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character’s damage reduction rises by 1 point, for a new total of 4. Subtract 4 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE V

Prerequisites: Character Level 15, Mobile Defense.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance five times per day (instead of four times per day).

DEFLECT ARROWS: DUELIST

Prerequisites: Character Level 15, Elaborate Parry.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

ENHANCE ARROW V

Prerequisites: Character Level 15, Enhance Arrow IV.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +5 enhancement bonus (instead of +4).

FIGHTING MASTERY IX

Prerequisites: Character Level 15, Fighting Mastery VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY III

Prerequisites: Character Level 15, Hierophant Special Ability II.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA III

Prerequisites: Character Level 15, High Arcana II.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

LOREMASTER SECRET V

Prerequisites: Character Level 15, Loremaster Secret IV.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses another secret from **Table 9: Loremaster Secrets**.

KI STRIKE: ADAMANTITE

Prerequisites: Character Level 15, Ki Strike: Lawful.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction. Also, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

RAGE V

Prerequisites: Character Level 15, non-lawful alignment, Rage IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage five times per day. See Rage I for details.

ROGUE SPECIAL ABILITY III

Prerequisites: Character Level 15, Rogue Special Ability II.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains yet another special ability of her choice from among those listed under Rogue Special Ability I.

SLOW FALL VII

Prerequisites: Character Level 15, Slow Fall VI.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 80 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VI.

UNARMED STRIKE V

Prerequisites: Character Level 15, Unarmed Strike IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 2d6 damage with unarmed strikes, a medium character 2d8 damage, and a large character 3d8 damage.

WILD SHAPE: ELEMENTAL I

Prerequisites: Character Level 15, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the character

gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

17TH-LEVEL SPECIAL ABILITIES

All 17th-Level Special Abilities have "Character Level 16" as a prerequisite.

ARROW OF DEATH

Prerequisites: Character Level 16, Enhance Arrow V.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the character that created it. The arrow of death lasts no longer than one year, and the character can only have one such arrow in existence at a time.

DAMAGE REDUCTION: DEFENDER

Prerequisites: Character Level 16, Defensive Stance V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 3 points, for a new total of 6. Subtract 6 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENDER AC BONUS IV

Prerequisites: Character Level 16, Defender AC Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +4). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

PRECISE STRIKE II

Prerequisites: Character Level 16, Precise Strike I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage bonus from a precise strike increases to +2d6. This bonus replaces the bonus granted by Precise Strike I.

HIDE IN PLAIN SIGHT

Prerequisites: Character Level 16, Camouflage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in any sort of natural terrain, the character can use the Hide skill even while being observed.

HIEROPHANT SPECIAL ABILITY IV

Prerequisites: Character Level 16, Hierophant Special Ability III.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA IV

Prerequisites: Character Level 16, High Arcana III.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

RANGED LEGERDEMAIN III

Prerequisites: Character Level 16, non-lawful alignment, Ranged Legerdemain II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make three ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

SHADOW JUMP IV

Prerequisites: Character Level 16, Shadow Jump III.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 160 feet each day in this way; this may be a single jump of 160 feet, two jumps of 80 feet each, four jumps of 40 feet each, eight jumps of 20 feet each, etc.

SNEAK ATTACK IX

Prerequisites: Character Level 16, Sneak Attack VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 9d6 extra damage (instead of 8d6).

TIMELESS BODY: ASCETIC

Prerequisites: Character Level 16, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the character still dies of old age when her time is up.

TIRELESS RAGE

Prerequisites: Character Level 16, non-lawful alignment, Indomitable Will.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer becomes fatigued at the end of his rage.

TONGUE OF THE SUN AND THE MOON

Prerequisites: Character Level 16, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can speak with any living creature.

TRUE LORE

Prerequisites: Character Level 16, Loremaster Secret V.

Ability Type: Extraordinary.

Class Levels: None.

Description: Once per day the character can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

18TH-LEVEL SPECIAL ABILITIES

All 18th-Level Special Abilities have “Character Level 17” as a prerequisite.

BESTOW CURSE V

Prerequisites: Character Level 17, Aura of Alignment (Chaos), Bestow Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a bestow curse effect, five times per week (instead of four times per week).

CAUSE DISEASE V

Prerequisites: Character Level 17, Aura of Alignment (Evil), Cause Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the contagion spell), five times per week (instead of four times per week).

FIGHTING MASTERY X

Prerequisites: Character Level 17, Fighting Mastery IX.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This

bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

HIEROPHANT SPECIAL ABILITY V

Prerequisites: Character Level 17, Hierophant Special Ability IV.

Ability Type: Varies.

Class Levels: None.

Description: The character gains another special ability of his choice from among those listed under Hierophant Special Ability I.

HIGH ARCANA V

Prerequisites: Character Level 17, High Arcana IV.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains another special ability listed under High Arcana I.

MASS SUGGESTION

Prerequisites: Character Level 17, Inspire Heroics, 18 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: This special ability functions like Suggestion, above, except that the character can make the suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

REMOVE CURSE V

Prerequisites: Character Level 17, Aura of Alignment (Law), Remove Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove curse effect, five times per week (instead of four times per week).

REMOVE DISEASE V

Prerequisites: Character Level 17, Aura of Alignment (Good), Remove Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a remove disease effect, as the spell, five times per week (instead of four times per week).

SLOW FALL VIII

Prerequisites: Character Level 17, Slow Fall VII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm’s reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 90 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VII.

SPEED BONUS VI

Prerequisites: Character Level 17, Speed Bonus V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +60 ft. This replaces the enhancement bonus granted by Speed Bonus V. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE VI

Prerequisites: Character Level 17, Trap Sense V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +6 bonus on Reflex saves made to avoid traps and a +6 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense V.

WILD SHAPE VI

Prerequisites: Character Level 17, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape six times per day.

WILD SHAPE: ELEMENTAL II

Prerequisites: Character Level 17, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental twice per day.

19TH-LEVEL SPECIAL ABILITIES

All 19th-Level Special Abilities have “Character Level 18” as a prerequisite.

DAMAGE REDUCTION V

Prerequisites: Character Level 18, Damage Reduction IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character’s damage reduction rises by 1 point, for a new total of 5. Subtract 5 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

EMPTY BODY

Prerequisites: Character Level 18, Timeless Body: Ascetic.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character gains the ability to assume an ethereal state for 1 round per monk class level per day, as though using the spell *etherealness*. She 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 monk class level.

ROGUE SPECIAL ABILITY IV

Prerequisites: Character Level 18, Rogue Special Ability III.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains still another special ability of her choice from among those listed under Rogue Special Ability I.

SNEAK ATTACK X

Prerequisites: Character Level 18, Sneak Attack IX.

Ability Type: Natural.

Class Levels: None.

Description: The character’s sneak attack now deals 10d6 extra damage (instead of 9d6).

20TH-LEVEL SPECIAL ABILITIES

All 20th-Level Special Abilities have “Character Level 19” as a prerequisite.

FAVORED ENEMY V

Prerequisites: Character Level 19, Favored Enemy IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character’s bonuses do not stack; he simply uses whichever bonus is higher.

FIGHTING MASTERY XI

Prerequisites: Character Level 19, Fighting Mastery X.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus combat-oriented feat. This bonus feat must be drawn from the feats noted as fighter bonus feats in the System Reference Document. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. This feat does not count as a base feat for the purposes of level determination.

INSPIRE COURAGE IV

Prerequisites: Character Level 19, Mass Suggestion.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +4. See Inspire Courage I for details.

INTUITIVE DEFENSE V

Prerequisites: Character Level 19, Intuitive Defense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +4 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense IV.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MIGHTY RAGE

Prerequisites: Character Level 19, non-lawful alignment, Tireless Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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.

PERFECT SELF

Prerequisites: Character Level 19, Empty Body.

Ability Type: Natural.

Class Levels: None.

Description: The character becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the character's creature type was) for the purpose of spells and magical effects. Additionally, the character gains damage reduction 10/magic, which allows her 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. Unlike other outsiders, the character can still be brought back from the dead as if she were a member of her previous creature type.

RAGE VI

Prerequisites: Character Level 19, non-lawful alignment, Rage V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage six times per day. See Rage I for details.

SMITE CHAOS V

Prerequisites: Character Level 19, Smite Chaos IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos five times per day (instead of four times per day).

SMITE EVIL V

Prerequisites: Character Level 19, Smite Evil IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil five times per day (instead of four times per day).

SMITE GOOD V

Prerequisites: Character Level 19, Smite Good IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good five times per day (instead of four times per day).

SMITE LAW V

Prerequisites: Character Level 19, Smite Law IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law five times per day (instead of four times per day).

SLOW FALL IX

Prerequisites: Character Level 19, Slow Fall VIII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent and fall any distance without harm.

UNARMED STRIKE VI

Prerequisites: Character Level 19, Unarmed Strike V.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 2d8 damage with unarmed strikes, a medium character 2d10 damage, and a large character 4d8 damage.

WILD SHAPE: ELEMENTAL III

Prerequisites: Character Level 19, Wild Shape: Elemental II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental three times per day.

WILD SHAPE: ELEMENTAL (HUGE)

Prerequisites: Character Level 19, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge elemental when using Wild Shape: Elemental.

WIZARDRY V

Prerequisites: Character Level 19, Wizardry IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The character must still meet all prerequisites for a bonus feat, including caster level minimums.

ADDING NEW SPECIAL ABILITIES

Adding new special abilities is quite simple. First determine the minimum character level a character can get the special ability under the standard rules. This will become the level of the special ability. Then, determine what prerequisites are required. Usually, prerequisites are based on how related special abilities are gained as a character progresses. Lower-level special abilities having the same name or effect as higher-level special abilities should be made prerequisites of the higher-level abilities. Special abilities that seem to be more powerful than other special abilities in your campaign should have more prerequisites.

Ensure that any requirements for entry into a prestige class are made prerequisites. Determining the level of special abilities that appear in prestige class descriptions can be tricky. Just find the minimum character level that a character could enter the prestige class and use that as a basis for determination.

After that, determine whether the special ability is an extraordinary, spell-like, or supernatural ability. If it is not one of these, make it "natural." If class levels are used to determine the effectiveness of the special ability, include the appropriate classes in the special ability description.

Determining the appropriate cost for other types of special abilities and spellcasting, such as draconic auras for the dragon shaman class or the spellcasting ability of the beguiler class (both from Player's Handbook II) is easy, as well. Simply add up the XP costs for all traits that you do have costs for (such as base attack bonus, base save bonuses, etc.) and then subtract this total from 20,000 XP. This is the amount of experience points a character would have to invest to get 20 levels of that particular special ability or spellcasting. For example, at 20th level, the dragon shaman has a +15 base attack bonus (4,500 XP), a total of +30 in saves (3,000 XP), 20d10 hit points (5,000 XP for maximum), 40 skill ranks (1,000 XP), 29 special abilities (2,900 XP), seven base feats (700 XP) and five ability score increases (750 XP). This totals 17,850 XP. The difference is 2,150 XP. By the time the dragon shaman reaches 20th level, he knows seven dragon auras. Therefore, each aura should cost about 300 XP x CL (2,150 XP / 7). The first three dragon auras are 1st level abilities. The fourth aura is a 3rd level ability (since the dragon shaman gains it at 3rd level). The fifth, sixth, and seventh auras are 5th, 7th, and 9th level abilities, respectively.

CHANGES TO CORE RULES

FEATS

Change the Martial Weapon Proficiency feat to read:

MARTIAL WEAPON PROFICIENCY [GENERAL]

Prerequisite: Simple Weapon Proficiency.

Benefit: You make attack rolls with martial weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

SPELL LISTS & DOMAINS

There are a few changes to spell lists. Paladins and rangers no longer have their own spell lists and spell progressions. Players wishing to emulate the spellcasting abilities of paladins and rangers must purchase spellcasting levels in cleric and druid spellcasting (respectively). Because of this, a few changes to spell lists must occur.

All paladin spells are now part of the cleric spell list. When a spell is duplicated (i.e., the spell appears in both the cleric and paladin spell lists), the spell keeps its cleric level. If the spell is not part of the original cleric spell list, it becomes a cleric spell at the same level it had as a paladin spell.

All ranger spells are now part of the druid spell list. When a spell is duplicated (i.e., the spell appears in both the druid and ranger spell lists), the spell keeps its druid level. If the spell is not part of the original druid spell list, it becomes a druid spell at the same level it had as a ranger spell.

After these two changes, five spell lists remain: bard, cleric, druid, sorcerer, and wizard. Cleric domain lists remain unchanged.

SPELLS

The changes to paladin and ranger spells are detailed in Spell Lists & Domains (above).

If the GM wishes to incorporate a limited, free-form spellcasting system, then add the following spells to every spell list found in the SRD up to the maximum spell level found on that list (e.g., 6th level for bards and 9th level for all other spellcasters). The spells themselves are designed to take advantage the Spell Points Variant. If the GM does not use this variant, then only five of the following spells need to be added to every spellcaster's spell list (*sorcery I*, *sorcery II*, *sorcery IV*, *sorcery VI*, and *sorcery VIII*).

SORCERY I

UNIVERSAL

Level: Spellcaster 1

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery I* lets you duplicate any cantrip available to spellcasters of your class. A *sorcery I* can do the following.

- Duplicate any spell on your spell list of 0th level.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 1st-level spell). The casting time for this spell is one standard action or the

duplicated spell's casting time, whichever is longer. When a *sorcery I* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery I* duplicates a spell with a material component, you must provide that component. If a *sorcery I* duplicates a spell with a focus, you must provide that focus.

SORCERY II

UNIVERSAL

Level: Spellcaster 2

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery II* lets you duplicate any cantrip or basic class spell. A *sorcery II* can do the following.

- Duplicate any 0th or 1st level spell on your spell list (or a spell on your spell list with a casting cost of one spell point if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 2nd-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery II* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery II* duplicates a spell with a material component, you must provide that component. If a *sorcery II* duplicates a spell with a focus, you must provide that focus.

SORCERY III

UNIVERSAL

Level: Spellcaster 3

Components: V, S, (See text)

Casting Time: 1 standard action (See text)
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: See text

A *sorcery III* lets you duplicate an extremely small number of basic spells and cantrips. A *sorcery III* can duplicate any spell of 1st level or lower on your spell list (or any spell on your spell list with a casting cost of two spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 3rd-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery III* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery III* duplicates a spell with a material component, you must provide that component. If a *sorcery III* duplicates a spell with a focus, you must provide that focus.

SORCERY IV

UNIVERSAL

Level: Spellcaster 4
Components: V, S, (See text)
Casting Time: 1 standard action (See text)
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: See text

A *sorcery IV* lets you duplicate an extremely small number of spells. A *sorcery IV* can duplicate any spell of 2nd level or lower on your spell list (or any spell on your spell list with a casting cost of three spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a

4th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery IV* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery IV* duplicates a spell with a material component, you must provide that component. If a *sorcery IV* duplicates a spell with a focus, you must provide that focus.

SORCERY V

UNIVERSAL

Level: Spellcaster 5
Components: V, S, (See text)
Casting Time: 1 standard action (See text)
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: See text

A *sorcery V* lets you duplicate a small number of spells. A *sorcery V* can duplicate any spell of 2nd level or lower on your spell list (or any spell on your spell list with a casting cost of four spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 5th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery V* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery V* duplicates a spell with a material component, you must provide that component. If a *sorcery V* duplicates a spell with a focus, you must provide that focus.

SORCERY VI

UNIVERSAL

Level: Spellcaster 6
Components: V, S, (See text)
Casting Time: 1 standard action (See text)
Range: See text

Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: See text

A *sorcery VI* lets you duplicate a number of spells. A *sorcery VI* can duplicate any spell of 3rd level or lower on your spell list (or any spell on your spell list with a casting cost of five spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 6th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When *sorcery VI* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery VI* duplicates a spell with a material component, you must provide that component. If a *sorcery VI* duplicates a spell with a focus, you must provide that focus.

SORCERY VII

UNIVERSAL

Level: Spellcaster 7
Components: V, S, (See text)
Casting Time: 1 standard action (See text)
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: None; see text
Spell Resistance: See text

A *sorcery VII* lets you duplicate a great number of spells. A *sorcery VII* can duplicate any spell of 3rd level or lower on your spell list (or any spell on your spell list with a casting cost of six spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery VII* duplicates a spell that has an XP cost, you must pay that

cost. When a *sorcery VII* duplicates a spell with a material component, you must provide that component. If a *sorcery VII* duplicates a spell with a focus, you must provide that focus.

SORCERY VIII

UNIVERSAL

Level: Spellcaster 8

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery VIII* lets you duplicate an extremely large number of spells. A *sorcery VIII* can duplicate any spell of 4th level or lower on your spell list (or any spell on your spell list with a casting cost of seven spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 8th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery VIII* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery VIII* duplicates a spell with a material component, you must provide that component. If a *sorcery VIII* duplicates a spell with a focus, you must provide that focus.

SORCERY IX

UNIVERSAL

Level: Spellcaster 9

Components: V, S, (See text)

Casting Time: 1 standard action (See text)

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: See text

A *sorcery IX* lets you duplicate an extremely large number of spells. A *sorcery IX* can duplicate any spell of 4th level or lower on your spell list (or any spell on your spell list with a casting cost of eight spell points or less if using the Spell Points Variant).

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 9th-level spell). The casting time for this spell is one standard action or the duplicated spell's casting time, whichever is longer. When a *sorcery IX* duplicates a spell that has an XP cost, you must pay that cost. When a *sorcery IX* duplicates a spell with a material component, you must provide that component. If a *sorcery IX* duplicates a spell with a focus, you must provide that focus.

PSIONIC RULES

All psychic warrior powers are now part of the psion power list. When a power is duplicated (i.e., the power appears in both the psion and psychic warrior power lists), the power keeps its psion level. If the power is not part of the original psion power list, it becomes a psion power at the same level it had as a psychic warrior power.

BASIC CHARACTER CLASS BUILDS

Inquisitive players and Gamemasters may be interested in seeing how the basic character classes turn out when constructed using the character advancement system contained in this ruleset. The number of experience points required to purchase the base attack bonus, base save bonuses, skill points, class special abilities, spellcasting, and ability score increases appropriate to each character class at each class level are assumed in the calculation. The experience point cost representing the maximum number of hit points that could be rolled on each hit die (per class level) is included in these

builds. Furthermore, it is assumed that the most costly trait of that class is purchased when increasing the character level (and thus increasing the experience point cost multiplier). This results in the smartest, most economical build with a minimum of wasted experience points.

All experience point totals for each class fall within the normal experience point ranges for the appropriate character level with a few exceptions. Experience point totals that are one level higher than standard are shown in bold black, while experience point totals

indicated one level lower than standard are in italics. For example, building an 12th level monk requires 78,300 XP when using this ruleset. This XP total is greater than 78,000, the minimum for a 13th level character under the normal rules. As you can see, fighters most often require less XP than other classes to reach the same character level. The XP amount in the first row shows how much additional XP is needed to build a 1st level character of that class, over the 2,000 XP granted during character creation. Positive numbers indicate that more XP is needed, while negative numbers show that less XP is required.

TABLE 10: EXPERIENCE POINT COSTS FOR BASIC CHARACTER CLASS BUILDS

		C	L	A	S	S	E	S				
Level	Standard	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz
1	0	(-25)	(+275)	(-225)	(-25)	(-175)	(-225)	(-75)	(+275)	(-275)	(-725)	(-625)
2	1,000	1,500	1,600	1,800	1,900	1,300	1,900	1,500	1,600	1,400	1,600	1,600
3	3,000	4,500	4,450	4,650	4,900	3,700	4,300	4,500	4,150	4,550	3,950	3,950
4	6,000	8,400	8,550	9,150	9,600	7,200	9,400	8,000	8,250	8,250	8,250	8,250
5	10,000	12,000	10,800	11,600	12,400	9,900	11,800	13,200	12,700	10,400	11,000	11,500
6	15,000	18,900	18,000	18,800	19,900	16,200	19,300	19,500	19,300	17,000	18,600	19,100
7	21,000	24,200	22,950	24,450	25,900	20,100	23,900	25,500	25,650	21,950	22,650	23,150
8	28,000	32,300	32,250	33,750	35,600	27,400	33,600	32,000	34,150	29,650	31,750	32,250
9	36,000	41,800	39,000	40,200	42,600	35,200	39,800	43,400	44,200	37,200	39,800	40,300
10	45,000	50,500	48,200	50,400	53,300	42,900	51,500	51,100	53,400	45,400	49,800	51,300
11	55,000	59,000	56,150	59,450	62,900	49,200	60,000	60,700	63,550	53,350	56,450	57,950
12	66,000	76,100	72,650	75,950	80,000	63,900	78,300	75,400	77,650	68,650	73,950	75,450
13	78,000	86,100	78,500	82,800	87,600	71,400	83,400	86,800	89,700	75,700	81,900	83,400
14	91,000	98,400	92,900	97,200	102,700	82,300	97,100	96,300	101,300	85,900	96,100	97,600
15	105,000	114,600	108,350	112,650	120,400	95,500	111,800	117,000	118,250	102,850	109,850	112,850
16	120,000	132,700	125,650	131,550	140,100	110,400	131,500	130,300	133,950	118,550	128,550	131,550
17	136,000	145,900	133,300	140,600	148,400	120,300	139,900	145,300	149,800	126,100	139,100	142,100
18	153,000	167,200	155,500	162,800	173,300	139,800	161,200	164,800	168,400	146,500	162,900	165,900
19	171,000	182,100	169,450	178,650	188,200	150,900	174,200	181,600	184,250	162,350	174,750	177,750
20	190,000	204,800	193,150	202,350	214,900	169,600	202,900	200,300	205,950	180,050	198,250	203,250

LEVEL-BY-LEVEL BUILDS FOR BASIC CHARACTER CLASSES

Most players and Gamemasters would be interested to see how the basic character classes from the System Reference Document fare under this system, so a level-by-level build of each character class is presented below.

Each character class is built using the system detailed in this document. Class levels (at 25 XP per CL) are not purchased each level because an appropriate class level is subsumed into the total cost to gain the level. In other words, since we are building the basic character classes, we will already assume that the character gains the appropriate “class level” as described by these rules without needing to purchase it.

The format for each purchased level remains the same for continuity even if a particular trait for that level isn't purchased. For example, barbarians do not purchase spellcasting levels (ever!), but “Spellcasting +0 Level (0 XP)” appears for each level entry, regardless.

For Level 1, the Level Cost is shown. This is the amount that must be used during character generation to purchase all Level 1 traits for that class. Career XP is listed as zero, because the character has not begun adventuring yet. All subsequent Career XP totals ignore the starting XP that must be used during character generation as well.

For spellcasting, the character receives an additional spellcasting level relevant to class. In the case of paladins, they receive cleric spellcasting levels while rangers receive druid spellcasting levels.

The most expensive trait is purchased first when raising the level of the character. For example, the listing for a barbarian's 2nd level lists the cost of the +1 to base attack bonus as 300 XP. According to the rules, a +1 to base attack bonus costs 300 XP per character level. So shouldn't this actually cost 600 XP? No. In this case, the 1st level barbarian purchases a +1 to the base attack bonus for 300 XP. Immediately after this purchase, the character becomes 2nd level. Every purchase after that will use the 2nd character level as the multiplier for trait costs. As you will note, the +1 to the Fortitude save immediately after that purchase costs 200 XP (which is 100 XP per CL, or 100 XP times 2). For the barbarian, fighter, paladin, and ranger, base attack bonus is purchased first. For clerics, sorcerers, and wizards, spellcasting levels are purchased first. For all other characters, base attack bonus is purchased first (if received for that level) or a special ability (if a BAB add is not received for that level).

BARBARIAN

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +11 (275 XP), Skill Points: +16 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fast Movement, Rage I (200 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light, Medium Armor; Shields (500 XP), Level Cost: 1975 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (600 XP), Skill Points: +4 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Uncanny Dodge (200 XP), Class Levels: +0 (0 XP), Level Cost: 1500 XP, CAREER XP: 1500 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +1 (300 XP), Hit Points: +12 (900 XP), Skill Points: +4 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense I (300 XP), Class Levels: +0 (0 XP), Level Cost: 3000 XP, CAREER XP: 4500 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (1200 XP), Skill Points: +4 (400 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rage II (400 XP), Class Levels: +0 (0 XP), Level Cost: 3900 XP, CAREER XP: 8400 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (1500 XP), Skill Points: +4 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Improved Uncanny Dodge (400 XP), Class Levels: +0 (0 XP), Level Cost: 3600 XP, CAREER XP: 12000 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +12 (1800 XP), Skill Points: +4 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense II (600 XP), Class Levels: +0 (0 XP), Level Cost: 6900 XP, CAREER XP: 18900 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (2100 XP), Skill Points: +4 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction I (700 XP), Class Levels: +0 (0 XP), Level Cost: 5300 XP, CAREER XP: 24200 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (2400 XP), Skill Points: +4 (800 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rage III (800 XP), Class Levels: +0 (0 XP), Level Cost: 8100 XP, CAREER XP: 32300 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +1 (900 XP), Hit Points: +12 (2700 XP), Skill Points: +4 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense III (800 XP), Class Levels: +0 (0 XP), Level Cost: 9500 XP, CAREER XP: 41800 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (3000 XP), Skill Points: +4 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction II (1000 XP), Class Levels: +0 (0 XP), Level Cost: 8700 XP, CAREER XP: 50500 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (3300 XP), Skill Points: +4 (1100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Greater Rage (1100 XP), Class Levels: +0 (0 XP), Level Cost: 8500 XP, CAREER XP: 59000 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +12 (3600 XP), Skill Points: +4 (1200 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rage IV, Trap Sense IV (2400 XP), Class Levels: +0 (0 XP), Level Cost: 17100 XP, CAREER XP: 76100 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (3900 XP), Skill Points: +4 (1300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction III (1200 XP), Class Levels: +0 (0 XP), Level Cost: 10000 XP, CAREER XP: 86100 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (4200 XP), Skill Points: +4 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Indomitable Will (1400 XP), Class Levels: +0 (0 XP), Level Cost: 12300 XP, CAREER XP: 98400 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +1 (1500 XP), Hit Points: +12 (4500 XP), Skill Points: +4 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense V (1500 XP), Class Levels: +0 (0 XP), Level Cost: 16200 XP, CAREER XP: 114600 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (4800 XP), Skill Points: +4 (1600 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction IV, Rage V (3200 XP), Class Levels: +0 (0 XP), Level Cost: 18100 XP, CAREER XP: 132700 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (5100 XP), Skill Points: +4 (1700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Tireless Rage (1600 XP), Class Levels: +0 (0 XP), Level Cost: 13200 XP, CAREER XP: 145900 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +12 (5400 XP), Skill Points: +4 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense VI (1800 XP), Class Levels: +0 (0 XP), Level Cost: 21300 XP, CAREER XP: 167200 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (5700 XP), Skill Points: +4 (1900 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Damage Reduction V (1900 XP), Class Levels: +0 (0 XP), Level Cost: 14900 XP, CAREER XP: 182100 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +12 (6000 XP), Skill Points: +4 (2000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Mighty Rage, Rage VI (4000 XP), Class Levels: +0 (0 XP), Level Cost: 22700 XP, CAREER XP: 204800 XP.

BARD

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +2 (200 XP), Will Save: +2 (200 XP), Hit Points: +5 (125 XP), Skill Points: +24 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (150 XP), Class Specials: Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage I (500 XP), Armor and Weapon Feats: Simple, Bard Weapons; Light Armor; Shields (400 XP), Class Levels: +0 (0 XP), Level Cost: 2275 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (200 XP), Will Save: +1 (200 XP), Hit Points: +6 (300 XP), Skill Points: +6 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +1 (300 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (450 XP), Skill Points: +6 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (450 XP), Class Specials: Inspire Competence (300 XP), Class Levels: +0 (0 XP), Level Cost: 2850 XP, CAREER XP: 4450 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (400 XP), Will Save: +1 (400 XP), Hit Points: +6 (600 XP), Skill Points: +6 (600 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (600 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4100 XP, CAREER XP: 8550 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (750 XP), Skill Points: +6 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (750 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2250 XP, CAREER XP: 10800 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +6 (900 XP), Skill Points: +6 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (900 XP), Class Specials: Suggestion (600 XP), Class Levels: +0 (0 XP), Level Cost: 7200 XP, CAREER XP: 18000 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1050 XP), Skill Points: +6 (1050 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1050 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4950 XP, CAREER XP: 22950 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (800 XP), Will Save: +1 (800 XP), Hit Points: +6 (1200 XP), Skill Points: +6 (1200 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1200 XP), Class Specials: Inspire Courage II (800 XP), Class Levels: +0 (0 XP), Level Cost: 9300 XP, CAREER XP: 32250 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1350 XP), Skill Points: +6 (1350 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (1350 XP), Class Specials: Inspire Greatness (900 XP), Class Levels: +0 (0 XP), Level Cost: 6750 XP, CAREER XP: 39000 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1000 XP), Will Save: +1 (1000 XP), Hit Points: +6 (1500 XP), Skill Points: +6 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9200 XP, CAREER XP: 48200 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1650 XP), Skill Points: +6 (1650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1650 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 56150 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +6 (1800 XP), Skill Points: +6 (1800 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (1800 XP), Class Specials: Song of Freedom (1200 XP), Class Levels: +0 (0 XP), Level Cost: 16500 XP, CAREER XP: 72650 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1950 XP), Skill Points: +6 (1950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1950 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 5850 XP, CAREER XP: 78500 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1400 XP), Will Save: +1 (1400 XP), Hit Points: +6 (2100 XP), Skill Points: +6 (2100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2100 XP), Class Specials: Inspire Courage III (1400 XP), Class Levels: +0 (0 XP), Level Cost: 14400 XP, CAREER XP: 92900 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2250 XP), Skill Points: +6 (2250 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (2250 XP), Class Specials: Inspire Heroics (1500 XP), Class Levels: +0 (0 XP), Level Cost: 15450 XP, CAREER XP: 108350 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1600 XP), Will Save: +1 (1600 XP), Hit Points: +6 (2400 XP), Skill Points: +6 (2400 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2400 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 17300 XP, CAREER XP: 125650 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2550 XP), Skill Points: +6 (2550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2550 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7650 XP, CAREER XP: 133300 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +6 (2700 XP), Skill Points: +6 (2700 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (2700 XP), Class Specials: Mass Suggestion (1800 XP), Class Levels: +0 (0 XP), Level Cost: 22200 XP, CAREER XP: 155500 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2850 XP), Skill Points: +6 (2850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2850 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13950 XP, CAREER XP: 169450 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (2000 XP), Will Save: +1 (2000 XP), Hit Points: +6 (3000 XP), Skill Points: +6 (3000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: Inspire Courage IV (2000 XP), Class Levels: +0 (0 XP), Level Cost: 23700 XP, CAREER XP: 193150 XP.

CLERIC

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +7 (175 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (300 XP), Class Specials: Turn Undead or Rebuke Undead (100 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple Weapons; Light, Medium, Heavy Armor; Shields (500 XP), Level Cost: 1775 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +8 (400 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 1800 XP, CAREER XP: 1800 XP.

Level 3 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +8 (600 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (600 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2850 XP, CAREER XP: 4650 XP.

Level 4 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +8 (800 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (900 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4500 XP, CAREER XP: 9150 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1200 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2450 XP, CAREER XP: 11600 XP.

Level 6 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7200 XP, CAREER XP: 18800 XP.

Level 7 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 5650 XP, CAREER XP: 24450 XP.

Level 8 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +8 (1600 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9300 XP, CAREER XP: 33750 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +8 (1800 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (2400 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6450 XP, CAREER XP: 40200 XP.

Level 10 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +8 (2000 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2700 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10200 XP, CAREER XP: 50400 XP.

Level 11 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9050 XP, CAREER XP: 59450 XP.

Level 12 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (3300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 16500 XP, CAREER XP: 75950 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3600 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6850 XP, CAREER XP: 82800 XP.

Level 14 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +8 (2800 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3900 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14400 XP, CAREER XP: 97200 XP.

Level 15 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +8 (3000 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (4200 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15450 XP, CAREER XP: 112650 XP.

Level 16 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +8 (3200 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 18900 XP, CAREER XP: 131550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9050 XP, CAREER XP: 140600 XP.

Level 18 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (5100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 22200 XP, CAREER XP: 162800 XP.

Level 19 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5400 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 178650 XP.

Level 20 - Base Attack Bonus: +1 (6000 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +8 (4000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5700 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 23700 XP, CAREER XP: 202350 XP.

DRUID

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +7 (175 XP), Skill Points: +16 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (200 XP), Class Specials: Animal Companion, Nature Sense, Wild Empathy (300 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Druid Weapons; Light, Medium Armor; Shields (400 XP), Level Cost: 1975 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +8 (400 XP), Skill Points: +4 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (400 XP), Class Specials: Woodland Stride (200 XP), Class Levels: +0 (0 XP), Level Cost: 1900 XP, CAREER XP: 1900 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +8 (600 XP), Skill Points: +4 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (600 XP), Class Specials: Trackless Step (300 XP), Class Levels: +0 (0 XP), Level Cost: 3000 XP, CAREER XP: 4900 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +8 (800 XP), Skill Points: +4 (400 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (800 XP), Class Specials: Resist Nature's Lure (400 XP), Class Levels: +0 (0 XP), Level Cost: 4700 XP, CAREER XP: 9600 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +4 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (800 XP), Class Specials: Wild Shape I (500 XP), Class Levels: +0 (0 XP), Level Cost: 2800 XP, CAREER XP: 12400 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +4 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (1200 XP), Class Specials: Wild Shape II (600 XP), Class Levels: +0 (0 XP), Level Cost: 7500 XP, CAREER XP: 19900 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +4 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1400 XP), Class Specials: Wild Shape III (700 XP), Class Levels: +0 (0 XP), Level Cost: 6000 XP, CAREER XP: 25900 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +8 (1600 XP), Skill Points: +4 (800 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1600 XP), Class Specials: Wild Shape: Large (800 XP), Class Levels: +0 (0 XP), Level Cost: 9700 XP, CAREER XP: 35600 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +8 (1800 XP), Skill Points: +4 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (1600 XP), Class Specials: Venom Immunity (900 XP), Class Levels: +0 (0 XP), Level Cost: 7000 XP, CAREER XP: 42600 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +8 (2000 XP), Skill Points: +4 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2000 XP), Class Specials: Wild Shape IV (1000 XP), Class Levels: +0 (0 XP), Level Cost: 10700 XP, CAREER XP: 53300 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +4 (1100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2200 XP), Class Specials: Wild Shape: Tiny (1100 XP), Class Levels: +0 (0 XP), Level Cost: 9600 XP, CAREER XP: 62900 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +4 (1200 XP), Ability Score: +1 (1800 XP), Bonus Feat: Wild Shape: Plant (1200 XP), Spellcasting: +1 Level (2400 XP), Class Specials: +1 (1200 XP), Class Levels: +0 (0 XP), Level Cost: 17100 XP, CAREER XP: 80000 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +4 (1300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2400 XP), Class Specials: A Thousand Faces (1300 XP), Class Levels: +0 (0 XP), Level Cost: 7600 XP, CAREER XP: 87600 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +8 (2800 XP), Skill Points: +4 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2800 XP), Class Specials: Wild Shape V (1400 XP), Class Levels: +0 (0 XP), Level Cost: 15100 XP, CAREER XP: 102700 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +8 (3000 XP), Skill Points: +4 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (3000 XP), Class Specials: Timeless Body: Druidic, Wild Shape: Huge (3000 XP), Class Levels: +0 (0 XP), Level Cost: 17700 XP, CAREER XP: 120400 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +8 (3200 XP), Skill Points: +4 (1600 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3200 XP), Class Specials: Wild Shape: Elemental I (1600 XP), Class Levels: +0 (0 XP), Level Cost: 19700 XP, CAREER XP: 140100 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +4 (1700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3200 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 8300 XP, CAREER XP: 148400 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +4 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (3600 XP), Class Specials: Wild Shape: Elemental II, Wild Shape VI (3600 XP), Class Levels: +0 (0 XP), Level Cost: 24900 XP, CAREER XP: 173300 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +4 (1900 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14900 XP, CAREER XP: 188200 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +8 (4000 XP), Skill Points: +4 (2000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4000 XP), Class Specials: Wild Shape: Elemental III, Wild Shape: Elemental (Huge) (4000 XP), Class Levels: +0 (0 XP), Level Cost: 26700 XP, CAREER XP: 214900 XP.

FIGHTER

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +9 (225 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: Fighting Mastery I (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: +1 (100 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light, Medium, Heavy Armor; Shields, Tower Shields (700 XP), Level Cost: 1825 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (500 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery II (200 XP), Class Levels: +0 (0 XP), Level Cost: 1300 XP, CAREER XP: 1300 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +1 (300 XP), Hit Points: +10 (750 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2400 XP, CAREER XP: 3700 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1000 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery III (400 XP), Class Levels: +0 (0 XP), Level Cost: 3500 XP, CAREER XP: 7200 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1250 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2700 XP, CAREER XP: 9900 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +10 (1500 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery IV (600 XP), Class Levels: +0 (0 XP), Level Cost: 6300 XP, CAREER XP: 16200 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1750 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 3900 XP, CAREER XP: 20100 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2000 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery V (800 XP), Class Levels: +0 (0 XP), Level Cost: 7300 XP, CAREER XP: 27400 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +1 (900 XP), Hit Points: +10 (2250 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7800 XP, CAREER XP: 35200 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2500 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery VI (1000 XP), Class Levels: +0 (0 XP), Level Cost: 7700 XP, CAREER XP: 42900 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2750 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6300 XP, CAREER XP: 49200 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +10 (3000 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery VII (1200 XP), Class Levels: +0 (0 XP), Level Cost: 14700 XP, CAREER XP: 63900 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3250 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7500 XP, CAREER XP: 71400 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3500 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery VIII (1400 XP), Class Levels: +0 (0 XP), Level Cost: 10900 XP, CAREER XP: 82300 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +1 (1500 XP), Hit Points: +10 (3750 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13200 XP, CAREER XP: 95500 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4000 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery IX (1600 XP), Class Levels: +0 (0 XP), Level Cost: 14900 XP, CAREER XP: 110400 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4250 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9900 XP, CAREER XP: 120300 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +10 (4500 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery X (1800 XP), Class Levels: +0 (0 XP), Level Cost: 19500 XP, CAREER XP: 139800 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4750 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11000 XP, CAREER XP: 150900 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (5000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Fighting Mastery XI (2000 XP), Class Levels: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 169600 XP.

MONK

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +2 (200 XP), Reflex Save: +2 (200 XP), Will Save: +2 (200 XP), Hit Points: +7 (175 XP), Skill Points: +16 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Flurry of Blows I, Intuitive Defense I, Martial Arts I (one choice), Unarmed Strike I (400 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Monk Weapons (100 XP), Level Cost: 1775 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +1 (200 XP), Will Save: +1 (200 XP), Hit Points: +8 (400 XP), Skill Points: +4 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Evasion, Martial Arts II (one choice) (400 XP), Class Levels: +0 (0 XP), Level Cost: 1900 XP, CAREER XP: 1900 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (600 XP), Skill Points: +4 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Speed Bonus I, Still Mind (600 XP), Class Levels: +0 (0 XP), Level Cost: 2400 XP, CAREER XP: 4300 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +1 (400 XP), Will Save: +1 (400 XP), Hit Points: +8 (800 XP), Skill Points: +4 (400 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Ki Strike: Magic, Slow Fall I, Unarmed Strike II (1200 XP), Class Levels: +0 (0 XP), Level Cost: 5100 XP, CAREER XP: 9400 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +4 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense II, Purity of Body (900 XP), Class Levels: +0 (0 XP), Level Cost: 2400 XP, CAREER XP: 11800 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +4 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Martial Arts III (one choice), Slow Fall II, Speed Bonus II (1800 XP), Class Levels: +0 (0 XP), Level Cost: 7500 XP, CAREER XP: 19300 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +4 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Wholeness of Body (700 XP), Class Levels: +0 (0 XP), Level Cost: 4600 XP, CAREER XP: 23900 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +1 (800 XP), Will Save: +1 (800 XP), Hit Points: +8 (1600 XP), Skill Points: +4 (800 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Slow Fall III, Unarmed Strike III (1600 XP), Class Levels: +0 (0 XP), Level Cost: 9700 XP, CAREER XP: 33600 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1800 XP), Skill Points: +4 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: Flurry of Blows III, Improved Evasion, Speed Bonus III (2600 XP), Class Levels: +0 (0 XP), Level Cost: 6200 XP, CAREER XP: 39800 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +1 (1000 XP), Will Save: +1 (1000 XP), Hit Points: +8 (2000 XP), Skill Points: +4 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense III, Ki Strike: Lawful, Slow Fall IV (3000 XP), Class Levels: +0 (0 XP), Level Cost: 11700 XP, CAREER XP: 51500 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +4 (1100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Diamond Body, Greater Flurry (2200 XP), Class Levels: +0 (0 XP), Level Cost: 8500 XP, CAREER XP: 60000 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +4 (1200 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Abundant Step, Slow Fall V, Speed Bonus IV, Unarmed Strike IV (4800 XP), Class Levels: +0 (0 XP), Level Cost: 18300 XP, CAREER XP: 78300 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +4 (1300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Diamond Soul (1200 XP), Class Levels: +0 (0 XP), Level Cost: 5100 XP, CAREER XP: 83400 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +1 (1400 XP), Will Save: +1 (1400 XP), Hit Points: +8 (2800 XP), Skill Points: +4 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Slow Fall VI (1400 XP), Class Levels: +0 (0 XP), Level Cost: 13700 XP, CAREER XP: 97100 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3000 XP), Skill Points: +4 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense IV, Quivering Palm, Speed Bonus V (4500 XP), Class Levels: +0 (0 XP), Level Cost: 14700 XP, CAREER XP: 111800 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +1 (1600 XP), Will Save: +1 (1600 XP), Hit Points: +8 (3200 XP), Skill Points: +4 (1600 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Ki Strike: Adamantite, Unarmed Strike V (3200 XP), Class Levels: +0 (0 XP), Level Cost: 19700 XP, CAREER XP: 131500 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +4 (1700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Timeless Body: Ascetic, Tongue of the Sun and Moon (3300 XP), Class Levels: +0 (0 XP), Level Cost: 8400 XP, CAREER XP: 139900 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +4 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Slow Fall VIII, Speed Bonus VI (3600 XP), Class Levels: +0 (0 XP), Level Cost: 21300 XP, CAREER XP: 161200 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +4 (1900 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Empty Body (1900 XP), Class Levels: +0 (0 XP), Level Cost: 13000 XP, CAREER XP: 174200 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +1 (2000 XP), Will Save: +1 (2000 XP), Hit Points: +8 (4000 XP), Skill Points: +4 (2000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Intuitive Defense V, Perfect Self, Slow Fall IX, Unarmed Strike VI (8000 XP), Class Levels: +0 (0 XP), Level Cost: 28700 XP, CAREER XP: 202900 XP.

PALADIN

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +9 (225 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Aura of Alignment (choose one), Detect Alignment (choose one), Smite I (choose one alignment) (300 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light, Medium, Heavy Armor; Shields (600 XP), Level Cost: 1925 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (500 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Divine Grace, Lay on Hands or Deadly Touch (400 XP), Class Levels: +0 (0 XP), Level Cost: 1500 XP, CAREER XP: 1500 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (300 XP), Will Save: +1 (300 XP), Hit Points: +10 (750 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Aura of Courage, Debilitation, Despair, or Resolve (pick only one), Divine Health (600 XP), Class Levels: +0 (0 XP), Level Cost: 3000 XP, CAREER XP: 4500 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1000 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Turn Undead or Rebuke Undead (400 XP), Class Levels: +0 (0 XP), Level Cost: 3500 XP, CAREER XP: 8000 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1250 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: Smite II, Special Mount (1000 XP), Class Levels: +0 (0 XP), Level Cost: 5200 XP, CAREER XP: 13200 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +10 (1500 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Bestow Curse I, Cause Disease I, Remove Curse I, or Remove Disease I (pick only one) (600 XP), Class Levels: +0 (0 XP), Level Cost: 6300 XP, CAREER XP: 19500 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (1750 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6000 XP, CAREER XP: 25500 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2000 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6500 XP, CAREER XP: 32000 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (900 XP), Will Save: +1 (900 XP), Hit Points: +10 (2250 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (2700 XP), Class Specials: Bestow Curse II, Cause Disease II, Remove Curse II, or Remove Disease II (pick only one) (900 XP), Class Levels: +0 (0 XP), Level Cost: 11400 XP, CAREER XP: 43400 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2500 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Smite III (1000 XP), Class Levels: +0 (0 XP), Level Cost: 7700 XP, CAREER XP: 51100 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (2750 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3300 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9600 XP, CAREER XP: 60700 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +10 (3000 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Bestow Curse III, Cause Disease III, Remove Curse III, or Remove Disease III (pick only one) (1200 XP), Class Levels: +0 (0 XP), Level Cost: 14700 XP, CAREER XP: 75400 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3250 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3900 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11400 XP, CAREER XP: 86800 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (3500 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9500 XP, CAREER XP: 96300 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1500 XP), Will Save: +1 (1500 XP), Hit Points: +10 (3750 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (4500 XP), Class Specials: Bestow Curse IV, Cause Disease IV, Remove Curse IV, or Remove Disease IV (pick only one), Smite IV (3000 XP), Class Levels: +0 (0 XP), Level Cost: 20700 XP, CAREER XP: 117000 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4000 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13300 XP, CAREER XP: 130300 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4250 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5100 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15000 XP, CAREER XP: 145300 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +10 (4500 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Bestow Curse V, Cause Disease V, Remove Curse V, or Remove Disease V (pick only one) (1800 XP), Class Levels: +0 (0 XP), Level Cost: 19500 XP, CAREER XP: 164800 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (4750 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5700 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 16800 XP, CAREER XP: 181600 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +10 (5000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Smite V (2000 XP), Class Levels: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 200300 XP.

RANGER

Level 1 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +2 (200 XP), Reflex Save: +2 (200 XP), Will Save: +0 (0 XP), Hit Points: +7 (175 XP), Skill Points: +24 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Favored Enemy I, Track, Wild Empathy (300 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Martial Weapons; Light Armor; Shields (400 XP), Level Cost: 2275 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +1 (200 XP), Reflex Save: +1 (200 XP), Will Save: +0 (0 XP), Hit Points: +8 (400 XP), Skill Points: +6 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Combat Style (choose one) (200 XP), Class Levels: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (300 XP), Hit Points: +8 (600 XP), Skill Points: +6 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Endurance (300 XP), Class Levels: +0 (0 XP), Level Cost: 2550 XP, CAREER XP: 4150 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +1 (400 XP), Reflex Save: +1 (400 XP), Will Save: +0 (0 XP), Hit Points: +8 (800 XP), Skill Points: +6 (600 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Animal Companion (400 XP), Class Levels: +0 (0 XP), Level Cost: 4100 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1000 XP), Skill Points: +6 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1000 XP), Class Specials: Favored Enemy II (500 XP), Class Levels: +0 (0 XP), Level Cost: 4450 XP, CAREER XP: 12700 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +8 (1200 XP), Skill Points: +6 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Improved Combat Style (choose one) (600 XP), Class Levels: +0 (0 XP), Level Cost: 6600 XP, CAREER XP: 19300 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (1400 XP), Skill Points: +6 (1050 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1400 XP), Class Specials: Woodland Stride (700 XP), Class Levels: +0 (0 XP), Level Cost: 6350 XP, CAREER XP: 25650 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +1 (800 XP), Reflex Save: +1 (800 XP), Will Save: +0 (0 XP), Hit Points: +8 (1600 XP), Skill Points: +6 (1200 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Swift Tracker (800 XP), Class Levels: +0 (0 XP), Level Cost: 8500 XP, CAREER XP: 34150 XP.

Level 9 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (900 XP), Hit Points: +8 (1800 XP), Skill Points: +6 (1350 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (1800 XP), Class Specials: Evasion (900 XP), Class Levels: +0 (0 XP), Level Cost: 10050 XP, CAREER XP: 44200 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +1 (1000 XP), Reflex Save: +1 (1000 XP), Will Save: +0 (0 XP), Hit Points: +8 (2000 XP), Skill Points: +6 (1500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Favored Enemy III (1000 XP), Class Levels: +0 (0 XP), Level Cost: 9200 XP, CAREER XP: 53400 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2200 XP), Skill Points: +6 (1650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2200 XP), Class Specials: Combat Style Mastery (choose one) (1100 XP), Class Levels: +0 (0 XP), Level Cost: 10150 XP, CAREER XP: 63550 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +8 (2400 XP), Skill Points: +6 (1800 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14100 XP, CAREER XP: 77650 XP.

Level 13 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (2600 XP), Skill Points: +6 (1950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2600 XP), Class Specials: Camouflage (1300 XP), Class Levels: +0 (0 XP), Level Cost: 12050 XP, CAREER XP: 89700 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +1 (1400 XP), Reflex Save: +1 (1400 XP), Will Save: +0 (0 XP), Hit Points: +8 (2800 XP), Skill Points: +6 (2100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11600 XP, CAREER XP: 101300 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1500 XP), Hit Points: +8 (3000 XP), Skill Points: +6 (2250 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (3000 XP), Class Specials: Favored Enemy IV (1500 XP), Class Levels: +0 (0 XP), Level Cost: 16950 XP, CAREER XP: 118250 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +1 (1600 XP), Reflex Save: +1 (1600 XP), Will Save: +0 (0 XP), Hit Points: +8 (3200 XP), Skill Points: +6 (2400 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15700 XP, CAREER XP: 133950 XP.

Level 17 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3400 XP), Skill Points: +6 (2550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3400 XP), Class Specials: Hide in Plain Sight (1700 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 149800 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +8 (3600 XP), Skill Points: +6 (2700 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 18600 XP, CAREER XP: 168400 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +8 (3800 XP), Skill Points: +6 (2850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3800 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 184250 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +1 (2000 XP), Reflex Save: +1 (2000 XP), Will Save: +0 (0 XP), Hit Points: +8 (4000 XP), Skill Points: +6 (3000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Favored Enemy V (2000 XP), Class Levels: +0 (0 XP), Level Cost: 21700 XP, CAREER XP: 205950 XP.

ROGUE

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +2 (200 XP), Will Save: +0 (0 XP), Hit Points: +5 (125 XP), Skill Points: +32 (800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack I, Trapfinding (200 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple, Rogue Weapons; Light Armor (300 XP), Level Cost: 1725 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (300 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (200 XP), Will Save: +0 (0 XP), Hit Points: +6 (300 XP), Skill Points: +8 (400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Evasion (200 XP), Class Levels: +0 (0 XP), Level Cost: 1400 XP, CAREER XP: 1400 XP.

Level 3 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +1 (300 XP), Reflex Save: +0 (0 XP), Will Save: +1 (300 XP), Hit Points: +6 (450 XP), Skill Points: +8 (600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack II, Trap Sense I (600 XP), Class Levels: +0 (0 XP), Level Cost: 3150 XP, CAREER XP: 4550 XP.

Level 4 - Base Attack Bonus: +1 (900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (400 XP), Will Save: +0 (0 XP), Hit Points: +6 (600 XP), Skill Points: +8 (800 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Uncanny Dodge (400 XP), Class Levels: +0 (0 XP), Level Cost: 3700 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (750 XP), Skill Points: +8 (1000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack III (400 XP), Class Levels: +0 (0 XP), Level Cost: 2150 XP, CAREER XP: 10400 XP.

Level 6 - Base Attack Bonus: +1 (1500 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +6 (900 XP), Skill Points: +8 (1200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense II (600 XP), Class Levels: +0 (0 XP), Level Cost: 6600 XP, CAREER XP: 17000 XP.

Level 7 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1050 XP), Skill Points: +8 (1400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack IV (700 XP), Class Levels: +0 (0 XP), Level Cost: 4950 XP, CAREER XP: 21950 XP.

Level 8 - Base Attack Bonus: +1 (2100 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (800 XP), Will Save: +0 (0 XP), Hit Points: +6 (1200 XP), Skill Points: +8 (1600 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Improved Uncanny Dodge (800 XP), Class Levels: +0 (0 XP), Level Cost: 7700 XP, CAREER XP: 29650 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +0 (0 XP), Will Save: +1 (900 XP), Hit Points: +6 (1350 XP), Skill Points: +8 (1800 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack V, Trap Sense III (1700 XP), Class Levels: +0 (0 XP), Level Cost: 7550 XP, CAREER XP: 37200 XP.

Level 10 - Base Attack Bonus: +1 (2700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1000 XP), Will Save: +0 (0 XP), Hit Points: +6 (1500 XP), Skill Points: +8 (2000 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability I (1000 XP), Class Levels: +0 (0 XP), Level Cost: 8200 XP, CAREER XP: 45400 XP.

Level 11 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1650 XP), Skill Points: +8 (2200 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack VI (1100 XP), Class Levels: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 53350 XP.

Level 12 - Base Attack Bonus: +1 (3300 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +6 (1800 XP), Skill Points: +8 (2400 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense IV (1200 XP), Class Levels: +0 (0 XP), Level Cost: 15300 XP, CAREER XP: 68650 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (1950 XP), Skill Points: +8 (2600 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability II, Sneak Attack VII (2500 XP), Class Levels: +0 (0 XP), Level Cost: 7050 XP, CAREER XP: 75700 XP.

Level 14 - Base Attack Bonus: +1 (3900 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1400 XP), Will Save: +0 (0 XP), Hit Points: +6 (2100 XP), Skill Points: +8 (2800 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10200 XP, CAREER XP: 85900 XP.

Level 15 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1500 XP), Hit Points: +6 (2250 XP), Skill Points: +8 (3000 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack VIII, Trap Sense V (3000 XP), Class Levels: +0 (0 XP), Level Cost: 16950 XP, CAREER XP: 102850 XP.

Level 16 - Base Attack Bonus: +1 (4500 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (1600 XP), Will Save: +0 (0 XP), Hit Points: +6 (2400 XP), Skill Points: +8 (3200 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability III (1600 XP), Class Levels: +0 (0 XP), Level Cost: 15700 XP, CAREER XP: 118550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2550 XP), Skill Points: +8 (3400 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Sneak Attack IX (1600 XP), Class Levels: +0 (0 XP), Level Cost: 7550 XP, CAREER XP: 126100 XP.

Level 18 - Base Attack Bonus: +1 (5100 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +6 (2700 XP), Skill Points: +8 (3600 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +0 Level (0 XP), Class Specials: Trap Sense VI (1800 XP), Class Levels: +0 (0 XP), Level Cost: 20400 XP, CAREER XP: 146500 XP.

Level 19 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +6 (2850 XP), Skill Points: +8 (3800 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: Rogue Special Ability IV, Sneak Attack X (3800 XP), Class Levels: +0 (0 XP), Level Cost: 15850 XP, CAREER XP: 162350 XP.

Level 20 - Base Attack Bonus: +1 (5700 XP), Fortitude Save: +0 (0 XP), Reflex Save: +1 (2000 XP), Will Save: +0 (0 XP), Hit Points: +6 (3000 XP), Skill Points: +8 (4000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +0 Level (0 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 17700 XP, CAREER XP: 180050 XP.

SORCERER

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +3 (75 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (500 XP), Class Specials: Summon Familiar (100 XP), Class Levels: +0 (0 XP), Armor and Weapon Feats: Simple Weapons (100 XP), Level Cost: 1275 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +4 (200 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (300 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +4 (300 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (1000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2350 XP, CAREER XP: 3950 XP.

Level 4 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +4 (400 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4300 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (500 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 2750 XP, CAREER XP: 11000 XP.

Level 6 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +4 (600 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (2500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7600 XP, CAREER XP: 18600 XP.

Level 7 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (700 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 4050 XP, CAREER XP: 22650 XP.

Level 8 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +4 (800 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 9100 XP, CAREER XP: 31750 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +4 (900 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (4000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 8050 XP, CAREER XP: 39800 XP.

Level 10 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +4 (1000 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10000 XP, CAREER XP: 49800 XP.

Level 11 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1100 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 6650 XP, CAREER XP: 56450 XP.

Level 12 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +4 (1200 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (5500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 17500 XP, CAREER XP: 73950 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1300 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 81900 XP.

Level 14 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +4 (1400 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 14200 XP, CAREER XP: 96100 XP.

Level 15 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +4 (1500 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (7000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 13750 XP, CAREER XP: 109850 XP.

Level 16 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +4 (1600 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (7500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 128550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1700 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (8000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 10550 XP, CAREER XP: 139100 XP.

Level 18 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +4 (1800 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (8500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 23800 XP, CAREER XP: 162900 XP.

Level 19 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1900 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9000 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 11850 XP, CAREER XP: 174750 XP.

Level 20 - Base Attack Bonus: +1 (6000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +4 (2000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9500 XP), Class Specials: +0 (0 XP), Class Levels: +0 (0 XP), Level Cost: 23500 XP, CAREER XP: 198250 XP.

WIZARD

Level 1 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +2 (200 XP), Hit Points: +3 (75 XP), Skill Points: +8 (200 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (100 XP), Spellcasting: +1 Level (500 XP), Class Specials: Summon Familiar, Wizardry I (200 XP), Armor and Weapon Feats: Wizard Weapons (100 XP), Level Cost: 1375 XP, CAREER XP: 0 XP.

Level 2 - Base Attack Bonus: +1 (600 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (200 XP), Hit Points: +4 (200 XP), Skill Points: +2 (100 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (500 XP), Class Specials: +0 (0 XP), Level Cost: 1600 XP, CAREER XP: 1600 XP.

Level 3 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (300 XP), Reflex Save: +1 (300 XP), Will Save: +0 (0 XP), Hit Points: +4 (300 XP), Skill Points: +2 (150 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (300 XP), Spellcasting: +1 Level (1000 XP), Class Specials: +0 (0 XP), Level Cost: 2350 XP, CAREER XP: 3950 XP.

Level 4 - Base Attack Bonus: +1 (1200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (400 XP), Hit Points: +4 (400 XP), Skill Points: +2 (200 XP), Ability Score: +1 (600 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (1500 XP), Class Specials: +0 (0 XP), Level Cost: 4300 XP, CAREER XP: 8250 XP.

Level 5 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (500 XP), Skill Points: +2 (250 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (2000 XP), Class Specials: Wizardry II (500 XP), Level Cost: 3250 XP, CAREER XP: 11500 XP.

Level 6 - Base Attack Bonus: +1 (1800 XP), Fortitude Save: +1 (600 XP), Reflex Save: +1 (600 XP), Will Save: +1 (600 XP), Hit Points: +4 (600 XP), Skill Points: +2 (300 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (600 XP), Spellcasting: +1 Level (2500 XP), Class Specials: +0 (0 XP), Level Cost: 7600 XP, CAREER XP: 19100 XP.

Level 7 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (700 XP), Skill Points: +2 (350 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3000 XP), Class Specials: +0 (0 XP), Level Cost: 4050 XP, CAREER XP: 23150 XP.

Level 8 - Base Attack Bonus: +1 (2400 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (800 XP), Hit Points: +4 (800 XP), Skill Points: +2 (400 XP), Ability Score: +1 (1200 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (3500 XP), Class Specials: +0 (0 XP), Level Cost: 9100 XP, CAREER XP: 32250 XP.

Level 9 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (900 XP), Reflex Save: +1 (900 XP), Will Save: +0 (0 XP), Hit Points: +4 (900 XP), Skill Points: +2 (450 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (900 XP), Spellcasting: +1 Level (4000 XP), Class Specials: +0 (0 XP), Level Cost: 8050 XP, CAREER XP: 40300 XP.

Level 10 - Base Attack Bonus: +1 (3000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1000 XP), Hit Points: +4 (1000 XP), Skill Points: +2 (500 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (4500 XP), Class Specials: Wizardry III (1000 XP), Level Cost: 11000 XP, CAREER XP: 51300 XP.

Level 11 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1100 XP), Skill Points: +2 (550 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (5000 XP), Class Specials: +0 (0 XP), Level Cost: 6650 XP, CAREER XP: 57950 XP.

Level 12 - Base Attack Bonus: +1 (3600 XP), Fortitude Save: +1 (1200 XP), Reflex Save: +1 (1200 XP), Will Save: +1 (1200 XP), Hit Points: +4 (1200 XP), Skill Points: +2 (600 XP), Ability Score: +1 (1800 XP), Bonus Feat: +1 (1200 XP), Spellcasting: +1 Level (5500 XP), Class Specials: +0 (0 XP), Level Cost: 17500 XP, CAREER XP: 75450 XP.

Level 13 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1300 XP), Skill Points: +2 (650 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6000 XP), Class Specials: +0 (0 XP), Level Cost: 7950 XP, CAREER XP: 83400 XP.

Level 14 - Base Attack Bonus: +1 (4200 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1400 XP), Hit Points: +4 (1400 XP), Skill Points: +2 (700 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (6500 XP), Class Specials: +0 (0 XP), Level Cost: 14200 XP, CAREER XP: 97600 XP.

Level 15 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +1 (1500 XP), Reflex Save: +1 (1500 XP), Will Save: +0 (0 XP), Hit Points: +4 (1500 XP), Skill Points: +2 (750 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1500 XP), Spellcasting: +1 Level (7000 XP), Class Specials: Wizardry IV (1500 XP), Level Cost: 15250 XP, CAREER XP: 112850 XP.

Level 16 - Base Attack Bonus: +1 (4800 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (1600 XP), Hit Points: +4 (1600 XP), Skill Points: +2 (800 XP), Ability Score: +1 (2400 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (7500 XP), Class Specials: +0 (0 XP), Level Cost: 18700 XP, CAREER XP: 131550 XP.

Level 17 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1700 XP), Skill Points: +2 (850 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (8000 XP), Class Specials: +0 (0 XP), Level Cost: 10550 XP, CAREER XP: 142100 XP.

Level 18 - Base Attack Bonus: +1 (5400 XP), Fortitude Save: +1 (1800 XP), Reflex Save: +1 (1800 XP), Will Save: +1 (1800 XP), Hit Points: +4 (1800 XP), Skill Points: +2 (900 XP), Ability Score: +0 (0 XP), Bonus Feat: +1 (1800 XP), Spellcasting: +1 Level (8500 XP), Class Specials: +0 (0 XP), Level Cost: 23800 XP, CAREER XP: 165900 XP.

Level 19 - Base Attack Bonus: +0 (0 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +0 (0 XP), Hit Points: +4 (1900 XP), Skill Points: +2 (950 XP), Ability Score: +0 (0 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9000 XP), Class Specials: +0 (0 XP), Level Cost: 11850 XP, CAREER XP: 177750 XP.

Level 20 - Base Attack Bonus: +1 (6000 XP), Fortitude Save: +0 (0 XP), Reflex Save: +0 (0 XP), Will Save: +1 (2000 XP), Hit Points: +4 (2000 XP), Skill Points: +2 (1000 XP), Ability Score: +1 (3000 XP), Bonus Feat: +0 (0 XP), Spellcasting: +1 Level (9500 XP), Class Specials: Wizardry V (2000 XP), Level Cost: 25500 XP, CAREER XP: 203250 XP.

CONSTRUCTING CHARACTER CLASSES

Custom Characters can be used to create classes for your campaign, even if you don't want to use the free-form "classless" system. Building a class is quite easy. First, you start off with 21,000 XP. Then, you spend these experience points on the various traits members of the class gain as they progress. Ignore the "x CL" multiplier to trait costs. You start with 21,000 XP because 1st level characters start with 2,000 XP. Add another 1,000 XP for each level beyond first (19 more levels) and you get 21,000 XP. However, any number of experience points can be used, as long as all of the classes in your campaign get the same amount of XP on traits.

The generic classes listed in the System Reference Document are a little on the weak side. Custom Characters can be used to beef them up. Each class was built using approximately 21,100 XP and is at about the same power level as the standard classes found in the SRD.

These classes can form the basis of a more systematic treatment of character archetypes as well. There is a certain logic to the structure of these classes. The three basic generic classes (combatant, expert, and spellcaster) are used to create the other four classes. The gish is a combatant/spellcaster. The zerth is a spellcaster/expert. The specialist is a combatant and

expert. Finally, the polymath is an amalgamation of all three. Of the spellcasting classes (spellcaster, gish, zerth, and polymath), each has three variations based on the character's "prime requisite." Arcane magic-users are Intelligence-based and operate like wizards. Divine magic-users are Wisdom-based and operate like clerics and druids. Innate magic-users are Charisma-based and operate like bards and sorcerers. Thus, there are fifteen different generic classes, if each type of magic-user is considered a separate class. Furthermore, players are given the option to choose the class skills for their characters' classes and base save bonuses, adding more variation.

These classes can be used as a foundation while additional traits are purchased *a la carte*. Thus, players are not limited to advancing along these career paths alone. They can add a few feats, additional skill ranks, and add more hit points as needed as they follow the class progression. For example, no two arcane zerths will be the same. One may operate like a sage, while another may function as an assassin. With the right combination of feats and special abilities, the combatant class can be made to represent any sort of fighter. And all classes found in the System Reference Document can be approximated and developed exactly as the player desires!

COMBATANT

The combatant is the basic warrior of the trio of generic classes. He has the fighter's hit points, combat prowess, bonus feats, and weapon selection. This class represents all characters that make their way primarily through martial prowess and is suitable for such characters as mercenaries, knights, barbarians, soldiers, archers, horsemen, footmen, and all other types of combatants.

Alignment: Any.

Hit Die: d10.

Base Save Bonuses

One good save and two poor saves. Fortitude is the default good save.

Class Skills

Choose any six skills as class skills, plus Craft.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Combatant

Level	Base Attack Bonus	Good Save	Poor Saves	Class Specials
1st	+1	+2	+0	1st, 2nd
2nd	+2	+3	+0	3rd, 4th
3rd	+3	+3	+1	5th, 6th
4th	+4	+4	+1	7th, 8th
5th	+5	+4	+1	9th, 10th
6th	+6/+1	+5	+2	11th, 12th
7th	+7/+2	+5	+2	13th, 14th
8th	+8/+3	+6	+2	15th, 16th
9th	+9/+4	+6	+3	17th, 18th
10th	+10/+5	+7	+3	19th, 20th
11th	+11/+6/+1	+7	+3	21st, 22nd
12th	+12/+7/+2	+8	+4	23rd, 24th
13th	+13/+8/+3	+8	+4	25th, 26th
14th	+14/+9/+4	+9	+4	27th, 28th
15th	+15/+10/+5	+9	+5	29th, 30th
16th	+16/+11/+6/+1	+10	+5	31st, 32nd
17th	+17/+12/+7/+2	+10	+5	33rd, 34th
18th	+18/+13/+8/+3	+11	+6	35th, 36th
19th	+19/+14/+9/+4	+11	+6	37th, 38th
20th	+20/+15/+10/+5	+12	+6	39th, 40th

CLASS FEATURES

All of the following are class features of the combatant.

Weapon and Armor Proficiency: A combatant is proficient with all simple and martial weapons. They are proficient with light, medium, and heavy armor as well as with shields and tower shields.

Class Specials: At 1st level, the combatant gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the combatant gains two additional bonus feats or class special abilities. These feats or special abilities may be any that the combatant qualifies for.

EXPERT

The expert class represents a wide variety of non-magical and non-martial characters. Advisors, academics, craftsmen, performers, sailors, and many other types of characters can be constructed using this class. Experts are the true masters of skill use in the campaign world and surpass all other character classes in this area. This class is an adaptation of the expert generic character class.

Alignment: Any.

Hit Die: d6.

Base Save Bonuses

One good save and two poor saves. Reflex is the default good save.

Class Skills

Choose any twelve skills as class skills, plus Craft and Profession.

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Table: The Expert

Level	Base Attack Bonus	Good Save	Poor Saves	Class Specials
1st	+0	+2	+0	1st, 2nd
2nd	+1	+3	+0	3rd, 4th
3rd	+2	+3	+1	5th, 6th
4th	+3	+4	+1	7th, 8th
5th	+3	+4	+1	9th, 10th
6th	+4	+5	+2	11th, 12th
7th	+5	+5	+2	13th, 14th
8th	+6/+1	+6	+2	15th, 16th
9th	+6/+1	+6	+3	17th, 18th
10th	+7/+2	+7	+3	19th, 20th
11th	+8/+3	+7	+3	21st, 22nd
12th	+9/+4	+8	+4	23rd, 24th
13th	+9/+4	+8	+4	25th, 26th
14th	+10/+5	+9	+4	27th, 28th
15th	+11/+6/+1	+9	+5	29th, 30th
16th	+12/+7/+2	+10	+5	31st, 32nd
17th	+12/+7/+2	+10	+5	33rd, 34th
18th	+13/+8/+3	+11	+6	35th, 36th
19th	+14/+9/+4	+11	+6	37th, 38th
20th	+15/+10/+5	+12	+6	39th, 40th

CLASS FEATURES

All of the following are class features of the expert.

Weapon and Armor Proficiency: An expert is proficient with all simple and martial weapons. They are proficient with light armor, but they are not proficient with shields.

Class Specials: At 1st level, the expert gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the expert gains two additional bonus feats or class special abilities. These feats or special abilities may be any that the expert qualifies for.

SPELLCASTER

This class represents any kind of pure spellcaster, whether divine, arcane, innate, or otherwise. Use this class for wizards, wise ones, hedge mages, witches, sorcerers, infernalists, clerics, miracle workers, kabalists, thaumaturgists, theurgists, necromancers, shaman, sorcerers, and any other type of magic-user.

Alignment: Any.

Hit Die: d4.

CLASS FEATURES

All of the following are class features of the spellcaster.

Weapon and Armor Proficiency: The spellcaster is proficient with all simple weapons, but not with armor or shields.

Class Specials: At 1st level, the spellcaster gains one bonus feat or class special ability as found in this rulebook. At each level evenly divisible by five thereafter (5th, 10th, 15th, and 20th), the spellcaster gains another bonus feat or class special ability. This feat or special ability may be any that the spellcaster qualifies for.

Spells: A spellcaster must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has no impact on the spells that he may learn, but affects what kinds of scrolls he can use and which ability score controls his spellcasting. An arcane spellcaster uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine spellcaster uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate spellcaster uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate spellcasters cast arcane spells. Divine spellcasters cast divine spells.

ARCANE SPELLCASTERS

An arcane spellcaster casts arcane spells which are drawn from the any arcane spell list, such as bard and sorcerer/wizard. An arcane spellcaster must choose and prepare his spells ahead of time (see below).

Base Save Bonuses

One good save and two poor saves. Will is the default good save.

Class Skills

Choose any four skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Spellcaster

Level	Base Attack Bonus	Good Save	Poor Saves	Class Specials
1st	+0	+2	+0	1st
2nd	+1	+3	+0	
3rd	+1	+3	+1	
4th	+2	+4	+1	
5th	+2	+4	+1	2nd
6th	+3	+5	+2	
7th	+3	+5	+2	
8th	+4	+6	+2	
9th	+4	+6	+3	
10th	+5	+7	+3	3rd
11th	+5	+7	+3	
12th	+6/+1	+8	+4	
13th	+6/+1	+8	+4	
14th	+7/+2	+9	+4	
15th	+7/+2	+9	+5	4th
16th	+8/+3	+10	+5	
17th	+8/+3	+10	+5	
18th	+9/+4	+11	+6	
19th	+9/+4	+11	+6	
20th	+10/+5	+12	+6	5th

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

His base daily spell allotment is given on Table: The Wizard. In addition, he receives bonus spells per day if Unlike a bard or sorcerer, an arcane spellcaster may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

At each new spellcaster level, an arcane spellcaster gains two new spells of any spell level or levels that he can cast (based on his new arcane spellcaster level) for his spellbook. At any time, an arcane spellcaster can also add spells found in other spellcasters' spellbooks to his own.

DIVINE SPELLCASTERS

A divine spellcaster casts divine spells, which are drawn from any divine spell list, such as cleric, druid, paladin, and ranger. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs. A divine spellcaster can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions. Furthermore, the divine spellcaster's patron deity or philosophy may prevent certain spells from being used (at the DM's discretion). A divine spellcaster must choose and prepare his spells in advance (see below).

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

Like other spellcasters, a divine spellcaster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. Unlike the cleric, divine spellcasters do not gain one domain spell of each spell level he can cast. Divine spellcasters receive the base daily spell allotment only.

Divine spellcasters meditate or pray for their spells. Each divine spellcaster must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a divine spellcaster can prepare spells. A divine spellcaster may prepare and cast any spell found on a divine spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

she has a high Intelligence score.

INNATE SPELLCASTERS

An innate spellcaster casts arcane spells which can be drawn from any spell list (such as bard, cleric, druid, paladin, ranger, and sorcerer/wizard). He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

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

Like other spellcasters, an innate spellcaster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

An innate spellcaster's selection of spells is extremely limited. An innate spellcaster begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new spellcaster level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells an innate spellcaster knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be spells chosen from any spell list, or they can be unusual spells that the innate spellcaster has gained some understanding of by study. The innate spellcaster can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered spellcaster level after that (6th, 8th, and so on), an innate spellcaster can choose to learn a new spell in place of one he already knows. In effect, the innate spellcaster "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell the innate spellcaster can cast. An innate spellcaster may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, an innate spellcaster need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

SPECIALIST

The specialist class represents combatant characters who give up a small amount of fighting prowess in order to be more skilled. They can also be thought of as experts who are better at fighting. At any rate, the specialist is a good fighter and somewhat of an expert in a concentrated skill area. They are midway between the combatant and the expert.

Alignment: Any.

Hit Die: d8.

Base Save Bonuses

Two fair saves and one poor save. The default fair saves are Fortitude and Reflex.

Class Skills

Choose any nine skills as class skills, plus Craft and Profession.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Specialist

Level	Base Bonus	Attack	Fair Saves	Poor Save	Class Specials
1st	+1		+1	+0	1st, 2nd
2nd	+2		+1	+0	3rd, 4th
3rd	+3		+2	+1	5th, 6th
4th	+4		+2	+1	7th, 8th
5th	+5		+3	+1	9th, 10th
6th	+6/+1		+3	+2	11th, 12th
7th	+7/+2		+4	+2	13th, 14th
8th	+8/+3		+4	+2	15th, 16th
9th	+9/+4		+5	+3	17th, 18th
10th	+10/+5		+5	+3	19th, 20th
11th	+11/+6/+1		+6	+3	21st, 22nd
12th	+12/+7/+2		+6	+4	23rd, 24th
13th	+13/+8/+3		+6	+4	25th, 26th
14th	+14/+9/+4		+7	+4	27th, 28th
15th	+15/+10/+5		+7	+5	29th, 30th
16th	+16/+11/+6/+1		+7	+5	31st, 32nd
17th	+17/+12/+7/+2		+8	+5	33rd, 34th
18th	+18/+13/+8/+3		+8	+6	35th, 36th
19th	+19/+14/+9/+4		+8	+6	37th, 38th
20th	+20/+15/+10/+5		+9	+6	39th, 40th

CLASS FEATURES

All of the following are class features of the specialist.

Weapon and Armor Proficiency: A specialist is proficient with all simple and martial weapons. They are proficient with light and medium armor, but not with heavy armor or shields.

Class Specials: At 1st level, the specialist gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the specialist gains two additional bonus feats or class special abilities. These feats or special abilities may be any that the specialist qualifies for.

GISH

The “gish” is the quintessential combatant/spellcaster, using both magic and force of arms to overcome obstacles. It is a compromise between the combatant and spellcaster classes. They do not reach the dizzying heights of magical power that spellcasters enjoy, nor do they become the unstoppable fighting machines as high-level combatants do, but they are able to effectively combine two professional areas most commonly thought to be mutually exclusive.

Gishes must choose to be arcane, divine, or innate spellcasters at start. Once chosen, the character cannot later change the type of magic he uses as a gish. He uses the spells per day chart appropriate to his choice (only one).

Alignment: Any.

Hit Die: d7 (d8 on odd levels, d6 on even levels).

Base Save Bonuses

Two fair saves and one poor save. The default fair saves are Fortitude and Will.

Class Skills

Choose any four skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Gish

-----Arcane Spells per Day-----											
Level	Base Attack Bonus	Fair Saves	Poor Save	Class Specials	Caster Level	0th	1st	2nd	3rd	4th	5th
1st	+0	+1	+0	1st	1st	3	—	—	—	—	—
2nd	+1	+1	+0	2nd	1st	3	1	—	—	—	—
3rd	+2	+2	+1	3rd	1st	4	1	—	—	—	—
4th	+3	+2	+1	4th	2nd	4	2	—	—	—	—
5th	+3	+3	+1	5th	2nd	4	3	—	—	—	—
6th	+4	+3	+2	6th	3rd	4	2	1	—	—	—
7th	+5	+4	+2	7th	3rd	4	3	1	—	—	—
8th	+6/+1	+4	+2	8th	4th	4	3	2	—	—	—
9th	+6/+1	+5	+3	9th	4th	4	3	3	—	—	—
10th	+7/+2	+5	+3	10th	5th	4	3	2	1	—	—
11th	+8/+3	+6	+3	11th	5th	4	3	3	1	—	—
12th	+9/+4	+6	+4	12th	6th	4	3	3	2	—	—
13th	+9/+4	+6	+4	13th	6th	4	4	3	3	—	—
14th	+10/+5	+7	+4	14th	7th	4	4	3	2	1	—
15th	+11/+6/+1	+7	+5	15th	7th	4	4	3	3	1	—
16th	+12/+7/+2	+7	+5	16th	8th	4	4	3	3	2	—
17th	+12/+7/+2	+8	+5	17th	8th	4	4	4	3	3	—
18th	+13/+8/+3	+8	+6	18th	9th	4	4	4	3	2	1
19th	+14/+9/+4	+8	+6	19th	9th	4	4	4	3	3	1
20th	+15/+10/+5	+9	+6	20th	10th	4	4	4	3	3	2

-----Divine Spells per Day-----						
Level	oth	1st	2nd	3rd	4th	5th
1st	3	—	—	—	—	—
2nd	3	1	—	—	—	—
3rd	4	1	—	—	—	—
4th	4	2	—	—	—	—
5th	4	3	—	—	—	—
6th	4	2	1	—	—	—
7th	4	3	1	—	—	—
8th	5	3	2	—	—	—
9th	5	3	3	—	—	—
10th	5	3	2	1	—	—
11th	5	3	3	1	—	—
12th	5	3	3	2	—	—
13th	5	4	3	3	—	—
14th	6	4	3	2	1	—
15th	6	4	3	3	1	—
16th	6	4	3	3	2	—
17th	6	4	4	3	3	—
18th	6	4	4	3	2	1
19th	6	4	4	3	3	1
20th	6	4	4	3	3	2

-----Innate Spells per Day-----						
Level	oth	1st	2nd	3rd	4th	5th
1st	5	—	—	—	—	—
2nd	5	3	—	—	—	—
3rd	7	3	—	—	—	—
4th	6	4	—	—	—	—
5th	7	4	—	—	—	—
6th	6	5	—	—	—	—
7th	8	5	—	—	—	—
8th	6	6	3	—	—	—
9th	6	7	3	—	—	—
10th	6	6	4	—	—	—
11th	6	8	5	—	—	—
12th	6	6	5	3	—	—
13th	6	6	7	3	—	—
14th	6	6	6	4	—	—
15th	6	6	8	5	—	—
16th	6	6	6	5	3	—
17th	6	6	6	7	3	—
18th	6	6	6	6	4	—
19th	6	6	6	8	5	—
20th	6	6	6	6	5	3

-----Innate Spells Known-----						
Level	oth	1st	2nd	3rd	4th	5th
1st	4	—	—	—	—	—
2nd	4	2	—	—	—	—
3rd	5	2	—	—	—	—
4th	5	2	—	—	—	—
5th	5	2	—	—	—	—
6th	5	3	—	—	—	—
7th	6	3	—	—	—	—
8th	6	3	1	—	—	—
9th	6	4	1	—	—	—
10th	6	4	2	—	—	—
11th	7	4	2	—	—	—
12th	7	4	2	1	—	—
13th	7	4	3	1	—	—
14th	7	5	3	2	—	—
15th	8	5	3	2	—	—
16th	8	5	3	2	1	—
17th	8	5	3	3	1	—
18th	8	5	4	3	2	—
19th	9	5	4	3	2	—
20th	9	5	4	3	2	1

CLASS FEATURES

All of the following are class features of the gish.

Weapon and Armor Proficiency: The gish is proficient with all simple and martial weapons. They are also proficient with light, medium, and heavy armor as well as shields (but not tower shields).

Class Specials: At 1st level, the gish gains one bonus feat or class special ability as found in this rulebook. At each level thereafter, the gish gains one additional bonus feat or class special ability. These feats or special abilities may be any that the gish qualifies for.

Spells: A gish must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has an

impact on the spells that he may learn, affects what kinds of scrolls he can use, and which ability score controls his spellcasting. An arcane gish uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine gish uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate gish uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate gishes cast arcane spells. Divine gishes cast divine spells. Gishes use the spells per day tables appropriate to their choice (found above). For more details on spellcasting, see the Spellcaster class description.

ZERTH

The “zerth” is a spellcasting skill-user, using both magic and superior skills to overcome obstacles. It is a compromise between the expert and spellcaster classes. They do not gain the magical power that spellcasters eventually attain, nor do they become the masters of skill-use as high-level experts do, but they are able to effectively combine two professional areas that complement each other quite nicely.

Zerths must choose to be arcane, divine, or innate spellcasters at start. Once chosen, the character cannot later change the type of magic he uses as a zerth. He uses the spells per day chart appropriate to his choice (only one).

Alignment: Any.

Hit Die: d5 (d6 on odd levels, d4 on even levels).

Base Save Bonuses

Two fair saves and one poor save. The default fair saves are Reflex and Will.

Class Skills

Choose any eight skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Zerth

						-----Arcane Spells per Day-----					
Level	Base Attack Bonus	Fair Saves	Poor Save	Class Specials	Caster Level	0th	1st	2nd	3rd	4th	5th
1st	+0	+1	+0	1st	1st	3	—	—	—	—	—
2nd	+1	+1	+0	2nd	1st	3	1	—	—	—	—
3rd	+2	+2	+1	3rd	1st	4	1	—	—	—	—
4th	+3	+2	+1	4th	2nd	4	2	—	—	—	—
5th	+3	+3	+1	5th	2nd	4	3	—	—	—	—
6th	+4	+3	+2	6th	3rd	4	2	1	—	—	—
7th	+5	+4	+2	7th	3rd	4	3	1	—	—	—
8th	+6/+1	+4	+2	8th	4th	4	3	2	—	—	—
9th	+6/+1	+5	+3	9th	4th	4	3	3	—	—	—
10th	+7/+2	+5	+3	10th	5th	4	3	2	1	—	—
11th	+8/+3	+6	+3	11th	5th	4	3	3	1	—	—
12th	+9/+4	+6	+4	12th	6th	4	3	3	2	—	—
13th	+9/+4	+6	+4	13th	6th	4	4	3	3	—	—
14th	+10/+5	+7	+4	14th	7th	4	4	3	2	1	—
15th	+11/+6/+1	+7	+5	15th	7th	4	4	3	3	1	—
16th	+12/+7/+2	+7	+5	16th	8th	4	4	3	3	2	—
17th	+12/+7/+2	+8	+5	17th	8th	4	4	4	3	3	—
18th	+13/+8/+3	+8	+6	18th	9th	4	4	4	3	2	1
19th	+14/+9/+4	+8	+6	19th	9th	4	4	4	3	3	1
20th	+15/+10/+5	+9	+6	20th	10th	4	4	4	3	3	2

-----Divine Spells per Day-----						
Level	oth	1st	2nd	3rd	4th	5th
1st	3	—	—	—	—	—
2nd	3	1	—	—	—	—
3rd	4	1	—	—	—	—
4th	4	2	—	—	—	—
5th	4	3	—	—	—	—
6th	4	2	1	—	—	—
7th	4	3	1	—	—	—
8th	5	3	2	—	—	—
9th	5	3	3	—	—	—
10th	5	3	2	1	—	—
11th	5	3	3	1	—	—
12th	5	3	3	2	—	—
13th	5	4	3	3	—	—
14th	6	4	3	2	1	—
15th	6	4	3	3	1	—
16th	6	4	3	3	2	—
17th	6	4	4	3	3	—
18th	6	4	4	3	2	1
19th	6	4	4	3	3	1
20th	6	4	4	3	3	2

-----Innate Spells per Day-----						
Level	oth	1st	2nd	3rd	4th	5th
1st	5	—	—	—	—	—
2nd	5	3	—	—	—	—
3rd	7	3	—	—	—	—
4th	6	4	—	—	—	—
5th	7	4	—	—	—	—
6th	6	5	—	—	—	—
7th	8	5	—	—	—	—
8th	6	6	3	—	—	—
9th	6	7	3	—	—	—
10th	6	6	4	—	—	—
11th	6	8	5	—	—	—
12th	6	6	5	3	—	—
13th	6	6	7	3	—	—
14th	6	6	6	4	—	—
15th	6	6	8	5	—	—
16th	6	6	6	5	3	—
17th	6	6	6	7	3	—
18th	6	6	6	6	4	—
19th	6	6	6	8	5	—
20th	6	6	6	6	5	3

-----Innate Spells Known-----						
Level	oth	1st	2nd	3rd	4th	5th
1st	4	—	—	—	—	—
2nd	4	2	—	—	—	—
3rd	5	2	—	—	—	—
4th	5	2	—	—	—	—
5th	5	2	—	—	—	—
6th	5	3	—	—	—	—
7th	6	3	—	—	—	—
8th	6	3	1	—	—	—
9th	6	4	1	—	—	—
10th	6	4	2	—	—	—
11th	7	4	2	—	—	—
12th	7	4	2	1	—	—
13th	7	4	3	1	—	—
14th	7	5	3	2	—	—
15th	8	5	3	2	—	—
16th	8	5	3	2	1	—
17th	8	5	3	3	1	—
18th	8	5	4	3	2	—
19th	9	5	4	3	2	—
20th	9	5	4	3	2	1

CLASS FEATURES

All of the following are class features of the zerth.

Weapon and Armor Proficiency: The zerth is proficient with all simple and martial weapons. They are also proficient with light armor, but not medium or heavy armor. They are not proficient with shields.

Class Specials: At 1st level, the zerth gains two bonus feats or class special abilities as found in this rulebook. At each level thereafter, the zerth gains one additional bonus feat or class special ability. These feats or special abilities may be any that the zerth qualifies for.

Spells: A zerth must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has

an impact on the spells that he may learn, affects what kinds of scrolls he can use, and which ability score controls his spellcasting. An arcane zerth uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine zerth uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate zerth uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate zerths cast arcane spells. Divine zerths cast divine spells. Zerths use the spells per day tables appropriate to their choice (found above). For more details on spellcasting, see the Spellcaster class description.

POLYMATH

The polymath is a jack-of-all-trades, able to effectively fight while using both skills and magic to make their way in the world. It is a compromise between the three generic classes (combatant, expert, and spellcaster). Dabbling comes with a price, though. Polymaths can operate in a number of different professional areas, but they will never master any of them.

Polymaths must choose to be arcane, divine, or innate spellcasters at start. Once chosen, the character cannot later change the type of magic he uses as a polymath. He uses the spells per day chart appropriate to his choice (only one).

Alignment: Any.

Hit Die: d7 (d8 on odd levels, d6 on even levels).

Base Save Bonuses

All base save bonuses progress as indicated below.

Class Skills

Choose any eight skills as class skills, plus Craft, Knowledge (all), and Profession.

Skill Points at 1st Level: (5 + Int modifier) x 4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: The Polymath

					-----Arcane Spells per Day-----				
Level	Base Attack Bonus	All Saves	Class Specials	Caster Level	oth	1st	2nd	3rd	4th
1st	+0	+1	1st	None	—	—	—	—	—
2nd	+1	+1	2nd	None	—	—	—	—	—
3rd	+2	+2	3rd	None	—	—	—	—	—
4th	+3	+2	4th	None	—	—	—	—	—
5th	+3	+2	5th	None	—	—	—	—	—
6th	+4	+3	6th	None	—	—	—	—	—
7th	+5	+3	7th	1st	3	—	—	—	—
8th	+6/+1	+4	8th	1st	3	1	—	—	—
9th	+6/+1	+4	9th	1st	4	1	—	—	—
10th	+7/+2	+4	10th	2nd	4	2	—	—	—
11th	+8/+3	+5	11th	2nd	4	3	—	—	—
12th	+9/+4	+5	12th	3rd	4	2	1	—	—
13th	+9/+4	+6	13th	3rd	4	3	1	—	—
14th	+10/+5	+6	14th	4th	4	3	2	—	—
15th	+11/+6/+1	+6	15th	4th	4	3	3	—	—
16th	+12/+7/+2	+7	16th	5th	4	3	2	1	—
17th	+12/+7/+2	+7	17th	5th	4	3	3	1	—
18th	+13/+8/+3	+8	18th	6th	4	3	3	2	—
19th	+14/+9/+4	+8	19th	6th	4	4	3	3	—
20th	+15/+10/+5	+8	20th	7th	4	4	3	2	1

-----Divine Spells per Day-----					
Level	oth	1st	2nd	3rd	4th
1st	—	—	—	—	—
2nd	—	—	—	—	—
3rd	—	—	—	—	—
4th	—	—	—	—	—
5th	—	—	—	—	—
6th	—	—	—	—	—
7th	3	—	—	—	—
8th	3	1	—	—	—
9th	4	1	—	—	—
10th	4	2	—	—	—
11th	4	3	—	—	—
12th	4	2	1	—	—
13th	4	3	1	—	—
14th	5	3	2	—	—
15th	5	3	3	—	—
16th	5	3	2	1	—
17th	5	3	3	1	—
18th	5	3	3	2	—
19th	5	4	3	3	—
20th	6	4	3	2	1

-----Innate Spells per Day-----				
Level	oth	1st	2nd	3rd
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	—	—	—	—
5th	—	—	—	—
6th	—	—	—	—
7th	5	—	—	—
8th	5	3	—	—
9th	7	3	—	—
10th	6	4	—	—
11th	7	4	—	—
12th	6	5	—	—
13th	8	5	—	—
14th	6	6	3	—
15th	6	7	3	—
16th	6	6	4	—
17th	6	8	5	—
18th	6	6	5	3
19th	6	6	7	3
20th	6	6	6	4

-----Innate Spells Known-----				
Level	oth	1st	2nd	3rd
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	—	—	—	—
5th	—	—	—	—
6th	—	—	—	—
7th	4	—	—	—
8th	4	2	—	—
9th	5	2	—	—
10th	5	2	—	—
11th	5	2	—	—
12th	5	3	—	—
13th	6	3	—	—
14th	6	3	1	—
15th	6	4	1	—
16th	6	4	2	—
17th	7	4	2	—
18th	7	4	2	1
19th	7	4	3	1
20th	7	5	3	2

CLASS FEATURES

All of the following are class features of the polymath.

Weapon and Armor Proficiency: The polymath is proficient with all simple and martial weapons. They are also proficient with light armor and shields (but not tower shields). They are not proficient with medium or heavy armor.

Class Specials: At 1st level, the polymath gains one bonus feat or class special ability as found in this rulebook. At each level thereafter, the polymath gains one additional bonus feat or class special ability. These feats or special abilities may be any that the polymath qualifies for.

Spells: A polymath must choose at 1st level whether to be an arcane, divine, or innate spellcaster. This choice has an impact on the spells that he may learn, affects what kinds of scrolls he can use, and which ability score controls his spellcasting. An arcane polymath uses Intelligence as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine polymath uses Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws. An innate polymath uses Charisma to determine the highest level spell he can learn or cast, and the DC of his spell's saving throws. Both arcane and innate polymaths cast arcane spells. Divine polymaths cast divine spells. Polymaths use the spells per day tables appropriate to their choice (found above). For more details on spellcasting, see the Spellcaster class description.

MULTICLASS GENERIC CHARACTERS

Multiclass characters could get quite complex with the generic classes that have been offered. A few guidelines might help to keep things simple.

Once a character has “set” the save bonuses for a class, he may not change them. He may take levels in another class, however, and “set” the save bonuses for that class. For example, if a character starts off as a combatant and makes Fortitude his good save, Fortitude will always be the good save whenever he takes a level in combatant. If he later takes a level in expert, he can designate Fortitude, Reflex, or Will as the good save (for his version of the expert class). It remains locked after selection.

Once the character has chosen the class skills for a particular class, those skills are the only class skills for his particular version of the class. If he later takes a level in a different class, he picks class skills for that class (which may or may not be among those he picked for other classes). For example, a character starts off as a spellcaster. He picks Concentration, Decipher Script, Diplomacy, and Spellcraft as his spellcaster class skills. He later takes a level in combatant and chooses Diplomacy, Intimidate, Ride, Search, Sense Motive, and Tumble. Diplomacy is the only skill that is common to both classes (plus Craft), so this will always be a class skill for him as long as he takes levels in spellcaster and combatant.

For the spellcasting classes, each of the three types of spellcasting must be accounted for separately, with not sharing of spells, spell slots, or spells known. Thus, a character could multiclass as an arcane spellcaster and a divine spellcaster, but must keep spells per day separate, must use Intelligence to determine bonus spells, spell DC, and other factors for the arcane spellcasting class, Wisdom for the divine class, must prepare divine spells using his divine spellcaster class, and must prepare arcane spells using his arcane spellcasting class. If he took levels as an innate spellcaster, he would use Charisma for those spells and would account for them separately as well.

For the “semi-spellcaster” classes, such as gish and zerth, it is a bit more complicated. If the character

multiclassed as a pure spellcaster of one type of magic (arcane, divine, or innate) and takes levels in gish or zerth using another type of magic, then keep track of spell use separately as above. If the semi-spellcaster and pure spellcaster classes are both of the same type (arcane, divine, or innate), then the spellcasting stacks. Simply add the caster levels of the compatible classes and consult the appropriate spellcasting tables in the SRD (with cleric, sorcerer, or wizard) to see the character’s spells per day, spells known, etc. For example, a character has ten levels as an arcane spellcaster and six levels as an arcane gish. His arcane spells per day would be the same as a 13th level arcane spellcaster (because he gets ten caster levels from the spellcaster class plus three additional spellcasting levels for being a 6th level gish). As a further example, a 20th level character is an 8th level divine polymath, a 4th level divine gish, and an 8th level divine spellcaster. He would cast divine spells as an 11th level divine spellcaster. This is because he gains eight spellcasting levels from the spellcaster class, two spellcasting levels from the gish class, and one spellcasting level from being an 8th level polymath.

Simply put, add the caster levels shown for each class as long as the character is the same type of caster in the classes. Do not simply stack the spells per day. If you do this, you will get characters that can cast a lot of lower level spells per day, but will never reach higher levels of magic-use. However, if you like this idea, then use it as an option.

So, for a few thought-experiments, let’s think of characters who take ten levels in two different spellcasting classes (using the same source of power). A 10th level arcane spellcaster/10th level arcane gish would cast spells as a 15th level wizard. A 10th level divine spellcaster/10th level divine polymath would cast spells as a 12th level cleric. A 10th level innate zerth/10th level innate polymath would cast spells as a 7th level sorcerer.

CLASS CONCEPTS FOR GENERIC CLASSES

The generic classes are just that, generic. The player must decide exactly what sort of combatant, expert, or spellcaster his character is. There is a big difference between a combatant who is a mounted knight and one that is an unarmed and unarmored barbarian brawler. The generic classes leave the base save bonuses and class special abilities as options for the player to choose. Some thought must be put into characters advancing along the spellcaster, gish, zerth, and polymath classes. Each of these classes have three variants: arcane, divine, and innate. The character concept will largely determine how each of these character types interact with the game world. Some suggestions are given below.

Combatants are completely martial characters with no spellcasting ability or great ability with skills. The standard type of combatant character will be the fighter as it exists in the System Reference Document. Thought should be given to the types of armor the character will wear as well as the types of weapons that will be used. After this has been determined, certain feats and class special abilities can be used to further specialize the character and help build the exact type of combatant the player wants. Footmen (light and heavy), duelists, archers, knights, wrestlers, brawlers, crossbowmen, spearmen, samurai, gladiators, and even grenadiers or musketeers can be created using the combatant generic class.

Experts are the premier skill-users in the game world. Players are allowed to choose twelve class skills and get Craft and Profession in addition to these. They are fair combatants, but if the player foresees his expert spending a lot of time in combat, he may want to take a level in combatant to get the weapon and armor feats. Experts can become highly specialized in a suite of skills by taking the two basic types of "skill feats." Skill Focus grants a +3 to one skill and there is usually another feat that grants a +2 bonus to two skills in the rulebooks. Making sure that the character has a high ability score in the key ability for his favored skills is essential. Just about any type of non-magical character imaginable can be created with the expert class. Diplomats, merchants, thieves, sailors, performers, professors, craftsmen, sages, linguists, courtiers, officials, nobles, and spies can all be created as experts. Essentially, if the character is not primarily a combatant or a spellcaster, he is probably an expert.

Specialists combine the realm of arms with that of skill. They fulfill the same roles as both combatants and experts, but tend to be more versatile. Specialists may

could function as any of the roles listed for experts and combatants and this type also includes assassins, explorers, scouts, military officers, rangers, and martial artists.

Spellcasters are quite easy to make. The normal classes provide three archetypes for each of the three different types of spellcasters. Arcane spellcasters are wizards. Divine spellcasters are mystics who are much like clerics, except they are non-combatants for the most part. Finally, innate spellcasters are sorcerers. In fact, it may be simpler to refer to arcane, divine, and innate spellcasters as wizards, mystics, and sorcerers, respectively, in game terms. Of course, within the campaign world, the common denizens might use different words to describe these types of characters (or may not distinguish between the three types at all!).

The gish class combines both the combatant and spellcaster classes. Since there are three different types of spellcasters, there are three different types of gishes. Although, there could be many different conceptions involving this sort of gestalt, three immediately come to mind. The divine gish would fulfill the role of the paladin (or templar, if you prefer an "alignment neutral" term). Combatants for the faith, paladins are proficient in both combat and divine magic-use. The arcane gish closely resembles, what has been called in at least one other game system, a paragon. The arcane gish represents a sort of "jock-scholar" type of character, able to function effectively in both the physical and mental realms. An innate gish needs neither books nor gods for his spellcasting, so he would probably also naturally gravitate towards unarmed fighting styles to be spiritually, mentally, and materially free, and thus be an "ascetic" character, that is, a monk.

The zerth is much like the gish, except these character types focus on skill-use as well as magic-use. They can function as combatants, not as well as pure experts, but better than spellcasters. Zerths are spellcasters who also interact more with the world than pure spellcasting types. Thus, a divine zerth is most likely a priest. He is able to call down the powers of his god, but can still operate effectively in the secular sphere through the proper specialization of skills. The arcane zerth is a sage, interested in spells and magic, but also in lore and knowledge, spending an equal amount of time between the two. The innate zerth typifies the bard character, using his natural talents, developed

skills, and inborn ability to work magic to make his way through the world.

The polymath is a jack-of-all-trades, combining aspects from all three of the pure generic classes. The default divine polymath could be seen as a ranger, combining might, skill, and divine spells into an effective array of powers. The arcane polymath is a rogue, a dabbler in different areas with a number of tricks up his sleeve. Finally, an innate polymath might be a warlock who uses his hereditary powers of questionable origin along with arms and wit to win the day.

ALTERNATE ADVANCEMENT SYSTEMS

Two new advancement systems are offered below.

SIMPLIFIED XP AWARDS

All experience awards are derived from **Table 11: XP Awards**. This table shows the amount of experience points to award each character, individually, based on the difference between the challenge rating of the encounter (CR) and the character's character level (CL). Three different advancement rates are offered: normal, reduced, and slow. The normal advancement rate assumes that a character will gain a "level's worth" of experience points after about thirteen evenly-matched encounters. The reduced rate increases that number to 20 evenly-matched encounters. The slow advancement rate requires 40 evenly-matched encounters. The GM should choose the column that grants an appropriate advancement rate for his campaign. The normal advancement rate should be the default since this corresponds to the typical advancement rate for SRD-based games.

In standard D20 games, experience point awards increase as the character's level increase. This is because an increasing number of experience points are required to reach successive levels (1,000 XP times the current character level). This is why all experience point awards are multiplied by the character's level (shown as "x CL" in the table).

To use **Table 11**, simply subtract the character's level from the challenge rating of the encounter to get a number from -7 to +7. Numbers less than -7 result in no experience award and numbers greater than +7 should be treated as +7 (but the characters shouldn't be able to successfully resolve those

encounters anyway). Once you have the difference between the CR and the CL, find the row corresponding to this difference. The experience award for that character is found in the column corresponding to the advancement rate of the campaign (normal, reduced, or slow). For example, a 4th level character, two 3rd level characters, and a 2nd level character successfully complete a CR 3 encounter. The GM is using the normal advancement rate. The 4th level character receives 200 XP (using the "-1" row, multiply 50 XP times the character level of 4), the two 3rd level characters receive 225 XP each (using the "0" row; 75 XP times 3), and the 2nd level character receives 200 XP (using the "+1" row). When using **Table 11**, you never have to divide the XP award by the number of surviving characters. The table shows the individual XP awards for characters. Characters who do not survive an encounter do not gain an experience award.

The normal advancement rate allows a character to gain 75 XP x CL per evenly-matched encounter that was successfully overcome. After 13 such encounters, the character has earned 975 XP x CL, just 25 XP x CL short of a "level's worth" of experience. Once XP has been earned, it can be used immediately, subject to the dictates of the GM. The GM may only allow XP to be spent at the end of the gaming session or at the beginning of a session (giving the player time to think about how he wants to spend his XP). The GM could allow XP to be spent as soon as it is earned, but need not do this. After successfully overcoming an evenly-matched encounter, a character has enough experience points to gain three hit points or three skill ranks. It takes four evenly-matched encounters to gain a +1 base attack bonus. After seven evenly-matched

encounters, a wizard can gain another level of spellcasting ability. If this advancement rate seems too fast, it's only because in the normal system, level abilities are granted all at once, after thirteen or fourteen encounters have been completed. The GM always has the option to use the reduced or slow advancement rates, if desired.

TABLE 11: XP AWARDS

CR- CL	Normal XP	Reduced XP	Slow XP
-7	6 x CL	4 x CL	2 x CL
-6	9 x CL	6 x CL	3 x CL
-5	12 x CL	9 x CL	4 x CL
-4	18 x CL	12 x CL	6 x CL
-3	25 x CL	18 x CL	9 x CL
-2	38 x CL	25 x CL	12 x CL
-1	50 x CL	38 x CL	18 x CL
0	75 x CL	50 x CL	25 x CL
+1	100 x CL	75 x CL	38 x CL
+2	150 x CL	100 x CL	50 x CL
+3	200 x CL	150 x CL	75 x CL
+4	300 x CL	200 x CL	100 x CL
+5	400 x CL	300 x CL	150 x CL
+6	600 x CL	400 x CL	200 x CL
+7	800 x CL	600 x CL	300 x CL

Stepping through an example may prove helpful. Let's say that a 1st level character begins his career. The character is a knight, concentrating on warfare and its related disciplines. During character creation, the player purchases a +1 base attack bonus (300 XP); light, medium, and heavy armor proficiencies (300 XP); shield proficiency (100 XP); he gives him a +2 base Fortitude save bonus (200 XP); eleven hit points (275 XP); one class level in fighter (25 XP); four skill ranks in Ride (100 XP); four skill ranks in Knowledge (nobility and royalty) (100 XP); four skill ranks in Perform (oratory) (100 XP); simple and martial weapon proficiencies (200 XP); Mounted Combat feat (100 XP); Ride-By Attack feat (100 XP); and the

Spirited Charge feat (100 XP) for a total of 2,000 XP.

Our knight begins his adventuring career in a war against gnolls who are ravaging his baron's countryside. Gnolls are CR 1 creatures, so for every gnoll the knight defeats, he will receive 75 XP (as long as the knight remains a 1st level character). After a short gaming session, the knight defeats four gnolls. The GM awards the player 300 XP and tells the player that he'll give him time to think about how he wants to spend his XP. He asks him to e-mail his plan on spending the XP, so that the GM can approve it before the next game session. The player goes home and thinks it over. If he immediately gains a trait that makes his knight a 2nd level character, he will only receive 100 XP per defeated gnoll during the next game session (which represents less "buying power" if he is a 2nd level character). The player decides to spend his XP on traits that will not raise his character's level. His knight already has a +1 base attack bonus, 12 hit points, a +2 Fortitude base save bonus, and a class level in fighter. Obviously, he cannot raise these traits if he wants his knight to remain at 1st level. Looking over the list of feats and 1st level special abilities, he notices that he could gain Favored Enemy (gnolls) without becoming a 2nd level character (since this is a 1st level special ability). This would help him defeat more gnolls and thus gain more experience. He could also take Weapon Focus (longsword) to grant his knight a +1 bonus to attack rolls. Since this is not an increase to the base attack bonus, taking this feat would not increase his character level. Finally, he decides that Toughness would be a good feat to have, since it gives his knight +3 hit points (not base hit points). So, our player has found a way to spend his 300 XP on three feats (costing 100 XP each) which will grant him a +1 attack bonus with his favorite weapon, +2

damage against enemies that he knows he will encounter, and +3 hit points so that he is better able to survive the encounters. The best part is that he's still a 1st level character. He sends his plan to his GM, who replies that he's a min-maxing fool, but approves it anyway. But the GM can always cause the knight to lose his longsword and have to fight orcs next week.

Since the experience award is based on the difference between the challenge rating of the encounter and the character level, fractional CR's must be handled a bit differently when using this system. It doesn't make sense to subtract a character's level from the challenge rating of a fractional CR encounter. Depending on your rounding convention, you would always end up on the row equal to either the negative of the character's level, or the row below it. For this system, all fractional CR's (such as 1/2 and 1/4) are converted to integers.

A simple table summarizes the conversion of old, fractional CR's to the new, integer CR's.

TABLE 12: CONVERTING CR

Old CR	New CR
1/2	0
1/3	-1
1/4 and 1/5	-2
1/6 and 1/7	-3
1/8 and 1/9	-4
1/10 and less	-5

"BLUE-BOOKING" ADVANCEMENT

In addition to the rules for experience awards found in this rulebook, experience can also be awarded on the basis of non-adventuring pursuits. Suitable for NPCs and campaigns where adventures may be separated by years of inactivity, these experience awards are based on the characters engaging in the normal, day-to-day

activities to advance themselves along their chosen career path. A simple rule is to assume that the character earns 500 XP per year if they are actively working on advancing themselves. **Table 13: Career Experience Points** shows the total amount of experience points characters of different races can earn, assuming 500 XP each year for every year from adulthood to venerable age categories. The expected character level that each race can attain at the onset of the venerable age category is shown as well.

The figure of 500 XP per year can be adjusted based on the quality of instruction and materials available to the character. Poor conditions might result in the character receiving only 250 XP per year (or none at all), while formal tutoring with a mentor dedicated only to the character's instruction could yield up to 1,000 XP per year (but should be gained at exorbitant cost).

These "time-based" experience awards can be used to figure out how many experience points a non-adventuring NPC should have or such awards could be used to create starting characters who are older than the norm. If characters take a great deal of time off between adventures, these experience awards could be used to simulate the slow, steady advancement that comes over time. Adventuring should always result in experience awards much greater than those shown here.

**TABLE 13: CAREER
EXPERIENCE POINTS**

Race	XP	Character Level
Human	27,500	7 th
Dwarf	105,000	15 th
Elf	120,000	16 th
Gnome	80,000	13 th
Half-elf	52,500	10 th
Half-orc	23,000	7 th
Halfling	40,000	9 th

CHARTS FOR SPELL POINTS VARIANT

TABLE 14: EXPANDED SPELLCASTER LEVEL CHART

Level	Bard		Cleric, Druid & Wizard		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
1/4	--	--	0	0.5	--	--	0	0.5
1/2	--	--	0	1	--	--	0	1
3/4	--	--	0	1.5	--	--	0	2
1	0	0	1	2	1	2	1	3
1 1/4	0	0	1	2.5	1	3	1	3.5
1 1/2	0	0	1	3	1	4	1	4
1 3/4	0	0	1	3.5	1	5	1	4.5
2	1	0	1	4	1	6	1	5
2 1/4	1	0	1	4.5	1	7	1	5.5
2 1/2	1	0	1	5	1	8	1	6
2 3/4	1	0.5	1	6	1	9	1	7
3	1	1	2	7	2	11	1	8
3 1/4	1	2	2	8	2	12	1	9
3 1/2	1	3	2	9	2	14	1	11
3 3/4	1	4	2	10	2	15	1	12
4	2	5	2	11	2	17	2	14
4 1/4	2	5	2	12	2	19	2	15
4 1/2	2	5	2	13	2	21	2	16
4 3/4	2	5.5	2	14	2	23	2	17
5	2	6	3	16	3	25	2	19
5 1/4	2	6.5	3	18	3	27	2	21
5 1/2	2	7	3	20	3	30	2	24
5 3/4	2	8	3	22	3	32	2	26
6	2	9	3	24	3	35	3	29
6 1/4	2	10	3	26	3	37	3	31
6 1/2	2	11	3	28	3	40	3	33
6 3/4	2	12	3	30	3	43	3	35
7	3	14	4	33	4	46	3	37

TABLE 14: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric, Druid & Wizard		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
7	3	14	4	33	4	46	3	37
7 1/4	3	14	4	35	4	49	3	40
7 1/2	3	15	4	38	4	52	3	44
7 3/4	3	16	4	41	4	55	3	47
8	3	17	4	44	4	58	4	51
8 1/4	3	18	4	47	4	61	4	54
8 1/2	3	19	4	50	4	65	4	57
8 3/4	3	20	4	53	4	68	4	60
9	3	22	5	56	5	72	4	63
9 1/4	3	23	5	60	5	76	4	67
9 1/2	3	25	5	64	5	80	4	72
9 3/4	3	27	5	68	5	84	4	76
10	4	29	5	72	5	88	5	81
10 1/4	4	30	5	76	5	92	5	85
10 1/2	4	31	5	80	5	97	5	89
10 3/4	4	32	5	84	5	101	5	93
11	4	34	6	88	6	106	5	97
11 1/4	4	35	6	92	6	111	5	101
11 1/2	4	37	6	96	6	116	5	106
11 3/4	4	39	6	100	6	121	5	110
12	4	41	6	104	6	126	6	115
12 1/4	4	43	6	108	6	131	6	119
12 1/2	4	45	6	112	6	136	6	123
12 3/4	4	47	6	116	6	141	6	127
13	5	50	7	120	7	147	6	131
13 1/4	5	51	7	124	7	152	6	135
13 1/2	5	53	7	128	7	158	6	140
13 3/4	5	55	7	132	7	164	6	144
14	5	57	7	136	7	170	7	149

TABLE 14: EXPANDED SPELLCASTER LEVEL CHART (CONT.)

Level	Bard		Cleric, Druid & Wizard		Psion		Sorcerer	
	Maximum Spell Level	Spell Points	Maximum Spell Level	Spell Points	Maximum Power Level	Power Points	Maximum Spell Level	Spell Points
14	5	57	7	136	7	170	7	149
14 1/4	5	59	7	140	7	176	7	153
14 1/2	5	62	7	144	7	182	7	157
14 3/4	5	64	7	148	7	188	7	161
15	5	67	8	152	8	195	7	165
15 1/4	5	70	8	156	8	201	7	169
15 1/2	5	74	8	160	8	208	7	174
15 3/4	5	77	8	164	8	214	7	178
16	6	81	8	168	8	221	8	183
16 1/4	6	84	8	172	8	228	8	187
16 1/2	6	88	8	176	8	235	8	191
16 3/4	6	91	8	180	8	242	8	195
17	6	95	9	184	9	250	8	199
17 1/4	6	99	9	188	9	257	8	203
17 1/2	6	104	9	192	9	265	8	208
17 3/4	6	108	9	196	9	272	8	212
18	6	113	9	200	9	280	9	217
18 1/4	6	118	9	204	9	287	9	221
18 1/2	6	123	9	208	9	295	9	225
18 3/4	6	128	9	212	9	303	9	229
19	6	133	9	216	9	311	9	233
19 1/4	6	135	9	220	9	319	9	237
19 1/2	6	138	9	224	9	327	9	241
19 3/4	6	141	9	228	9	335	9	245
20	6	144	9	232	9	343	9	249

TABLE 15: EXPANDED BONUS SPELL POINTS (SPELLCASTERS)

Caster Level (Cleric, Druid, Sorcerer*, and Wizard)																	
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17+
12	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
13	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
14	1	2	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
15	1	2	4	5	6	6	6	6	6	6	6	6	6	6	6	6	6
16	1	2	4	6	9	9	9	9	9	9	9	9	9	9	9	9	9
17	1	2	4	6	9	10	12	12	12	12	12	12	12	12	12	12	12
18	1	2	4	6	9	12	16	16	16	16	16	16	16	16	16	16	16
19	1	2	4	6	9	12	16	18	21	21	21	21	21	21	21	21	21
20	2	3	5	7	10	13	17	21	26	26	26	26	26	26	26	26	26
21	2	4	6	8	11	14	18	22	27	30	33	33	33	33	33	33	33
22	2	5	8	10	13	16	20	24	29	34	40	40	40	40	40	40	40
23	2	5	8	11	15	18	22	26	31	36	42	45	49	49	49	49	49
24	2	5	8	13	18	21	25	29	34	39	45	51	58	58	58	58	58
25	2	5	8	13	18	23	28	32	37	42	48	54	61	65	69	69	69
26	2	5	8	13	18	25	32	36	41	46	52	58	65	72	80	80	80
27	2	5	8	13	18	25	32	39	46	51	57	63	70	77	85	89	93
28	3	6	9	14	19	26	33	42	51	56	62	68	75	82	90	98	107
29	3	6	10	15	20	27	34	43	52	60	69	75	82	89	97	105	114
30	3	7	12	17	22	29	36	45	54	65	76	82	89	96	104	112	121

* Treat the sorcerer level as one level less for the purposes of this chart (except at 1st level). For example, an 8th level sorcerer uses the “7” column to find bonus spell points. A 1st level sorcerer uses the “1” column; a 2nd level sorcerer also uses the “1” column.

TABLE 16: EXPANDED BONUS SPELL POINTS (BARD)

Score	Caster Level (Bard)															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
12	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
13	0	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2
14	0	1	2	4	4	4	4	4	4	4	4	4	4	4	4	4
15	0	1	2	4	4	5	6	6	6	6	6	6	6	6	6	6
16	0	1	2	4	5	7	9	9	9	9	9	9	9	9	9	9
17	0	1	2	4	5	7	9	10	11	12	12	12	12	12	12	12
18	0	1	2	4	5	7	9	11	13	16	16	16	16	16	16	16
19	0	1	2	4	5	7	9	11	13	16	17	19	21	21	21	21
20	0	2	3	5	6	8	10	12	14	17	20	23	26	26	26	26
21	0	2	4	6	7	9	11	13	15	18	21	24	27	29	31	33
22	0	2	5	8	9	11	13	15	17	20	23	26	29	32	36	40
23	0	2	5	8	10	12	15	17	19	22	25	28	31	34	38	42
24	0	2	5	8	11	14	18	20	22	25	28	31	34	37	41	45
25	0	2	5	8	11	14	18	21	24	28	31	34	37	40	44	48
26	0	2	5	8	11	14	18	22	27	32	35	38	41	44	48	52
27	0	2	5	8	11	14	18	22	27	32	36	41	46	49	53	57
28	0	3	6	9	12	15	19	23	28	33	39	45	51	54	58	62
29	0	3	6	10	13	16	20	24	29	34	40	46	52	57	63	69
30	0	3	7	12	15	18	22	26	31	36	42	48	54	61	68	76

TABLE 17: EXPANDED BONUS POWER POINTS (PSION)

Score	Manifester Level (Psion)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
13	0	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
15	1	2	3	5	6	7	8	10	11	12	13	15	16	17	18	20	21	22	23	25
16	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
17	1	3	5	7	8	10	12	14	15	17	19	21	22	24	26	28	29	31	33	35
18	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
19	2	4	6	9	11	13	15	18	20	22	24	27	29	31	33	36	38	40	42	45
20	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
21	2	5	8	11	13	16	19	22	24	27	30	33	35	38	41	44	46	49	52	55
22	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
23	3	6	9	13	16	19	22	26	29	32	35	39	42	45	48	52	55	58	61	65
24	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
25	3	7	11	15	18	22	26	30	33	37	41	45	48	52	56	60	63	67	71	75
26	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
27	4	8	12	17	21	25	29	34	38	42	46	51	55	59	63	68	72	76	80	85
28	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
29	4	9	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95
30	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

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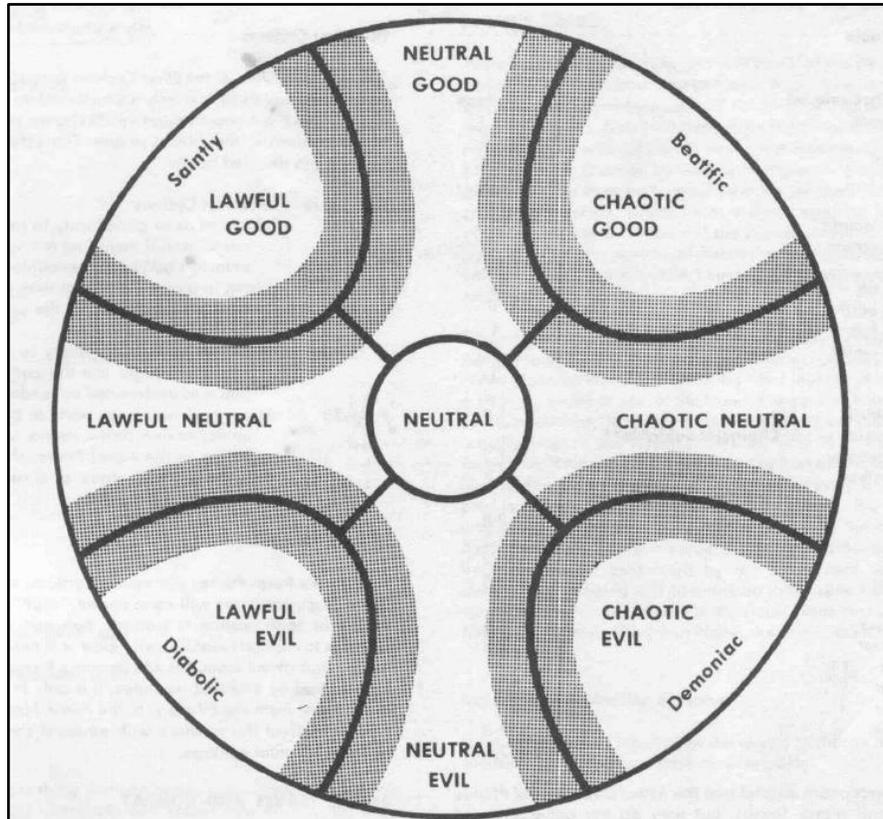
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DUNGEONS & DRAGONS

ALIGNMENT HANDBOOK



BY

ERICK LEE EDWARDS

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THE ADVANCED ALIGNMENT SYSTEM

For players and DM's wanting more detail for the alignment system, this sourcebook should prove helpful. Each alignment is explored in much more detail expanding upon the light treatment of alignment found in the System Reference Document.

LAWFUL GOOD

While strict in their prosecution of law and order, characters of lawful good alignment follow these precepts to improve the common weal. Certain freedoms must, of course, be sacrificed in order to bring order; but truth is of highest value, and life and beauty of great importance. The benefits of this society are to be brought to all. Creatures of lawful good alignment view the cosmos with varying degrees of lawfulness or desire for good. They are convinced that order and law are absolutely necessary to assure good, and that good is best defined as whatever brings the most benefit to the greater number of decent, thinking creatures and the least woe to the rest. (1)

Characters of this alignment believe that an orderly, strong society with a well-organized government can work to make life better for the majority of the people. To ensure the quality of life, laws must be created and obeyed. When people respect the laws and try to help one another, society as a whole prospers. These characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. (2)

These characters have a strong moral character. Truth, honor, and the welfare of others is all-important. They are convinced that order and laws are absolutely necessary to assure that goodness prevails. Lawful good beings will not want to lie or cheat anyone, good or evil. They will not stand for treachery and will not let obviously dishonorable people use their own honor against them, if they can help it. They will obey the laws and customs of the area that they are in, but will attempt to find legal loopholes to disobey a law which is clearly evil or unjust. (3)

Lawful good characters are group and order oriented, and will cooperate with authority in all cases to promote the common weal. Not all lawful good beings view the cosmos with an equal desire for lawfulness and goodness, so there is no such thing as a perfectly balanced "lawful good" attitude (nor a perfectly balanced attitude for any other alignment, for that matter). In general, however, a lawful good character

promotes the ideals and rights of the majority over those of the individual (and this includes himself as well as others) and upholds the rights of the weak and oppressed members of society, who should be allowed to reap society's benefits with equanimity. The lawful good being feels this is the best way that all members of society can enjoy the rights of existence together. Life is important to the lawful good being, but life is not exclusive of order, and vice versa. (4)

Lawful good can appear to be a difficult alignment to uphold, but it must be remembered that lawful good characters are not necessarily naive or unrealistic. At the heart of a lawful good alignment is the belief in a system of laws that promotes the welfare of all members of a society, ensures their safety, and guarantees justice. So long as the laws are just and applied fairly to all people, it doesn't matter to the lawful good character whether they originate from a democracy or a dictator. Though all lawful good systems adhere to the same general principles, specific laws may be different. One society may allow a wife to have two husbands, another may enforce strict monogamy. Gambling may be tolerated in one system, forbidden in another. A lawful good character respects the laws of other lawful good cultures and will not seek to impose his own values on their citizens. (6)

However, a lawful good character will not honor a law that runs contrary to his alignment. A government may believe that unregulated gambling provides a harmless diversion, but a lawful good character may determine that the policy has resulted in devastating poverty and despair. In this character's mind, the government is guilty of a lawless act by promoting an exploitative and destructive enterprise. In response, he may encourage citizens to refrain from gambling, or he may work to change the law. Particularly abhorrent practices, such as slavery and torture, may force the lawful good character to take direct action. It doesn't matter if these practices are culturally acceptable or sanctioned by well-meaning officials. The lawful good character's sense of justice compels him to intervene and alleviate as much suffering as he can. Note, though, that time constraints, inadequate resources, and other commitments may limit his involvement. While a lawful good character might wish for a cultural revolution in a society that tolerates cannibalism, he may have to content himself with rescuing a few victims before circumstances force him to leave the area. (6)

LAWFUL GOOD AND SOCIETY

A lawful good being...

Respects the authority figures in his family and obeys their mandates.

Values lifelong commitment to a romantic partner.

Obeys all personal contracts.

Respects the laws and authority figures of the community and nation.

Considers public service in a leadership role an honor.

Supports the legal procedures of the nation, without regard to their own discomfort.

Seeks secure employment, believing hard work will pay off in the end.

Will not want to disappoint his family.

Will support their family even if it means personal discomfort.

Will never betray a friend and enjoys having close friends.

Considers the needs of the community in personal life.

Will give his life in defense of his community.

Will take actions to aid others during times of crisis, even if unprofitable to do so.

Will give his life in defense of his community.

Will take actions to aid others during times of crisis, even if unprofitable to do so.

Believes everyone should be treated fairly and kindly.

Feels guilt when he commits a wrongdoing and will seek to right his wrong.

Uses wealth to help others who are less fortunate.

A community with a lawful good government usually has a codified set of laws, and most people willingly obey those laws. In a lawful good society, the people are generally honest, law-abiding, and helpful. They mean well (at least most of them do). They respect the law. As a rule, people don't walk around wearing armor and carrying weapons. Those who do are viewed with suspicion or as trouble-makers. Some societies tend to dislike adventurers, since they often bring trouble.

When will a lawful good character take a life? A lawful good being kills whenever necessary to promote the greater good, or to protect himself, his companions, or anyone whom he's vowed to defend. In times of war, he strikes down the enemies of his nation. He does not interfere with a legal execution, so long as the punishment fits the crime. Otherwise, a lawful good character avoids killing whenever possible. He does not kill a person who is merely suspected of a crime, nor does this character necessarily kill someone he perceives to be a threat unless he has tangible evidence or certain knowledge of evildoing. He never kills for treasure or personal gain. He never knowingly kills an innocent being. (6)

A lawful good character will keep his word if he gives it and will never lie. He will never attack an unarmed foe and will never harm an innocent. He will not use torture to extract information or for pleasure. He will never kill for pleasure, only in self-defense or in the defense of others. A lawful good character will never use poison. He will help those in need and he prefers to work with others. He responds well to higher authority, is trustful of organizations, and will always follow the law. He will never betray a family member, comrade, or friend (though he will attempt to bring an immoral or law-breaking friend to justice, in order to rehabilitate that person). Lawful good characters respect the concepts of self-discipline and honor. (5)

Here are some possible adjectives describing lawful good characters: friendly, courteous, sensitive to the feelings of others, scrupulous, honorable, trustworthy, reliable, helpful, loyal, and respectful of "life, love, and the pursuit of happiness."

Well known lawful good characters from film or literature include: Luke Skywalker (Star Wars), Mister Spock (Star Trek), Hermione Granger (Harry Potter), and Superman (DC Comics).

THE PHILOSOPHY OF LAWFUL GOOD

Lawful good is the philosophy that goodness is best achieved through law and order. It is a philosophy of altruistic collectivism. This philosophy holds that people should behave altruistically and put the needs of the group ahead of individual desires. Lawful good can also be associated with rule utilitarianism and ethical altruism.

Lawful good philosophers generally maintain that there is metaphysical order in the multiverse and thus may support doctrines of hard determinism, predeterminism, fatalism, predestination, and/or necessitarianism. They may believe in fate or destiny.

THE TEN LAWFUL GOOD COMMANDMENTS

A list of Ten Commandments for a lawful good religion may look like this:

1. You shall not lie.
2. You shall not harm the innocent.
3. You shall not murder.
4. You shall help the needy.
5. You shall honor legitimate authority that promotes goodness.
6. You shall follow the law.
7. You shall not betray others.
8. You shall bring criminals and evil-doers to justice.
9. You shall not steal.
10. You shall seek unlimited good for others and unlimited order in society.

TEN LAWFUL GOOD SINS

Likewise, a lawful good religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Failing to show respect to lawful good churches, governments, and/or beings.
2. Failing to speak out against corruption, sin, greed, pride, etc.
3. Being motivated by pride, avarice, gluttony, or some other sinful impulse.
4. Theft, robbery, or willful vandalism.
5. Causing harm to a pious or virtuous being.
6. Failing to assist or aid good beings when in need.
7. Blasphemous or heretical acts.
8. Allowing a crime or major act of evil to go unpunished.
9. The murder of an innocent.
10. Aiding the servants of Chaos and Evil.

THE LAWFUL GOOD ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the lawful good alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Allowing the enemy to remove their dead/wounded from the field
Defeating a superior opponent
Picking up the funeral expenses of someone you slew in combat
Refusing medical treatment for the good of the party
Reporting illegal and immoral actions to the authorities
Saving the life of another at great risk to own self
Taking an arrow or hit for someone else
Taking prisoners

The following actions are dishonorable for this alignment:

Accused of crime (innocent or not)
Attacking an unarmed or obviously inferior opponent
Being taken prisoner
Convicted of a crime
Defeated by an inferior opponent
Delivering death blow to a helpless opponent
Desecrating an enemy's corpse
Dirty fighting
Falsely claiming the 'bragging rights' that belong to another or outright lying
Fleeing a battle that's obviously going poorly
Fleeing a fight with a superior opponent
Fleeing a fight with an equal opponent
Gloating over a victory
Killing a host who has provided you food or shelter
Neglecting to properly bury a member of one's own race
Paying off an extortionist or shake-down
Perpetrate humiliating prank on enemy
Rash or improper social behavior
Refusing a fair contest/challenge
Surrendering
Taking a bribe
Taunting an enemy into fighting
Treason
Unjustly slaying a prisoner or unarmed opponent who has yielded
Walking away from a challenge

NEUTRAL GOOD AND SOCIETY

A neutral good being...

Values his family, but will not heed their requests necessarily.

Will provide for friends, and expects to be repaid in some manner.

Does not seek positions of authority over others.

Fits in with their society.

Supports their nation.

Supports the law when advantageous to do so.

Is not concerned with politics, most likely.

Will keep his word.

Will take risks if the benefits are great.

Will not want to disappoint his family.

Will support their family even if it means personal discomfort.

Will never betray a friend and enjoys having close friends.

Considers the needs of the community in personal life.

Will give his life in defense of his community.

Will take actions to aid others during times of crisis, even if unprofitable to do so.

Believes everyone should be treated fairly and kindly.

Feels guilt when he commits a wrongdoing and will seek to right his wrong.

Uses wealth to help others who are less fortunate.

A neutral good government rarely influences the residents of the community other than to help them when they are in need. Neutral good societies tend to adopt whatever government seems most expedient at the moment. A particular form of government lasts as long as the ruler or dynasty in power can maintain it. Transfers of power are usually marked by shifts in government, though these are often bloodless coups. There is a certain apathy about politics and government. Adventurers are treated the same as everyone else.

They tend to be moral objectivists, holding that values exist in the external world independently of and external to our comprehension of them; that they can be found and known; and that they must be used as principles for human judgments and conduct.

The ideal government for this alignment is an authoritarian state with codified laws supporting a social order in which altruism is rewarded and radical egoism is punished. Lawful good beings want the power of the state to be used for the benefit of all. Rehabilitative justice is used to reform criminals and evil-doers.

NEUTRAL GOOD

Creatures of neutral good alignment believe that there must be some regulation in combination with freedoms if the best is to be brought to the world--the most beneficial conditions for living things in general and intelligent creatures in particular. Creatures of this alignment see the cosmos as a place where law and chaos are merely tools to use in bringing life, happiness, and prosperity to all deserving creatures. Order is not good unless it brings this to all; neither are randomness and total freedom desirable if it does not bring such good. (1)

Neutral goods value both personal freedom and adherence to laws. They feel that too many laws may unnecessarily restrict the freedom of good beings. They also believe that too much freedom may not protect society as a whole and encourage counterproductive divisions and in-fighting. They promote governments which hold broad powers, but do not interfere in the day-to-day lives of their citizens. (2)

These characters value life and freedom above all else, and despise those who would deprive others of them. Neutral good characters sometimes find themselves forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive, but are people driven to right injustice. Neutral good characters always attempt to work within the law whenever possible, however. (3)

To a neutral good being, life and the assurance of other creatures' rights take precedence over all else. This is not to say that this character will have an aversion to taking another's life when faced with a choice between an attacker's and his own, however. Neutral good

THE TEN NEUTRAL GOOD COMMANDMENTS

A list of Ten Commandments for a neutral good religion may look like this:

1. You shall lie only to evil-doers.
2. You shall not harm the innocent.
3. You shall not murder.
4. You shall help the needy.
5. You shall honor those who promote goodness.
6. You shall follow the law unless breaking the law results in more good.
7. You shall not betray others.
8. You shall bring evil-doers to justice.
9. You shall steal only to promote goodness.
10. You shall seek unlimited good for others.

TEN NEUTRAL GOOD SINS

Likewise, a neutral good religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Refusing to defy authority to perform a good act.
2. Failing to speak out against an evil act.
3. Following a law or keeping your word when you feel that breaking the law would result in more good.
4. Theft, robbery, or willful vandalism unless it harms an evil being or cause.
5. Willful causing of harm to a good being.
6. Failing to assist good beings when they are in need.
7. Turning down a chance to destroy or bring to justice an evil being.
8. Allowing major act of evil to go unavenged. Betraying a friend or ally for evil reason.
9. The murder of an innocent.
10. Aiding the servants of Evil. Committing a heinous or demented act.

THE NEUTRAL GOOD ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the neutral good alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Defeating a superior opponent
Perpetrate humiliating prank on enemy
Picking up the funeral expenses of someone you slew in combat
Refusing medical treatment for the good of the party
Saving the life of another at great risk to own self
Taking an arrow or hit for someone else
Taking prisoners

The following actions are dishonorable for this alignment:

Accused of crime (innocent or not)
Attacking an unarmed or obviously inferior opponent
Being taken prisoner
Convicted of a crime
Defeated by an inferior opponent
Delivering death blow to a helpless opponent
Desecrating an enemy's corpse
Dirty fighting
Falsely claiming the 'bragging rights' that belong to another or outright lying
Fleeing a battle that's obviously going poorly
Fleeing a fight with a superior opponent
Fleeing a fight with an equal opponent
Killing a host who has provided you food or shelter
Neglecting to properly bury a member of one's own race
Rash or improper social behavior
Refusing a fair contest/challenge
Surrendering
Taunting an enemy into fighting
Treason
Unjustly slaying a prisoner or unarmed opponent who has yielded
Walking away from a challenge

beings also believe that law and chaos are merely tools to use in bringing life, prosperity, and happiness to all deserving creatures. Neither numbers nor individual concerns have any bearing on decisions regarding the needs and rights of any given creature. In other words, in the view of a neutral good being, rarely will either the needs of the many or the personal desires of an individual outweigh the needs of any other creature. All life is given even-handed treatment. As with all alignments neutral with respect to law and chaos, self-reliance is a cornerstone of a neutral good being's personality. In a crunch, neutral good characters trust in themselves and in no other individual or group. This doesn't mean they can't make friends and develop trusting relationships with others, however. Neutral good beings aren't normally as independent as chaotic good beings, and they can cooperate in groups. But they won't always trust a group to be more effective than they could be themselves. (4)

A neutral good character will keep his word to those who are not evil and will lie only to evil-doers. He will never attack an unarmed foe and will never harm an innocent. He will not use torture to extract information or for pleasure. He will never kill for pleasure, only in self-defense or in the defense of others. A neutral good character will never use poison. He will help those in need and works well alone or in a group. He responds well to higher authority until that authority attempts to use the law to hamper his ability to do good. He is trustful of organizations as long as they serve his utilitarian purpose. He will follow the law unless more good can come from breaking the law. He will never betray a family member, comrade, or friend. Neutral good characters are indifferent to the concepts of self-discipline and honor, finding them useful only if they promote goodness. (5)

Here are some possible adjectives describing neutral good characters: self-reliant, helpful, courteous, kind, respectful, sensitive, friendly, loving, merciful, gracious, humane, altruistic, giving, respectful, and protective of life.

Well known neutral good characters from film or literature include: Captain James T. Kirk (Star Trek), Gandalf the Grey (Lord of the Rings), Harry Potter (Harry Potter), and Spiderman (Marvel Comics).

THE PHILOSOPHY OF NEUTRAL GOOD

Neutral good is the philosophy that goodness should be advanced by using whatever means provide the most benefit. It is a philosophy of altruistic consequentialism. This philosophy holds that people

should behave altruistically and balance the needs of the collective as a whole and the needs of the individuals making up the collective. Neutral good can also be associated with act utilitarianism and ethical altruism.

Neutral good philosophers generally maintain that there is metaphysical balance in the multiverse and thus may support doctrines of soft determinism, pragmatism, conventionalism, and/or instrumentalism. They may believe in free will or choice. They could also embrace skepticism or suspend judgment on philosophical issues. They tend to be moral relativists, holding that values differ from society to society, from person to person; that they are conditioned by the peculiarities of the society in which they arise; that they are not universally applicable at all times or in all places; and that they are correct or incorrect, desirable or undesirable only relative to whether or not they conform to a common norm or to common acceptance.

The ideal government for this alignment is any social order in which altruism is rewarded and radical egoism is punished. Neutral good beings want the power of the state to be used for the benefit of all without sacrificing individual freedom. Rehabilitative justice is used to reform criminals and evil-doers.

CHAOTIC GOOD

While creatures of this alignment view freedom and the randomness of actions as ultimate truths, they likewise place value on life and the welfare of each individual. Respect for individualism is also great. By promoting the philosophy of chaotic good, characters of this alignments seek to spread their values throughout the world. To the chaotic good individual, freedom and independence are as important to life and happiness. The ethos views this freedom as the only means by which each creature can achieve true satisfaction and happiness. Law, order, social forms, and anything else which tends to restrict or abridge individual freedom is wrong, and each individual is capable of achieving self-realization and prosperity through himself, herself, or itself. (1)

Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. They have no use for people who "try to push folk around and tell them what to do." Their actions are guided by their own moral compass which, although good, may not

always be in perfect agreement with the rest of society.
(2)

These characters are basically good, but tend to be selfish and maybe a bit greedy. They tend to hold personal freedom and welfare above anything else. The chaotic good dislikes confining laws, self-discipline, and they distrust authority. (3)

Chaotic goods believe that freedom is the only means by which each creature can achieve true satisfaction and happiness. Law, order, social forms, and anything else which tends to restrict individual freedom is wrong, and each individual is capable of achieving self-realization and prosperity through himself. These characters believe that life has no grand plan, but each creature's spirit is essentially noble and good. Each being must follow his own conscience. By performing good acts the individual can hope to alleviate the suffering and anguish of others, whether caused by random or structured acts. (7)

The chaotic good character has a "beatific" attitude toward existence. In this character's opinion, any laws, social structures, or other such hierarchies that restrict his freedom are abhorrent and to be done away with. The inviolable right of the individual to seek his own pleasures is one of the cornerstones of society; but, being good, the chaotic good being will not tread on others to get his own way, for he feels that every other creature has the right to the pursuit of pleasure as well. Friends of a chaotic good character will find him unreliable in the clutch only if he puts his own well-being ahead of that of his companions. Obviously, almost everyone has this tendency, but it is left up to this individual whether or not he values a friendship enough to risk self sacrifice. The chaotic good being would not, however, take action that could unnecessarily jeopardize the lives of other persons or creatures. Life is valuable, but without sufficient personal freedom it is demeaned. Life and freedom are the foundation of the universe. (4)

A chaotic good character will keep his word to those who are not evil and will lie only to evil-doers.

CHAOTIC GOOD AND SOCIETY

A chaotic good being...

Is not concerned with the desires of family members.

Values flexible relationships with romantic partners.

Considers himself above the law.

Finds most people to be narrow-minded and inflexible.

Believes those who seek to rule others are, by nature, corrupt.

Seeks to undermine the authority figures of his community or nation.

Finds the legal procedures of his nation corrupt.

Believes luck determines wealth.

Will break any contract when he feels like it.

Will not want to disappoint his family.

Will support their family even if it means personal discomfort.

Will never betray a friend and enjoys having close friends.

Considers the needs of the community in personal life.

Will give his life in defense of his community.

Will take actions to aid others during times of crisis, even if unprofitable to do so.

Believes everyone should be treated fairly and kindly.

Feels guilt when he commits a wrongdoing and will seek to right his wrong.

Uses wealth to help others who are less fortunate.

A chaotic good government influences the community by helping the needy and opposing restrictions on freedom. In a chaotic good society, The people mean well and try to do right, but are hampered by a natural dislike of big government. Although there may be a single ruler, most communities are allowed to manage themselves, so long as their taxes are paid and they obey a few broad edicts. Such areas tend to have weak law enforcement organizations. A local sheriff, baron, or council may hire adventurers to fill the gap. Communities often take the law into their own hands when it seems necessary. Lands on the fringes of vast empires far from the capital tend to have this type of alignment.

THE TEN CHAOTIC GOOD COMMANDMENTS

A list of Ten Commandments for a chaotic good religion may look like this:

1. You shall lie in the pursuit of goodness.
2. You shall not harm the innocent.
3. You shall not murder.
4. You shall help the needy.
5. You shall honor those who promote freedom and goodness.
6. You shall break the law in pursuit of goodness.
7. You shall not betray others.
8. You shall avenge the acts of evil-doers and enemies of freedom.
9. You shall not place duty above personal desire to do good.
10. You shall seek unlimited good for others and freedom in society.

TEN CHAOTIC GOOD SINS

Likewise, a chaotic good religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Failing to perform a random act of kindness when appropriate.
2. Failing to pursue a new form of pleasure.
3. Placing duty above personal desire.
4. Failing to assist allies or good beings in need.
5. Causing harm to an essentially good being.
6. Following a law when you feel that it unnecessarily restricts your freedom.
7. Turning down a chance to trick, cheat, or harm an evil being for personal gain.
8. Betraying an ally or friend for evil reason.
9. The murder of an innocent.
10. Aiding the servants of Order and Evil.

THE CHAOTIC GOOD ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the chaotic good alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Gloating over a victory
Perpetrate humiliating prank on enemy
Picking up the funeral expenses of someone you slew in combat
Saving the life of another at great risk to own self
Taking an arrow or hit for someone else
Taking prisoners

The following actions are dishonorable for this alignment:

Accused of crime by good or neutral authorities (innocent or not)
Being taken prisoner
Convicted of a crime by good or neutral authorities
Delivering death blow to a helpless opponent
Desecrating an enemy's corpse
Falsely claiming the 'bragging rights' that belong to another or outright lying
Fleeing a battle that's obviously going poorly
Fleeing a fight with an equal opponent
Killing a host who has provided you food or shelter
Neglecting to properly bury a member of one's own race
Reporting the illegal actions of good beings to the authorities
Surrendering
Taunting an enemy into fighting
Treason
Unjustly slaying a prisoner or unarmed opponent who has yielded

He will never attack an unarmed foe and will never harm an innocent. He will not use torture to extract information or for pleasure, but he may "rough up" someone to get information. He will never kill for pleasure, only in self-defense or in the defense of others. A chaotic good character will never use poison. He will help those in need and he prefers to work alone, as he values his freedom. He does not respond well to higher authority, is distrustful of organizations, and will disregard the law in his fight against evil. He will never betray a family member, comrade, or friend. Chaotic good characters do not respect the concepts of self-discipline and honor, because they believe such concepts limit freedom to act. (5)

Here are some possible adjectives describing chaotic good characters: unpredictable, independent, free spirited, cheerful, optimistic, easy going, carefree, helpful, kind, merciful, respectful of personal liberties, and anarchic.

Well known chaotic good characters from film or literature include: Han Solo (Star Wars), Batman (DC Comics), Fred and George Weasley (Harry Potter), and Robin Hood.

THE PHILOSOPHY OF CHAOTIC GOOD

Chaotic good is the philosophy that goodness is best achieved through the freedom of individuals to act independently. It is a philosophy of altruistic individualism. This philosophy holds that people should behave altruistically and that society exists for the sake of its individual members. Chaotic good can also be associated with preference utilitarianism, ethical altruism, altruistic hedonism, and various forms of existentialism.

Chaotic good philosophers generally maintain that there is metaphysical chaos in the multiverse and thus may support doctrines of indeterminism, casualism, tychism, and/or accidentalism. They may believe that fortune or chance determine all outcomes. They tend to be moral subjectivists, holding that values are expressions of emotions, attitudes, reactions, feelings, thoughts, wishes, and desires, and have no independent objective or external reality or reference in the real world.

The ideal government for this alignment is a minimalist state supporting a social order in which altruism is rewarded and radical egoism is punished. Chaotic good beings believe that the best way to advance benefit for all is by allowing the most freedom possible. Rehabilitative justice is used to reform criminals and evil-doers.

LAWFUL NEUTRAL

Those of this alignment view regulation as all-important, taking a middle ground betwixt evil and good. This is because the ultimate harmony of the world--and the whole universe--is considered by lawful neutral creatures to have its sole hope rest upon law and order. Evil or good are immaterial beside the determined purpose of bringing all to predictability and regulation. It is the view of this alignment that law and order give purpose and meaning to everything. Without regimentation and strict definition, there would be no purpose in the cosmos. Therefore, whether a law is good or evil is of no import as long as it brings order and meaning. (1)

Lawful neutral beings believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions. Lawful neutral beings will uphold the law regardless of whether it is considered just or not. If the majority of the population disagrees with the practices of the government, then they must use legal means of getting those laws changed. Rebellion is a crime regardless of the purpose behind revolt. In their day-to-day affairs, lawful neutrals will adhere to the laws of the area they are in, and will also maintain their own sense of honor. (2)

They are respectful to both their leaders and their peers. Subordinates will be treated as is due their station within society. Written contracts and verbal agreements will be honored by these characters. They will not break their word or a contract unless there is a legal way to do so. Lawful neutral beings are concerned with the letter of the law, but rarely the spirit. These characters also respect the idea of station in life. They will act as they should, given their station.

The lawful neutral being normally sees law and order as of prime importance, with the well-being of the group put ahead of the individual on almost every occasion. Such persons see good and evil as immaterial and unimportant in the structuring of the universe into perfect order and harmony, in which lies society's only hope for survival. Whether a law is good or evil is of no import as long as it brings order and meaning. Thus, personal gratification of needs and desires is well and fine, as long as this doesn't interfere with the ultimate ordering of the cosmos; all other considerations are secondary. Life, to the lawful neutral being, has no meaning without order, and is thus expendable when faced with the choice between it and harmony. (4)

LAWFUL NEUTRAL AND SOCIETY

A lawful neutral being...

Respects the authority figures in his family and obeys their mandates.

Values lifelong commitment to a romantic partner.

Obeys all personal contracts.

Respects the laws and authority figures of the community and nation.

Considers public service in a leadership role an honor.

Supports the legal procedures of the nation, without regard to their own discomfort.

Seeks secure employment, believing hard work will pay off in the end.

Will not aid family members in need if personal discomfort is required.

Will not betray a family member.

Has few close friends and would never betray those he has.

Is generally well liked by his community, but normally will not seek to improve the community.

Will support his nation when profitable to do so, but will not act against his nation if profitable.

Believes people deserve the treatment they are willing to endure.

Is not concerned with those less fortunate.

Will not harm others for profit.

A community with a lawful neutral government has a codified set of laws that are followed to the letter. Those in power usually insist that visitors (as well as residents) obey all local rules and regulations. In a lawful neutral society, The people are not only law-abiding, they are passionate creators of arcane bureaucracies. The tendency to organize and regulate everything easily gets out of control. In large empires there are ministries, councils, commissions, departments, offices, and cabinets for everything. If the region attracts a lot of adventurers, there are special ministries, with their own special taxes and licenses, to deal with the problem. The people are not tremendously concerned with the effectiveness of the government, so long as it functions.

A lawful neutral character will keep his word if he gives it and will never lie. He may attack an unarmed foe if he feels it necessary. He will never harm an innocent. He may use torture to extract information, but never for pleasure. He will never kill for pleasure, only in self-defense or in the defense of others. A lawful neutral character may use poison as long as poison use is not illegal. He will help those in need only to advance the social order. He prefers to work with others. He responds well to higher authority, is trustful of organizations, and will always follow the law. He will never betray a family member, comrade, or friend. Lawful neutral characters respect the concepts of self-discipline and honor. (5)

Here are some possible adjectives describing lawful neutral characters: reliable, responsible, truthful, orderly, loyal, respectful of authority, regular, structured, rigid, neat, methodical, and precise.

Well known lawful neutral characters from film or literature include: Judge Dredd (Comics), Sergeant Friday (Dragnet television show), Percy Weasley (Harry Potter), and Cornelius Fudge (Harry Potter).

THE PHILOSOPHY OF LAWFUL NEUTRAL

Lawful neutral is the philosophy that law and order are desirable ends in and of themselves. It is a philosophy of pure equitistic collectivism. This philosophy holds that the best way for all beings to pursue a rational self-interest is within the framework of a strong social order. By putting the needs of the state or social order ahead of individual desires, each being can advance the self-interest of the collective as a whole. Lawful neutral can also be associated with ethical equitism and natural law philosophies. As the philosophical "average" of altruism and egoism, equitism holds that harm to others should be minimized when advancing the self and that harm to the self should be minimized when advancing others.

Lawful neutral philosophers generally maintain that there is metaphysical order in the multiverse and thus may support doctrines of hard determinism, predeterminism, fatalism, predestination, and/or necessitarianism. They may believe in fate or destiny. They tend to be moral objectivists, holding that values exist in the external world independently of and external to our comprehension of them; that they can be found and known; and that they must be used as principles for human judgments and conduct.

THE TEN LAWFUL NEUTRAL COMMANDMENTS

A list of Ten Commandments for a lawful neutral religion may look like this:

1. You shall not lie.
2. You shall not kill the innocent.
3. You shall not murder.
4. You shall help the needy if such action advances law and order.
5. You shall honor legitimate authority.
6. You shall follow the law.
7. You shall not betray others.
8. You shall not aid criminals.
9. You shall honor all oaths.
10. You shall promote unlimited order in society.

TEN LAWFUL NEUTRAL SINS

Likewise, a lawful neutral religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Failing to alert the authorities of a crime.
2. Treating a peer with disrespect.
3. Placing personal desire above adherence to the law.
4. Breaking your word to your peer or ally.
5. Failing to assist allies in need.
6. Breaking a major law.
7. Failing to assist your superior when in need.
8. Treating a superior with disrespect.
9. Breaking your word to your superior.
10. Breaking a sacred oath or written contract. Aiding the forces of Chaos and Disorder.

THE LAWFUL NEUTRAL ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the lawful neutral alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Allowing the enemy to remove their dead/wounded from the field
Defeating a superior opponent
Refusing medical treatment for the good of the party
Reporting illegal actions to the authorities
Taking prisoners

The following actions are dishonorable for this alignment:

Accused of crime (innocent or not)
Being taken prisoner
Convicted of a crime
Defeated by an inferior opponent
Dirty fighting
Fleeing a battle that's obviously going poorly
Fleeing a fight with a superior opponent
Fleeing a fight with an equal opponent
Killing a host who has provided you food or shelter
Rash or improper social behavior
Refusing a fair contest/challenge
Saving the life of another at great risk to own self
Surrendering
Taking an arrow or hit for someone else
Treason
Walking away from a challenge

TRUE NEUTRAL AND SOCIETY

A true neutral being...

Values his family, but will not heed their requests necessarily.

Will provide for friends, and expects to be repaid in some manner.

Does not seek positions of authority over others.

Fits in with their society.

Supports their nation.

Supports the law when advantageous to do so.

Is not concerned with politics, most likely.

Will keep his word, generally.

Will take risks if the benefits are great.

Will not aid family members in need if personal discomfort is required.

Will not betray a family member, unless the circumstances are dire.

Has few close friends and would never betray those he has, unless circumstances are dire.

Is generally well liked by his community, but normally will not seek to improve the community.

Will support his nation when profitable to do so, but will not act against his nation if profitable.

Believes people deserve the treatment they are willing to endure.

Is not concerned with those less fortunate.

Will not harm others for profit.

A true neutral government rarely influences the community. Those in power prefer to pursue their private goals. True neutral societies tend to adopt whatever government seems most expedient at the moment. A particular form of government lasts as long as the ruler or dynasty in power can maintain it. The people cooperate when it suits them. Such true neutral territories often act as buffer states between lands of extreme alignment difference (for example, between a lawful good barony and a vile chaotic evil principality). They shift allegiance artfully to preserve their borders against the advances of both sides in a conflict.

The ideal government for this alignment is an authoritarian state with codified laws supporting a social order. Whether the social order supports altruistic actions or egoistic actions is of no concern to the followers of this alignment. Lawful neutral beings want the power of the state to be used to maintain the social order. Any form of justice that maintains the social order is desirable.

TRUE NEUTRAL

The "true" neutral looks upon all other alignments as facets of the system of many things. Thus, each aspect--evil and good, chaos and law--of things must be retained in balance to maintain the status quo; for things as they are cannot be improved upon except temporarily, and even then but superficially. Nature will prevail and keep things as they were meant to be, provided the "wheel" surrounding the hub of nature does not become unbalanced due to the work of unnatural forces--such as human and other intelligent creatures interfering with what is meant to be. Absolute, or true, neutral creatures view everything which exists as an integral, necessary part or function of the entire cosmos. Each thing exists as a part of the whole, one as a check or balance to the other, with life necessary for death, happiness for suffering, good for evil, order for chaos, and vice versa. Nothing must ever become predominant or out of balance. Within this naturalistic ethos, humankind serves a role also, just as all other creatures do. The may be more or less important, but the neutral does not concern himself or herself with these considerations except where it is positively determined that the balance is threatened. Absolute neutrality is the central or fulcrum position quite logically, as the neutral sees all other alignments as parts of a necessary whole. This alignment is the narrowest in scope. (1)

True neutral characters are concerned with their own well-being and that of the group or organization which aids them. They may behave in a good manner to those that they consider friends and allies, but will only act maliciously against those who have tried to injure them in some way. For the rest, they do not care. They do not wish ill on those they do not know, but they also do not care when they hear of evil befalling them. Better for others to suffer the evil than the true neutral and his allies. If an ally is in need, the true neutral will aid him, out of genuine love or because he may be able to count on that ally a little more in the future. If someone else is in need, they will weigh the options of the potential rewards and dangers associated with the act. If an enemy is in need, they will ignore him or take advantage of his misfortune.

True neutrals are offended by those who are opinionated or bigoted. A "hell-fire and brimstone" lawful good priest is just as offensive as a neutral evil racial supremacist in their eyes. They do not necessarily strive for philosophical balance. In fact, they may avoid philosophical considerations altogether. A true neutral may take up the cause of his nation, not because he necessarily feels obligated to do so, but because it just makes sense to support the group that protects your way of life. True neutrals tend to believe in lex talionis forms of justice.

However, a true neutral being with a highly philosophical outlook may hold that law, chaos, good, and evil are all necessary forces in the universe. But all are of equal import, and none should be allowed to take precedence over another, unless an imbalance should be perceived--in which case corrective steps must be taken until the balance is righted once again. Hence, the motives of a highly philosophical true neutral character are perhaps the most difficult for any other alignment to fathom, for such a true neutral being will usually act first to preserve the balance, second if he deems it his business, and third if it is in his own best interests. For these reasons, being nature's mediators, true neutral characters should be diplomatic and tactful, but they may also come across as being strange and enigmatic until one gets to know them and their "world view" better. This is because some true neutral beings look far beyond the immediate situation to the overall balance of the cosmos. Most true neutral characters will, throughout their lives, tend more or less toward one of the other alignments, dependent upon their perception of the state of the world and what force should be balanced. Such a "deviation" will be temporary, until the true neutral being recognizes and modifies his actions in accordance with the new balance. For example, once the strong evil forces in an area have been conquered, and the balance restored, the true neutral character will stop acting "good." In addition, this attitude of balance will ordinarily be reflected in a true neutral's choice of companions and should thus be demonstrated with reasonable consistency. As all things in the cosmos are equally important and necessary, life is as valuable as death to the true neutral being, because life is inevitably followed by death. In this character's view, one's time will come when it is supposed to come, and no sooner or later. (4)

True neutral is typically the most misunderstood of all alignments. One common misconception is thinking that true neutral characters seek a balance by deliberately following a certain alignment one day and an entirely different alignment the next. Such behavior

makes true neutral characters unpredictable, and the cumulative effect promotes chaos more than anything else. True neutral characters tend to remain nonjudgmental and uncommitted to any moral, legal, or philosophical system beyond the basic tenets of their own society. Despite this fact, true neutral beings do not resent being into struggles involving different viewpoints. True neutral individuals do not lack interest, ambition, or passion--they value their own well-being and that of friends and loved ones. They may struggle passionately on behalf of themselves or others, as well as feel compassion for those they barely know. In fact, since most humans are true neutral, it is the alignment of the majority of people encountered in day-to-day situations. (8)

A true neutral character will keep his word if in his best interest. He may attack an unarmed foe if he feels it necessary. He will not kill, but may harm an innocent. He may use torture to extract information, but never for pleasure. He will never kill for pleasure, only in self-defense or in the defense of others. A true neutral character may use poison as long as there is an overwhelming need. He will help those in need if it is in his best interest and works well alone or in a group. He responds well to higher authority until that authority attempts to use the law to hamper his ability to pursue his own self-interest. He will follow the law unless breaking it is in his best interest and he's reasonably sure that he will not be caught. He will never betray a family member, comrade, or friend unless the situation is dire. True neutral characters are indifferent to the concepts of self-discipline and honor, finding them useful only if they can be used to advance their own interests. (5)

Here are some possible adjectives describing true neutral characters: diplomatic, judgmental, enigmatic, aloof, distant, self-reliant, mediatory, even-handed, fair, indifferent, and impartial.

Well known true neutral characters from film or literature include: The Watchers (Marvel Comics), Horace Slughorn (Harry Potter), and Tom Bombadil (Lord of the Rings).

THE PHILOSOPHY OF NEUTRALITY

True neutral is the philosophy that harmony and freedom are both important in society and that altruism and egoism are both legitimate ends. It is a philosophy of pure equitistic consequentialism.

THE TRUE NEUTRAL TEN COMMANDMENTS

A list of Ten Commandments for a true neutral religion may look like this:

1. You shall avoid lies.
2. You shall not kill the innocent.
3. You shall not murder.
4. You shall help the needy if such action aids yourself.
5. You shall honor those who honor you.
6. You shall follow the law unless breaking the law can advance you without harming others.
7. You shall not betray others unless your life is in jeopardy.
8. You shall aid those who aid you and harm those who harm you.
9. You shall not promote an extreme viewpoint.
10. You shall advance yourself without harming others.

TEN TRUE NEUTRAL SINS

Likewise, a true neutral religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Trying to persuade others to take a stance on a moral or ethical issue.
2. Failing to assist a friend or ally.
3. Killing for any reason other than survival.
4. Breaking your word to a friend or ally, unless life is threatened.
5. Needless torture.
6. Making a sacrifice for someone unrelated to you.
7. Refusing to kill when important to your survival.
8. Betraying an ally or friend, unless life is in danger.
9. Showing mercy to a dire enemy.
10. Taking sides in a conflict that doesn't affect your survival.

THE TRUE NEUTRAL ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the true neutral alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Defeating a superior opponent

Dirty Fighting

Fleeing a fight with a superior opponent

Gloating over a victory

Perpetrate humiliating prank on enemy

The following actions are dishonorable for this alignment:

Allowing the enemy to attack first

Being taken prisoner

Convicted of a crime

Defeated by an inferior opponent

Killing a host who has provided you food or shelter

Surrendering

Treason

This philosophy holds that people should pursue a rational self-interest while balancing the needs of the state or social order with the freedom of individuals to pursue their own agenda. True neutral can also be associated with ethical equitism and skepticism. As the philosophical "average" of altruism and egoism, equitism holds that harm to others should be minimized when advancing the self and that harm to the self should be minimized when advancing others.

True neutral philosophers generally maintain that there is metaphysical balance in the multiverse and thus may support doctrines of soft determinism, pragmatism, conventionalism, and/or instrumentalism. They may believe in free will or choice. They could also embrace skepticism or suspend judgment on philosophical issues. They tend to be moral relativists, holding that values differ from society to society, from person to person; that they are conditioned by the peculiarities of the society in which they arise; that they are not universally applicable at all times or in all places; and that they are correct or incorrect, desirable or undesirable only relative to whether or not they conform to a common norm or to common acceptance.

The ideal government for this alignment is any social order that balances the needs of the state and the individual and allows beings to pursue their own interests as long as they do not violate the rights of others. True neutral beings want the benefits of the social order to be applied equally to all. Any form of justice that is fair and impartial is desirable.

CHAOTIC NEUTRAL

Above respect for life and good, or disregard for life and promotion of evil, the chaotic neutral places randomness and disorder. Good and evil are complimentary balance arms. Neither are preferred, nor must either prevail, for ultimate chaos would then suffer. This view of the cosmos holds that absolute freedom is necessary. Whether the individual exercising such freedom chooses to do good or evil is of no concern. After all, life itself is law and order, so death is a desirable end. Therefore, life can only be justified as a tool by which order is combated, and in the end it too will pass into entropy. (1)

Chaotic neutral characters believe that there is no order to anything, including their own actions. With this as a guiding principle, they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with.

CHAOTIC NEUTRAL AND SOCIETY

A chaotic neutral being...

Is not concerned with the desires of family members.

Values flexible relationships with romantic partners.

Considers himself above the law.

Finds most people to be narrow-minded and inflexible.

Believes those who seek to rule others are, by nature, corrupt.

Seeks to undermine the authority figures of his community or nation.

Finds the legal procedures of his nation corrupt.

Believes luck determines wealth.

Will break any contract when he feels like it.

Will not betray a family member, unless the circumstances are dire.

Has few close friends and would never betray those he has, unless circumstances are dire.

Is generally well liked by his community, but normally will not seek to improve the community.

Will support his nation when profitable to do so, but will not act against his nation if profitable.

Believes people deserve the treatment they are willing to endure.

Is not concerned with those less fortunate.

Will not harm others for profit.

A chaotic neutral government is unpredictable, influencing the community in difference ways at different times. In a truly chaotic neutral society there is no government. Anarchy is the rule. A stranger to such a town may feel as if he has ridden into a town of total lawlessness.

Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die. They are almost totally unreliable. In fact, the only reliable thing about them is that they cannot be relied upon! (2)

Chaotic neutral characters like to indulge in everything. This is the insurgent, the con-man, gambler, and high roller; the uncommitted freebooter seeking nothing more than self-gratification. This type of character will at least consider doing anything if they can find enjoyment or amusement. Life has meaning, but theirs has the greatest meaning. According to chaotic neutrals, laws and rules infringe on personal freedom and were meant to be broken. This character is always looking for the best deal, and will work with good, neutral, or evil to get it; as long as he comes out of the situation on top. The chaotic neutral is constantly teetering between good and evil, rebelling, and bending the law to fit his needs. (3)

Chaotic neutrals can also be completely random and unpredictable. They may shift allegiances at a moment's notice, or remain with a leader for years. The chaotic neutral character feels that there is no plan at all for the universe. Things just happen. They tend to believe in luck and chance, rather than fate or destiny. They don't care what happens to others, yet will not necessarily go out of their way to harm others. If someone stands in the way of their happiness, they may kill that individual or move on to something else. Their priorities tend to change as they experience new things in life. They may even appear to adhere to another alignment for some length of time, only to switch at an inappropriate moment. They can be the worst tricksters, conning people, not for gain, but for sheer amusement. The chaotic neutral may not be driven by fame or wealth, but may only take actions just to see what happens.

In direct opposition to the lawful neutral being, this character views ultimate freedom and disorder as most desirable. He sees good and evil in a secondary role, and neither should be allowed to interfere with pure chaos. Whether the individual chooses to do good or evil is of no concern. Violence is not a chaotic neutral trait, but adherents will often not hesitate to use intimidation and non-lethal violence to achieve their goals. These characters will almost always seek some selfish goal (such as acquiring wealth) in addition to the promotion of universal disorder, and are thus seen as "greedy" by others. Naturally, the chaotic neutral being won't see this as greed, but rather as "self-fulfillment."

Thus, respect for others does not stand in the way of the pursuit of individuality. Since death is inevitable anyway, the chaotic neutral being isn't averse to speeding certain creatures on their ways if it's deemed necessary, although he won't go out of his way to inflict pain and suffering like an evil being would. Life can only be justified as a tool by which order is combated. (4)

A chaotic neutral character will keep his word if it serves his interests. He may attack an unarmed foe if he feels it necessary. He will not kill, but may harm an innocent. He may use torture to extract information, but never for pleasure. He may kill for pleasure, but is not likely to do so. A chaotic neutral character may use poison. He may help those in need and he prefers to work alone, as he values his freedom. He does not respond well to higher authority, is distrustful of organizations, and will disregard the law in pursuing his self-interest. He may betray a family member, comrade, or friend, but only in the most dire of situations. Chaotic neutral characters do not respect the concepts of self-discipline and honor, because they believe such concepts limit freedom to advance their self-interest. (5)

Here are some possible adjectives describing chaotic neutral characters: unreliable, independent, greedy, inconsistent, unpredictable, selfish, disorderly, anarchic, self-centered, confusing, unfettered, free, and individualistic.

Well known chaotic neutral characters from film or literature include: Captain Jack Sparrow (Pirates of the Caribbean), Q (Star Trek), Peeves the Poltergeist (Harry Potter), and Conan the Barbarian.

THE PHILOSOPHY OF CHAOTIC NEUTRAL

Chaotic neutral is the philosophy that the pursuit of liberty and freedom is a desirable end in and of itself. It is a philosophy of pure equitistic individualism. This philosophy holds that the best way for all beings to pursue a rational self-interest is in a society devoid of social order. By putting the needs of the individual ahead of the needs of the state or social order, each being can advance its own self-interest with a minimum of interference from others. Chaotic neutral can also be associated with ethical equitism, ethical hedonism, and various forms of existentialism. As the philosophical "average" of altruism and egoism, equitism holds that harm to others should be minimized when advancing the self and that harm to the self should be minimized when advancing others.

THE TEN CHAOTIC NEUTRAL COMMANDMENTS

A list of Ten Commandments for a chaotic neutral religion may look like this:

1. You shall lie to promote your freedom.
2. You shall not kill the innocent.
3. You shall not murder.
4. You shall help the needy if such action promotes your freedom.
5. You shall honor no authority above yourself.
6. You shall break the law whenever convenient.
7. You shall not betray others unless your life is in jeopardy.
8. You shall not aid enemies of freedom or those who promote law.
9. You shall pursue pleasure.
10. You shall promote unlimited freedom for yourself.

TEN CHAOTIC NEUTRAL SINS

Likewise, a chaotic neutral religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Showing respect for self-discipline, authority, or institutions unless trickery is involved.
2. Failing to pursue pleasure.
3. Placing fear of the law or duty above personal desire.
4. Keeping your word to a peer when breaking your word would keep you out of danger or provide amusement.
5. Refusing to exert power over others or actively sow dissension when appropriate.
6. Following a law when opportunity for mischief, personal gain, or excitement presents itself.
7. Turning down a chance to trick, cheat, or lie to a being for personal gain or amusement.
8. Actively joining or maintaining an existing government, power structure, or other institution for reasons other than trickery, destruction, or mayhem.
9. Actively hindering change.
10. Actively inducing boredom. Aiding the forces of Law and Order.

THE CHAOTIC NEUTRAL ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the chaotic neutral alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Dirty Fighting
Fleeing a battle that's obviously going poorly
Gloating over a victory
Perpetrate humiliating prank on enemy
Refusing a fair contest/challenge
Taunting an enemy into fighting
Walking away from a challenge

The following actions are dishonorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Being taken prisoner
Killing a host who has provided you food or shelter
Refusing medical treatment for the good of the party
Surrendering
Treason

The ideal government for this alignment is an minimalist state or anarchy supporting a social order in which they are allowed maximum freedom. Whether the social order supports altruistic actions or egoistic actions is of no concern to the followers of this alignment. Chaotic neutral beings want the power of the state to be as weak as possible, or preferably, non-existent. Chaotic neutrals generally support justice systems that allow maximum freedom for individuals to pursue their own personal agendas.

LAWFUL EVIL AND SOCIETY

A lawful evil being...

Respects the authority figures in his family and obeys their mandates.

Values lifelong commitment to a romantic partner.

Obeys all personal contracts.

Respects the laws and authority figures of the community and nation.

Considers public service in a leadership role an honor.

Supports the legal procedures of the nation, without regard to their own discomfort.

Seeks secure employment, believing hard work will pay off in the end.

Will betray law-breaking family members for personal gain. Will not betray family if loyal.

Will betray law-breaking friends if profitable. Will not betray loyal friends.

Will seek to undermine his community and nation, if profitable and legal.

Is not trusted by the community and may have enemies.

Will kill others to get ahead.

Uses any legal means necessary to evade justice.

Will use wealth to destroy others.

A community with a lawful evil government usually has a codified set of laws, which most people obey out of fear of harsh punishment. The government is marked by its severe laws, involving harsh punishments regardless of guilt or innocence. Laws are not intended to preserve justice so much as to maintain the status quo. Social class is crucial. Bribery and corruption are often ways of life. Adventurers, since they are outsiders who may be foreign agents, are viewed with great suspicion. Lawful evil kingdoms often find themselves quashing rebellions of oppressed peasants clamoring for humane treatment.

Chaotic neutral philosophers generally maintain that there is metaphysical chaos in the multiverse and thus may support doctrines of indeterminism, casualism, tychism, and/or accidentalism. They may believe that fortune or chance determine all outcomes. They tend to be moral subjectivists, holding that values are expressions of emotions, attitudes, reactions, feelings, thoughts, wishes, and desires, and have no independent objective or external reality or reference in the real world.

The ideal government for this alignment is an minimalist state or anarchy supporting a social order in which they are allowed maximum freedom. Whether the social order supports altruistic actions or egoistic actions is of no concern to the followers of this alignment. Chaotic neutral beings want the power of the state to be as weak as possible, or preferably, non-existent. Chaotic neutrals generally support justice systems that allow maximum freedom for individuals to pursue their own personal agendas.

LAWFUL EVIL

Creatures of this alignments are great respecters of laws and strict order, but life, beauty, truth, freedom, and the like are held as valueless, or at least scorned. By adhering to stringent discipline, those of lawful evil alignments hope to impose their yoke upon the world. Obviously, all order is not good, nor are all laws beneficial. Lawful evil creatures consider order as the means by which each group is properly placed in the cosmos, from the lowest to the highest, strongest first, weakest last. Good is seen as an excuse to promote the mediocrity of the whole and suppress the better and more capable, while lawful evilness allows each group to structure itself and fix its place as compared to others, serving the stronger, but being served by the weaker. (1)

These characters believe in using society and its laws to benefit themselves. Structure and organization elevate those who deserve to rule as well as provide a clearly defined hierarchy between master and servant. To this end, lawful evil characters support laws and societies that protect their own concerns. If someone is hurt or suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey the law out of fear of punishment. Because they may be forced to honor an unfavorable contract or oath they have made, lawful evil characters are usually very careful about giving their word. Once given, they break their word only if they can find a way to do it legally, within the laws of the society. (2)

The cliché that there is "No honor among thieves" is false when dealing with the lawful evil character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the lawful evil stands apart from the norm, with his own, personal, code of ethics. He expects loyalty from his minions, punishing disloyalty and treachery with a swift merciful death. A lawful evil character will define his terms and live by them, whether anyone else likes it or not. (3)

Lawful evil characters value the allegiances that they have with their cause, government, religion, or other organization. They also value those individuals that they call allies. Betraying a friend is just as much a transgression for the lawful evil as it is for the lawful good. Lawful evil characters always try to work within the law, since it's the safest way to ensure your own success. Breaking the law results in possible punishment and forfeiture of both wealth and power, and the lawful evil is loath to give up what he has attained through his own determination. These characters also like to use the law to destroy their enemies. If a lawful evil can find devastating evidence of a rival's wrongdoing, you can be assured that he will use this information to his own advantage.

This character seeks to increase his power over others within the hierarchy of the universe, with the strongest first and the weakest last. Naturally, most adherents of this alignment wish to be first. Like the other two lawful alignments, the lawful evil being normally holds that strict order is of utmost importance, but he sees it as necessary to further the ends of the deserving (strong) over the undeserving (weak and worthless). Usually it is that being's own ends that are to be promoted above all others, but he respects the will of the group and the power and authority of those above him--unless he believes his superiors are not deserving of that position. A lawful evil being is seldom subject to the secular laws of good society in general, as he sees those laws as restrictive and unfair because they deny the worthy their proper place. So-called "good" is seen as a means by which the undeserving are placed and maintained in positions of power, whereas each person should be allotted his place by his leaders according to personal merit. Life is valueless to the lawful evil character; those too weak to defend their possessions and positions don't deserve to have them in the first place. (4).

A lawful evil character will keep his word if he gives it and will never lie, although he may mislead or withhold information. He will attack and kill an unarmed foe and will harm an innocent. He will use torture to extract information, but never for pleasure.

THE LAWFUL EVIL CODE

A code of conduct for a lawful evil organization may look like this:

1. You shall not lie.
2. You shall harm the innocent to advance yourself or promote order.
3. You shall kill to advance yourself or promote order.
4. You shall not aid the weak.
5. You shall honor legitimate authority that promotes you and your comrades.
6. You shall follow the law.
7. You shall not betray others.
8. You shall not aid criminals or those who protect the weak.
9. You shall use the law to advance yourself and your comrades.
10. You shall seek unlimited power over others and unlimited order in society.

TEN LAWFUL EVIL SIGNS OF WEAKNESS

Likewise, a lawful evil character may consider the following as signs of weakness. A sign of weakness indicates that the character is straying from the cruel tenets of the lawful evil philosophy. This list is given in the order of least severe infraction to most severe.

1. Failing to use the law to harm others, even when there is no chance for personal gain.
2. Failing to assist or avenge a peer.
3. Failing to dominate those not worthy of respect.
4. Breaking your word to your peer or ally.
5. Refusing to punish the disobedient. Not pursuing vengeance when appropriate.
6. Failing to commit cruel acts that are in your best interest.
7. Failing to further your cause when opportunity presents.
8. Turning down a chance to gain power or wealth. Failing to corrupt an institution or being for material gain.
9. Betraying your superior without cause. Breaking your word to your superior.
10. Aiding the forces of Freedom and Goodness. Breaking a sacred oath.

THE LAWFUL EVIL ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the lawful evil alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Allowing the enemy to remove their dead/wounded from the field
Defeating a superior opponent
Delivering death blow to a helpless opponent
Desecrating an enemy's corpse
Gloating over a victory
Neglecting to properly bury a member of one's own race
Paying off an extortionist or shake-down
Reporting illegal actions to the authorities
Taking a bribe
Taking prisoners
Taunting an enemy into fighting
Unjustly slaying a prisoner or unarmed opponent who has yielded

The following actions are dishonorable for this alignment:

Accused of crime (innocent or not)
Being taken prisoner
Convicted of a crime
Defeated by an inferior opponent
Falsely claiming the 'bragging rights' that belong to another or outright lying
Fleeing a battle that's obviously going poorly
Fleeing a fight with a superior opponent
Fleeing a fight with an equal opponent
Killing a host who has provided you food or shelter
Picking up the funeral expenses of someone you slew in combat
Refusing a fair contest/challenge
Saving the life of another at great risk to own self
Surrendering
Taking an arrow or hit for someone else
Treason
Walking away from a challenge

He will kill only to advance himself, never for pleasure. A lawful evil character will use poison. He will not help those in need without a reward and he prefers to work with others. He responds well to higher authority, is trustful of organizations, and will always follow the law. He will never betray a family member, comrade, or friend. Lawful evil characters respect the concepts of self-discipline and honor. (5)

Here are some possible adjectives describing lawful evil characters: cruel, vengeful, proud, callous, hostile, taciturn, malevolent, calculating, plotting, merciless, domineering, severe, tyrannical, commanding, organized, and respectful of authority and power.

Well known lawful evil characters from film or literature include: Darth Vader (Star Wars), Magneto (Marvel Comics), Dolores Umbridge (Harry Potter), and the Borg (Star Trek, the Next Generation).

THE PHILOSOPHY OF LAWFUL EVIL

Lawful evil is the philosophy that the self is best advanced through the apparatus of the state. It is a philosophy of egoistic collectivism. This philosophy holds that people should behave egoistically and that the state exists to elevate the worthy to positions of power. Lawful evil can also be associated with rule egoism, universal ethical egoism, and social Darwinism.

Lawful evil philosophers generally maintain that there is metaphysical order in the multiverse and thus may support doctrines of hard determinism, predeterminism, fatalism, predestination, and/or necessitarianism. They may believe in fate or destiny. They tend to be moral objectivists, holding that values exist in the external world independently of and external to our comprehension of them; that they can be found and known; and that they must be used as principles for human judgments and conduct.

The ideal government for this alignment is an authoritarian state with codified laws supporting a social order in which radical egoism is rewarded and altruism is punished. Lawful evil beings want the power of the state to be used for the benefit of the self. Retributive justice is used to punish those who threaten the social order.

NEUTRAL EVIL

The neutral evil creature views law and chaos as unnecessary considerations, for pure evil is all-in-all. Either might be used, but both are disdained as foolish clutter useless in eventually bringing maximum evilness to the world. Similar to the neutral good alignment, that of neutral evil holds that neither groups nor individuals have great meaning. This ethos holds that seeking to promote weal for all actually brings woe to the truly deserving. Natural forces which are meant to cull out the weak and stupid are artificially suppressed by so-called good, and the fittest are wrongfully held back, so whatever means are expedient can be used by **the** powerful to gain and maintain their dominance, without concern for anything. (1)

Neutral evil characters are primarily concerned with themselves and their own advancement. They have no particular objection to working with others or, for that matter, going it on their own. Their only interest is in getting ahead. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it. Although neutral evil characters do not have the every-man-for-himself attitude of chaotic characters, they have no qualms about betraying their friends and companions for personal gain. They typically base their allegiance on power and money, which makes them quite receptive to bribes. (2)

The neutral evil is an unscrupulous, self-serving character who is only out for himself. Power, glory, wealth, position, and anything that will make his life more comfortable is his goal. It matters not who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat, and kill anyone to attain his personal goals. (3)

These characters willingly cooperate with anyone who will further their own ends. They often seek the easy road to fame and fortune, with little concern for the people they trample along the way. They value strength and ability alone. If the neutral evil can use laws to weaken those who stand in the way of his success, he will use them. If he must resort to breaking the law, he will. He has no preference for either method. The only important thing is that he gets what he wants. Laws are tools to use against people, as well as their own sense of honor.

For the neutral evil being, law and chaos are beneath consideration in this character's quest for pure evil in the universe. At the root of this character's personality is the word "wicked." Evil is his goal; natural and man-

NEUTRAL EVIL AND SOCIETY

A neutral evil being...

Values his family, but will not heed their requests necessarily.

Will provide for friends, and expects to be repaid in some manner.

Does not seek positions of authority over others.

Fits in with their society.

Supports their nation when profitable.

Supports the law when advantageous to do so.

Is not concerned with politics, most likely.

Will keep his word only if it is profitable.

Will take risks if the benefits are great.

Will betray family members for personal gain.

Will betray friends if profitable.

Will seek to undermine his community and nation, especially if profitable.

Is not trusted by the community and may have enemies.

Will kill others to get ahead.

Uses any means necessary to evade justice.

Will use wealth to destroy others.

The residents of a community with a neutral evil government are usually oppressed and subjugated, facing a dire future. Neutral evil societies tend to adopt whatever government seems most expedient at the moment. A particular form of government lasts as long as the ruler or dynasty in power can maintain it. Neutral evil countries tend to be brutal dictatorships. Transfers of power are usually marked by shifts in government, often bloody coups. There is a certain apathy about politics and government.

THE NEUTRAL EVIL CODE

The personal code of a neutral evil character may look like this:

1. You shall lie to advance yourself.
2. You shall harm the innocent to advance yourself.
3. You shall kill to advance yourself.
4. You shall not aid the weak.
5. You shall honor those who are stronger.
6. You shall follow the law only to advance yourself.
7. You shall betray friends, family, community, and nation to advance yourself.
8. You shall not aid those who protect the weak.
9. You shall not show mercy to enemies.
10. You shall seek unlimited power over others.

TEN NEUTRAL EVIL SIGNS OF WEAKNESS

Likewise, a neutral evil character may consider the following as signs of weakness. A sign of weakness indicates that the character is straying from the cruel tenets of the neutral evil philosophy. This list is given in the order of least severe infraction to most severe.

1. Failing to show malice or inflict pain upon an innocent when it would be pleasurable to do so.
2. Not challenging a clearly weak leader for leadership.
3. Keeping your word when doing so would interfere with personal gain.
4. Refusing to commit cruel act that would harm your enemy or rival when appropriate.
5. Making a sacrifice to help another when not important to your survival.
6. Failing to commit cruel acts that are in your best interest.
7. Refusing to kill for personal gain or wealth.
8. Turning down a chance to gain power or wealth.
9. Showing mercy to one who is opposed to you or your cause.
10. Aiding the servants of Goodness.

THE NEUTRAL EVIL ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the neutral evil alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Accused of crime (innocent or not)
Attacking an unarmed or obviously inferior opponent
Defeating a superior opponent
Delivering death blow to a helpless opponent
Desecrating an enemy's corpse
Dirty Fighting
Falsely claiming the 'bragging rights' that belong to another or outright lying
Fleeing a fight with a superior opponent
Gloating over a victory
Neglecting to properly bury a member of one's own race
Paying off an extortionist or shake-down
Perpetrate humiliating prank on enemy
Refusing a fair contest/challenge
Reporting the illegal actions of enemies to the authorities when profitable
Taking a bribe
Taunting an enemy into fighting
Unjustly slaying a prisoner or unarmed opponent who has yielded
Walking away from a challenge

The following actions are dishonorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Defeated by an inferior opponent
Picking up the funeral expenses of someone you slew in combat
Refusing medical treatment for the good of the party
Saving the life of another at great risk to own self
Taking an arrow or hit for someone else
Taking prisoners

made forces, if allowed to take their course, weed out the weak and useless in society. The deserving should take advantage of this condition to further their own goals by any means possible, especially to destroy weaklings who put forward "good" actions to promote the well being of all, which is just an excuse used to deny the deserving their due. To the neutral evil being, life is of no value, for those who cannot take advantage of their superiority don't deserve it, and they'll only interfere with the rightful pursuits of those who do. (4)

A neutral evil character never feels compelled to keep his word. He will attack and kill an unarmed foe (those are the best kind). He will harm and may possibly kill an innocent. He will use torture to extract information and for pleasure. He may kill for pleasure. A neutral evil character will use poison. He will not help those in need without a reward and he works well alone or in a group. He responds well to higher authority until that authority attempts to use the law to hamper his ability to pursue his own agenda. He will follow the law unless breaking it is in his best interest and he's reasonably sure that he will not be caught. He may betray a family member, comrade, or friend if it is convenient to do so and it advances his agenda. Neutral evil characters are indifferent to the concepts of self-discipline and honor, finding them useful only if they can be used to advance their own interests or gain power over others. (5)

Here are some possible adjectives describing neutral evil characters: unfeeling, uncaring, insensitive, unkind, uncooperative (unless it suits them), self-reliant, wicked, cruel, depraved, corrupt, immoral, hateful, vicious, and destructive.

Well known neutral evil characters from film or literature include: Emperor Palpatine (Star Wars), Khan Noonien Singh (Star Trek), Saruman (Lord of the Rings), Peter Pettigrew (Harry Potter), and Lex Luthor (DC Comics).

THE PHILOSOPHY OF NEUTRAL EVIL

Neutral evil is the philosophy that the self is best advanced by using whatever means necessary. It is a philosophy of egoistic consequentialism. This philosophy holds that people should behave egoistically and embrace any social order that allows them to gain the most power. Neutral evil can also be associated with act egoism, personal ethical egoism, and social Darwinism.

Neutral evil philosophers generally maintain that there is metaphysical balance in the multiverse and thus may support doctrines of soft determinism, pragmatism, conventionalism, and/or instrumentalism. They may

believe in free will or choice. They could also embrace skepticism or suspend judgment on philosophical issues. They tend to be moral relativists, holding that values differ from society to society, from person to person; that they are conditioned by the peculiarities of the society in which they arise; that they are not universally applicable at all times or in all places; and that they are correct or incorrect, desirable or undesirable only relative to whether or not they conform to a common norm or to common acceptance.

The ideal government for this alignment is any social order in which radical egoism is rewarded and altruism is punished. Neutral evil beings will try to secure the most power for themselves and will use the power of the state to accomplish this or ~~the~~ act against the state, if more power can be gained in this manner. Retributive justice is favored by neutral evil beings.

CHAOTIC EVIL

The major precepts of this alignment are freedom, randomness, and woe. Laws and order, kindness, and good deeds are disdained. Life has no value. By promoting chaos and evil, those of this alignment hope to bring themselves to positions of power, glory, and prestige in a system ruled by individual caprice and their own whim. The chaotic evil creature holds that individual freedom and choice is important, and that other individuals and their freedoms are unimportant if they cannot be held by the individuals through their own strength and merit. Thus, law and order tends to promote not individuals but groups, and groups suppress individual volition and success. (1)

These characters are the bane of all that is good and organized. Chaotic evil characters are motivated by the desire for personal gain and pleasure. They see absolutely nothing wrong with taking whatever they want by whatever means possible. Laws and governments are the tools of weaklings unable to fend for themselves. The strong have the right to take what they want, and the weak are there to be exploited. When chaotic evil characters band together, they are not motivated by a desire to cooperate, but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader is likely to be replaced at the first sign of weakness by anyone who can take his position away from him by any method. (2)

This is the category where the megalomaniacs, and the violent and most despicable characters fall. This is the

CHAOTIC EVIL AND SOCIETY

A chaotic evil being...

Is not concerned with the desires of family members.

Values flexible relationships with romantic partners.

Considers himself above the law.

Finds most people to be narrow-minded and inflexible.

Believes those who seek to rule others are, by nature, corrupt.

Seeks to undermine the authority figures of his community or nation.

Finds the legal procedures of his nation corrupt.

Believes luck determines wealth.

Will break any contract when he feels like it.

Will betray family members for personal gain.

Will betray friends if profitable.

Will seek to undermine his community and nation, especially if profitable.

Is not trusted by the community and may have enemies.

Will kill others to get ahead.

Uses any means necessary to evade justice.

Will use wealth to destroy others.

The residents of a community with a chaotic evil government live in abject fear because of the unpredictable and horrific situations continually placed upon them. In a chaotic evil society, the people are ruled by, and live in fear of, those more powerful than themselves. Local government usually amounts to a series of strongarm bosses who obey the central government out of fear. People look for ways to gain power or keep the power they've got. Assassination is an accepted method of advancement, along with coups, conspiracies, and purges. Adventurers are often used as pawns in political power games, only to be eliminated when the adventurers themselves become a threat.

cruel, brutal killer who trusts no one and has no value for anyone or anything that gets in his way. Individual freedom and choice is important, and the freedom of other individuals are unimportant if they cannot be held by their own strength and merit. (3)

The chaotic evil also likes to corrupt the innocent and virtuous. People are play-things to the chaotic evil, to be used and manipulated for their own personal pleasure. A chaotic evil doesn't necessarily go after individuals just because they stand in the way of their success, they will harm or destroy people for the sheer pleasure of it.

The chaotic evil being seeks personal freedom at the expense of those who aren't smart, capable, or ruthless enough to get what they want. If what this being wants will come only at the price of the freedom and happiness (not to mention the lives) of others, so be it. Other individuals and their freedoms are unimportant if those freedoms cannot be held through their own strength and merit. All else being equal, the chaotic evil being is perhaps the most dangerous character of all, because one rarely knows how he might react to a given encounter. For reasons often known only to himself, he could ignore some situations, then suddenly explode in apparently identical ones. His behavior patterns are almost impossible to predict, for he has probably learned to curb and control his penchant for "evil" due to the constraints of civilization. A chaotic evil being is not expected to go about insanely slaughtering and torturing everyone he meets, for he isn't usually stupid. He will realize the consequences of such activities and will participate in such pleasurable distractions only when safe from discovery. To a chaotic-evil being, the lives of others have no value and are incidental in the pursuit of ultimate freedom and personal power. (4)

A chaotic evil character never feels compelled to keep his word. He will attack and kill an unarmed foe (those are the best kind). He will kill an innocent. He will use torture to extract information and for pleasure. He will kill for pleasure. A chaotic evil character will use poison. He will not help those in need. He prefers to work alone, as he values his freedom. He does not respond well to higher authority, is distrustful of organizations, and will disregard the law in pursuing his self-interest. He will betray a family member, comrade, or friend whenever it is convenient to do so. Chaotic evil characters do not respect the concepts of self-discipline and honor, because they believe such concepts limit their ability to gain power over others. (5)

THE CHAOTIC EVIL CODE

The personal code of a chaotic evil character may look like this:

1. You shall lie whenever convenient.
2. You shall harm the innocent whenever convenient.
3. You shall kill for pleasure.
4. You shall not aid the weak.
5. You shall not honor any other before yourself.
6. You shall break the law whenever convenient.
7. You shall betray friends, family, community, and nation whenever convenient.
8. You shall harm those who protect the weak or honor laws.
9. You shall pursue all forms of pleasure.
10. You shall seek unlimited power over others and unlimited freedom for yourself.

TEN CHAOTIC EVIL SIGNS OF WEAKNESS

Likewise, a chaotic evil character may consider the following as signs of weakness. A sign of weakness indicates that the character is straying from the cruel tenets of the chaotic evil philosophy. This list is given in the order of least severe infraction to most severe.

1. Failing to show contempt and disrespect for the virtuous and noble.
2. Failing to pursue a new form of pleasure.
3. Failing to give in to a sinful or chaotic impulse.
4. Avoiding injury to others at the cost of your own pleasure.
5. Refusing to display power over underling when appropriate.
6. Refusing to commit cruel acts that are in your best interest.
7. Refusing to kill when in your best interest.
8. Turning down a chance to gain power or wealth.
9. Acting altruistically.
10. Aiding the forces of Law and Goodness.

THE CHAOTIC EVIL ADVENTURER

The following two lists detail common actions undertaken during "adventuring" that are considered honorable and dishonorable for the chaotic evil alignment. An honorable action is one that is in keeping with the spirit of this alignment, while dishonorable actions tend to be those which bring shame to the character in the eyes of his or her alignment peers. Note that an action which is considered honorable by one alignment may be considered dishonorable by another alignment and vice versa.

The following actions are honorable for this alignment:

Accused of crime (innocent or not)
Attacking an unarmed or obviously inferior opponent
Convicted of crime
Delivering death blow to a helpless opponent
Desecrating an enemy's corpse
Dirty Fighting
Falsely claiming the 'bragging rights' that belong to another or outright lying
Fleeing a fight with a superior opponent
Gloating over a victory
Killing a host who has provided you food or shelter
Neglecting to properly bury a member of one's own race
Paying off an extortionist or shake-down
Perpetrate humiliating prank on enemy
Refusing a fair contest/challenge
Reporting the illegal actions of enemies to the authorities when profitable
Taking a bribe
Taunting an enemy into fighting
Treason
Unjustly slaying a prisoner or unarmed opponent who has yielded
Walking away from a challenge

The following actions are dishonorable for this alignment:

Allowing a disarmed enemy to pick up his weapon
Allowing the enemy to attack first
Being taken prisoner
Picking up the funeral expenses of someone you slew in combat
Refusing medical treatment for the good of the party
Saving the life of another at great risk to own self
Surrendering
Taking an arrow or hit for someone else
Taking prisoners

Here are some possible adjectives describing chaotic evil characters: violent, cruel, capricious, malicious, untrustworthy, unreliable, heartless, volatile, inconsistent, uncaring, unfeeling, deceitful, discourteous, selfish.

Well known chaotic evil characters from film or literature include: Gollum (Lord of the Rings), The Joker (DC Comics), Lord Voldemort (Harry Potter), and Lore (Star Trek).

THE PHILOSOPHY OF CHAOTIC EVIL

Chaotic evil is the philosophy that the self is best advanced through the freedom to act independently. It is a philosophy of egoistic individualism. This philosophy holds that people should behave egoistically and that society exists for the sake of its individual members. Chaotic evil can also be associated with egoistic hedonism, individual ethical egoism, and social Darwinism. Political and ethical nihilism also feature heavily in chaotic evil thought.

Chaotic evil philosophers generally maintain that there is metaphysical chaos in the multiverse and thus may support doctrines of indeterminism, casualism, tychism, and/or accidentalism. They may believe that fortune or chance determine all outcomes. They tend to be moral subjectivists, holding that values are expressions of emotions, attitudes, reactions, feelings, thoughts, wishes, and desires, and have no independent objective or external reality or reference in the real world.

The ideal government for this alignment is a minimalist state or anarchy supporting a social order in which radical egoism is rewarded and altruism is punished. Chaotic evil beings believe that the best way to advance themselves is by securing the most freedom to act as possible. Retributive justice is used to punish those who act against the chaotic evil.

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COMPARISONS BETWEEN ALIGNMENT COMPONENTS

THE GOOD ALIGNMENTS

In situations where goodness must be advanced in society, this is how characters of these different alignments may respond. The lawful good character will promote weal throughout society through increased legislation or a more powerful government. They will work to provide laws and procedures to protect the population against every foreseeable ill in society. They will protect citizens against abuse from unscrupulous individuals. They will advocate and construct power structures and economic systems that provide the most benefit for the population as a whole. Lawful good characters will provide equality of result. The chaotic good character will promote happiness in society by increasing freedom and allowing its citizens to decide the best way to increase prosperity for all. They will promote systems which give maximum freedom and opportunity for citizens to increase their own happiness and the happiness of others. They will ensure that the population is protected against every possible abuse by the governing system. Chaotic good characters will provide equality of opportunity. Neutral good character will build a system that promotes both harmony and freedom. They will attempt to balance opportunity and results. They will use only enough laws and order to protect the freedom of its citizens to promote prosperity and happiness for all. They will guard the population against abuses from within the power structure, but also against abuses from individuals. Neutral good characters will build a flexible social order that allows both public and private action to increase goodness in society.

THE EVIL ALIGNMENTS

In a situation where a character must kill a rival, this is how characters of these different alignments may respond. The lawful evil character will use whatever the easiest, most direct method is. He will not be concerned primarily with the rival suffering before death, and will not want to prolong the killing. He will get it done, pay someone to do it, or use an underling. It is not important that the rival know who the attacker is, better that he doesn't in case the murder attempt fails. All that is important to the lawful evil character is that the rival is eliminated in such a way that he will not appear to have broken any law. The neutral evil character will find the most painful, yet direct way to kill his enemy. He may or may not

personally commit the act, depending on how much he hates his foe. The neutral evil character may wish to dispose of his rival in a poetic manner, if fitting. The method will be cruel and heavy-handed. The rival must be taken out, but other potential rivals must get a message from this also... The chaotic evil character may use any of the above methods, but will tend to prolong the suffering of the victim to provide him with amusement. He may destroy the victim's family first to see how it affects him. He may torture his rival and play at killing him for a great length of time before finally doing him in. As long as there is amusement to be had, the chaotic evil character will keep him around.

Creatures highly dedicated to the spread of evil likewise differ in their approach depending on the law-chaos component of their alignment.

Lawful evil characters believe that the only way to impose the tyranny of their alignment over all creation is to follow an ordered course of action. Their evil society is rigidly structured, each being knowing its place and cruelly dominating all beneath this station, while being just as bullied from those above. Each creature in this hierarchy strives to follow the orders from the stronger most painstakingly--both to avoid punishment and in hopes of bettering its position in the order. To those beneath each is as harsh and cruel as possible: fearful of failure in its tasks, of being replaced by an underling. The evil ends desired might be better obtained by actions which are actually less vile than other options, but the order of lawful evil will generally perceive the most useful course rather than merely the most baneful in the short term. Lawful evil characters hate chaotic good characters most vehemently, for they see threats there to both the structure of their social system and their proposed course. What worse than both total freedom and happiness brought about only by individual achievement and character? Therefore, a lawful evil character would certainly not hesitate to ally itself with virtually any other cause if this helped to abridge the scope and influence of those creatures typifying the chaotic good. (1)

A chaotic evil character certainly has the common denominator of banefulness with those creatures who follow the ordered path of woe. They likewise oppress and enslave, torture and kill for the pure pleasure of seeing suffering and death. But while lawful evil character sees these activities as part of the structured course towards a world ruled by evil, those of chaotic evil alignment see such activities as an end in themselves. While the weaker chaotic evil creatures fear and often hate the stronger, they are ruled by

them only insofar as the reach of the stronger extends -and possibly only as long as the stronger has interest in so doing. The individual evil is more important than the collective one. Let each evil being do its best to spread evil and chaos, and the ultimate result will be a cancerous spread of the alignment. Order is next to good in undesirability, so lawful good is the antithesis of chaotic evil. Yet creatures of this alignment will not long associate to combat their hated foes, except lesser creatures under the leadership of some mighty villain or in extreme situations where the very structure of chaotic evil is threatened by some great coalition of good. (1)

The neutral evil path becomes evident as the middle road between the two opposite approaches to the precept of banefulness. The neutral evil character values both order and freedom as useful tools in the acquisition of personal power through the spread of evil. Any means that further their own agenda are embraced by neutral evil beings. The flexibility of this alignment ensures that a course of maximum evil is pursued and is not limited by considerations of either law or chaos. Structured and random acts of evil are both part of the arsenal of the neutral evil villain, who is concerned with advancing evil in the short-term and long-term. Thus, the neutral evil character will work with anyone, lawful evil, chaotic evil, or otherwise, who can aid them in their quest for total power over others. The neutral good alignment is diametrically opposed to neutral evil, so the neutral evil being is opposed to any social order that allows goodness to flourish. By destroying the works of good creatures, neutral evil beings hope to create a world where the powerful and capable are able to secure maximum benefit for the self and maximum woe for all who oppose them.

THE LAWFUL ALIGNMENTS

When operating as leaders within society, this is how characters of these three alignments may behave. The lawful neutral character will advance the aims of society and apply the law impartially to all citizens. He will follow laws and fight to ensure that all citizens follow laws. He will use legitimate means to change to social order if the state would benefit more from the change. He will promote fairness, using the law to reward those who act in accordance with the social order and punish those who act to the detriment of the state. He will tolerate corruption as long as the strength of the state is not jeopardized. The lawful neutral character will enjoy his position and its perks, but will not abuse his authority. The lawful good character will view his position as an opportunity to selflessly serve his fellow citizens. He will work to

increase weal throughout society through the apparatus of the state. He will tirelessly fight corruption and work to eliminate social ills such as poverty, uneven wealth distribution, abuse by the state, and other problems. The lawful evil character will use his position of power over others to ruthlessly pursue his own agenda using the apparatus of the state. He will follow laws and encourage all citizens to follow laws by severely punishing criminals. He will increase his own wealth and power at the expense of the population as long as he can use legal means. The lawful evil character views his position as proof of his superiority over the common rabble.

THE CHAOTIC ALIGNMENTS

Freedom means a different thing to characters of these three alignments. For the chaotic neutral character, freedom means the freedom for all beings to pursue their own self-interest without interference from authority. The chaotic neutral character realizes that there will be chances for both conflict and cooperation, but they will always seek to advance their own self-interest. They believe in the right of all beings to do what they themselves are doing (namely, pursuing self-interest). If others are advanced while the chaotic neutral character is advancing himself, this is fine. If others are diminished when he is pursuing his own interest, so be it. He will help people that help him and harm people that harm him. The chaotic good character believes that freedom means the freedom for each individual to find his own way to promote happiness and prosperity in the world. He feels that the best way to promote goodness and weal for all is to provide the most freedom. The chaotic good character wants everyone to enjoy the same right to pursue happiness as freely as possible. Chaotic evil characters believe that freedom means the freedom to take whatever action is necessary to advance the self. In the eyes of the chaotic evil character, an important way of maximizing personal freedom is to minimize the opportunity for others to pursue their own self-interest. Thus, the chaotic evil character wants maximum freedom for himself, but minimum freedom and power for everyone else. The chaotic neutral character wants maximum freedom for everyone to pursue their own ends (for good or ill). The chaotic good character wants maximum freedom for everyone to find happiness and prosperity.

COMPARISONS BETWEEN ADJACENT ALIGNMENTS

LAWFUL GOOD VS. NEUTRAL GOOD

Since neutral good characters see no inherent worth in laws, other than how well they provide for the common good, they may disagree with lawful good characters on a number of issues. Conflicts between characters of these types will center around the lawful good character always wanting to work within the law to accomplish good, even if breaking the law might result in more good for people. They will not accept the neutral good character's argument that working around the law is sometimes a better way to accomplish the spirit of the law. To lawful good characters, the letter and spirit of good laws should not be violated. They see a legal system as something that should be followed, as long as it is good, even if an illegal, or shady way might accomplish better results. Neutral good characters will be disgusted by their lawful good allies' adherence to laws, when the path is clear for them--break the law. Lawful good characters will contend that if they do not follow the law to accomplish what is right, how are they different from criminals? Their ethical sensibilities will be offended by the way that a neutral good character might do things.

NEUTRAL GOOD VS. CHAOTIC GOOD

Neutral good characters will always attempt to work within the law, but sometimes recognize the need to disobey laws for the greater good. Chaotic good characters will never consider the law in any of their decisions. If they happen to work within the law, it isn't because they made a decision to do so. Chaotic good characters feel that they know what good is, so they don't need laws to force themselves to be good. Chaotic good characters are also individualists. They will find their own way in the world and live the way they want to. Neutral good characters will avoid lies, but the chaotic good character has no aversion. The neutral good character will try to keep his word once given, but the chaotic good character will discard an oath when it no longer is useful to him in doing what is right. The chaotic good character isn't primarily concerned with providing the greatest good for the greatest number of beings. He will always behave in a manner that is considered good, but he may only be interested in a select group of beings, or he may perform acts of goodness when the mood strikes him. You never know when a chaotic good character will

take up a cause, but you can be fairly certain of when a neutral good character will.

CHAOTIC GOOD VS. CHAOTIC NEUTRAL

Chaotic good characters feel that each person must find their own way and should have total freedom to act in any manner they choose as long as they hurt no one else in the process. Chaotic neutral characters believe that everyone should do what they want, regardless of whether the actions are good or hurt others. Both will lie and cheat. The chaotic good character will cheat and lie to others only when good comes of it or to trick the evil. The chaotic neutral character will lie, cheat, and trick anyone to achieve his goals, whether that goal is amusement, power, or wealth. Chaotic good characters value the individual freedom of all creatures, while the chaotic neutral character values his own freedom, and doesn't care about the freedom of others. Chaotic neutral characters do not necessarily want others to suffer as a result of their actions, but do not care if others do suffer. They tend to behave in a good manner towards friends and allies, unless their friends and allies do not agree with them. Chaotic good characters never want others to suffer because of their actions, except those who are evil or deserve to suffer in their eyes. Chaotic neutral characters don't understand why chaotic goods are so concerned about others, while chaotic good characters feel that chaotic neutral characters are hypocritical in believing in their own freedom, but not necessarily in the right for others to have the same freedom.

CHAOTIC NEUTRAL VS. CHAOTIC EVIL

Chaotic neutral and the chaotic evil characters will disagree on the nature of freedom. Both value their own freedom above that of other beings, but the chaotic neutral character feels all creatures should be free to pursue their goals, for good or ill. They do not feel that others have the right to restrict them of their freedom, but the chaotic neutral character may restrict others. The chaotic neutral character may not be malicious in the liberties he takes. He will generally leave others alone, any evil they suffer because of his actions is incidental. Chaotic evil characters believe that freedom should only exist for those creatures strong enough to keep it. They will go out of their way to corrupt the good and destroy their works. They see no value in any individual's life, other than whatever value it has to gratify that particular chaotic evil character. Chaotic neutral characters are not

concerned with life, but do not feel that others exist for their exploitation, necessarily.

CHAOTIC EVIL VS. NEUTRAL EVIL

Neutral evil characters are the ultimate pragmatists. They will embrace any cause, no matter how vile, which furthers their goals, usually the attainment of wealth and power. What bothers neutral evil characters concerning chaotic evil characters, is their apparent lack of pragmatism and their utter unpredictability. A neutral evil character will work with others, and call them allies, if it serves his needs. The chaotic evil character, on the other hand, will sometimes prey on those who would be able to help him further his goals. Neutral evil characters see the benefits of organization, but chaotic evil characters trust no one, and see everyone and everything as either obstacles to be overcome, or pawns to be manipulated. A chaotic evil character feels that the only way individuals get ahead is by causing others to fall behind. A neutral evil character realizes that sometimes, people can work together to achieve their goals. The chaotic evil character feels that the neutral evil character unnecessarily restricts or restrains himself in that neutral evil characters claim they are out for themselves, yet they do not reap the benefits of pure freedom.

NEUTRAL EVIL VS. LAWFUL EVIL

Conflicts between lawful evil and neutral evil characters will deal with the question of loyalty. The neutral evil character's loyalty is to himself and those who aid him currently. He will not go out of his way to help another, unless he needs that individual's help in the future. The lawful evil character recognizes the need for comrades and will help those that he considers allies, even at some personal risk and cost. Whoever a lawful evil character calls an ally can expect loyalty and aid, unless he fails to support the aims of the group or organization. Woe to the person who betrays the group! The lawful evil character will not be forgiving and will seek to cause injury or kill the offender, whatever is appropriate for their crime. The neutral evil character will also make an example of those who cross him, there is no question. The difference between the neutral evil character and lawful evil character is that the neutral evil character will betray an ally for gain when the ally has done him no wrong, whereas the lawful evil character will only betray a former ally who has proven himself unworthy or if that ally betrays the group.

LAWFUL EVIL VS. LAWFUL NEUTRAL

Lawful evil and lawful neutral characters will have conflicts over the nature of laws. Lawful evil characters will support laws that further their own cause, normally meaning the gaining of wealth and power. They will want laws which ensure that their regime gets the upper hand in society. Any laws that oppress the weak will not concern them, unless they receive no benefits from this oppression. A lawful neutral character will resent a lawful evil character's attempt to control laws to benefit their own group. Lawful neutral characters want all laws to apply equally to everyone, for good or ill. They will also have contempt for the way that lawful evil characters use laws to injure or harass their enemies. To lawful neutral characters, laws exist to provide order and stability for society. To lawful evil characters, laws exist to elevate the strong and cunning to positions of power over others.

LAWFUL NEUTRAL VS. LAWFUL GOOD

Conflict between lawful neutral and lawful good characters will center around the nature of laws. Lawful good characters want laws to protect the weak and punish the wicked, while lawful neutral characters are only interested in maintaining or expanding laws to cover every foreseeable problem within society without compassion or moral judgment. Lawful neutral characters will apply laws in a rigid manner, not worrying about whether the spirit of the law is upheld. It is the letter that is important to them. The language of the social compact and the wording of laws are all they are interested in, since that is all that is apparent from written documents. A lawful good character will be just as offended by a lawful neutral character's preference of letter over spirit as they are contemptuous of the neutral good character's insistence that the spirit is more important. The lawful good character will question the utility of laws that do not take into account all circumstances to provide a just and equitable settlement that coincides with their moral beliefs. The lawful neutral character does not consider morality when applying laws, only the effectiveness of the law to keep society stable.

NEUTRAL GOOD VS. TRUE NEUTRAL

Neutral good and true neutral characters both believe that any means should be used to achieve desirable outcomes, but they disagree on exactly what types of outcomes are desirable. The neutral good character uses a variety of means to promote and further the cause of goodness, but true neutral characters are not

interested in a selfless pursuit of beneficial results for others. Where neutral good characters are altruistic, true neutral characters are interested in their own affairs. True neutral characters will behave altruistically when it comes to friends, relatives, and allies, but for the most part will return the kind of treatment they receive from others. Neutral good characters, on the other hand, will behave altruistically even when dealing with others who are not friends or relatives, and may even forgive enemies that have done them grievous harm in the past (provided their enemy has truly mended his ways). True neutral characters will not extend the olive branch in such situations and may take advantage of their enemy's weakness to protect themselves from further machinations. True neutral characters follow a morality of reciprocity. Neutral good characters follow the Golden Rule.

NEUTRAL EVIL VS. TRUE NEUTRAL

Although true neutral and neutral evil characters are both primarily interested in their own advancement and welfare, neutral evil characters ruthlessly pursue their self-interest, even at the expense of others. The true neutral character will use any means to benefit themselves, but will not follow this philosophy to its extreme conclusion through an unrestrained pursuit of self-interest. The true neutral character understands that more benefit for the self can be garnered by behaving altruistically sometimes, especially when they have been the beneficiaries of the altruistic behavior of others. If someone treats a true neutral character well, they can expect that character to treat them well. The neutral evil character does not believe that one good turn deserves another, however. The neutral evil character will of course accept the altruistic generosity of others, and may even appear to return the favor on occasion. The neutral evil character will not behave altruistically for the benefit of others, only for the benefit of the self. Any actions which seem good are merely actions which the neutral evil character has determined will give him a greater benefit in the future, often to the detriment of their benefactor. If someone treats a neutral evil character well, they can only expect good treatment from that character as long as the current relationship offers the best advantage to him. As soon as the neutral evil character can benefit to a greater degree by betraying his benefactor, he will. True neutral characters see such behavior as detrimental to self-interest (and unfair to those who have helped them) and thus will not betray benefactors. Neutral evil characters have no such qualms about burning bridges if the reward is great enough.

LAWFUL NEUTRAL VS. TRUE NEUTRAL

Lawful neutral and true neutral characters are similar in their morality. Both of these types will tend to return the treatment they receive from others. They differ in their outlook concerning legitimate authority and the structure of society. True neutral characters believe that laws should be followed as long as the law benefits themselves. They will also follow laws out of fear of punishment. If they can break a law which does not support their self-interest, and there is a good chance that they will not be caught breaking the law, true neutral characters may break laws. However, true neutral characters prefer to follow the law, because usually it is in their best interest to follow laws. Lawful neutral characters follow laws not only for their own self-interest, but also because they believe that one should always follow the law, even laws that run counter to self-interest. The lawful neutral character takes issue with the true neutral because the true neutral character will readily admit that he mostly benefits from the law, but he will not go out of his way to support the law. True neutral characters feel that lawful neutral characters are too obsessed with established laws and customs to realize that they may be better able to support their own interests by advancing personal freedom as well as law and order.

CHAOTIC NEUTRAL VS. TRUE NEUTRAL

Chaotic neutral and true neutral characters have a similar moral outlook. They tend to follow a morality of reciprocity, behaving altruistically toward benefactors and egoistically toward malefactors. Their difference involves their outlook on laws and society. The true neutral character wants to work within the law and will observe most customs and mores because it is in their best interest to do so. True neutral characters don't want to "rock the boat" but will on occasion if their self-interest is overwhelmingly served by breaking the law or flouting custom. The chaotic neutral character sees no value in laws, customs, or mores. A chaotic neutral character may appear to follow many laws, but does not do so because they believe in any inherent value to such systems. The chaotic neutral character believes in the pure freedom to pursue their own self-interest (and for others to pursue their own interests in the same manner). Although the true neutral character does not believe that the law should be followed all of the time, neither do they believe that laws are completely useless. They believe that chaotic neutral characters actually limit themselves by refusing to consider that sometimes self-interest can best be served by order in society. Chaotic neutral characters feel that true neutral characters

limit themselves by paying lip service to laws and customs that they do not necessarily support.

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ALIGNMENT TRACKING

The alignment system in *Dungeons and Dragons* is difficult to use because there are no definite game rules covering alignment. Vital to any alignment system are rules to govern alignment shifts. Normally, it is left to the DM to decide if a player portrays his character's alignment correctly. If the player's roleplaying is found lacking, then the DM must use his own judgment, and the few guidelines given in the rulebooks, to decide if an alignment shift is appropriate. There are no game mechanics to fall back on.

In this system, both the ethical (law-chaos) and moral (good-evil) components of alignment are given a score on a scale of 0 to 100.

CHART 1: ETHICAL ALIGNMENT SCORES

Ethical Alignment Component	Range	Starting Score
Lawful	71-100	85
(Transition)	66-70	--
Neutral	35-65	50
(Transition)	30-34	--
Chaotic	0-29	15

CHART 2: MORAL ALIGNMENT SCORES

Moral Alignment Component	Range	Starting Score
Good	71-100	85
(Transition)	66-70	--
Neutral	35-65	50
(Transition)	30-34	--
Evil	0-29	15

The charts above show the score ranges that correspond to the various alignments. Lawful ranges from 71 to 100, chaotic ranges from 0 to 29. Neutral with respect to law and chaos ranges from 35 to 65. Good ranges from 71 to 100, evil from 0 to 29, and

neutral with respect to good and evil from 35 to 65. Thus, a thoroughly chaotic good character would have an ethics score of 0 and a morality score of 100. Conversely, a diabolically lawful evil character would have a 100 in ethics and a 0 in morality. Starting scores for new characters are shown in the tables as well.

Score ranges from 30 to 34 and 66 to 70 are transition areas. In these areas, the alignment of the character is in question. The DM should use these areas to simulate a character who is in danger of an alignment shift. For example, a lawful good cleric allows his morality score to decrease to 70. He may find that he can no longer cast his highest level spells or he may experience nightmares involving excommunication. At this point, the character is not lawful good or lawful neutral, he is somewhere in between. All that can be said is that he is "non-evil."

THE ALIGNMENT CHECK

The DM determines when a character's action has alignment ramifications. For each action that the DM wishes to assess, do the following:

1. Determine the ethical and/or moral nature of the act. An act can be chaotic, evil, good, lawful, or an appropriate combination of an ethical and moral alignment (such as "lawful and good" or "chaotic and good").
2. Assign a strength (or severity) of the act on a scale of 1 to 5. A strength of 1 indicates a significant, but minor act. A strength of 2 should be assigned for a significant act common to the alignment. A significant, major act should be given a 3. An extreme act should be assigned a 4 while only the strongest of extreme acts should be given a 5. Most of the time, the DM should not assign a strength above 3. If the DM needs guidelines in assigning these strength scores to different alignment acts, consult the Sins and Signs of Weakness sections of each alignment description. Since these lists are given in order of severity, they provide good guidelines for alignment infractions.
3. Multiply the strength by -1 for an evil or chaotic act. Therefore, lawful or good acts are rated from +1 to +5 while chaotic or evil acts are rated from -1 to -5.
4. Have the player roll an "alignment check." The player rolls d100 and applies the positive (for lawful or good acts) or negative (for chaotic or evil acts) strength of the action. Note the result.
5. If the act was lawful or good, and the alignment check result is higher than the character's current

alignment score, add the strength of the act to the character's alignment score. If the act was chaotic or evil, and the alignment check is lower than the character's current alignment score, add the strength of the act to the character's alignment score (remember, this strength is negative, so the alignment score will decrease). If the alignment check result is exactly the character's alignment score, there is no change.

Some examples may clarify.

Example #1 - A paladin performs an act that the DM considers chaotic. The DM assigns a strength score of 1 (indicating a significant, but minor act of chaos). Since this act is chaotic, the strength becomes -1 (per step 3, above). The paladin's ethics score is 79. The player rolls d100 and gets a 52. The strength is applied to this roll bringing the result down to 51. Since this result is less than the character's ethics score (of 79), the DM orders the player to subtract 1 from the paladin's ethics score. The paladin now has an ethics score of 78. She's still lawful, for now.

Example #2 - This same paladin later performs a great act of heroism, risking her life to save hundreds of innocents. The DM determines that this act merits an alignment check. He determines that this was a major act of goodness and assigns a strength of 3. The player rolls d100 and adds 3 to the roll. The total result is 98. Since the paladin's morality score is 84, her morality is increased by 3 for a new total of 87.

Example #3 - A few days later, our paladin commits a minor act of evil (strength of 1). The player rolls d100 and gets a 93. The adjusted roll becomes 92. Since this roll is above the paladin's morality score of 87, the paladin does not lose a point of morality. Had the player rolled a 13, he would have been forced to subtract one from his character's morality (since he rolled below 87). The DM could, of course, declare that the character loses her paladinhood regardless of the alignment check, since the act committed was evil.

Example #4 - The paladin commits a significant act of goodness. The DM gives the act a strength of 2. The player rolls the dice and gets an adjusted result of 37. The player adds no points to his paladin's morality score, since his result was not greater than the paladin's morality score (which is 87).

the actions in keeping with your alignment count towards your alignment score. To become more good, you must beat your morality score when you make alignment checks for good acts. To become more evil, you must roll less than your morality score when you make alignment checks for evil acts. It is very easy to slip (with either an act of goodness or an act of cruelty) and start moving towards neutrality. This system makes it challenging to continue following an extreme alignment. Likewise, it is hard to remain neutral if the character consistently engages in behavior favoring one alignment over the other.

Bringing a "score" into the alignment system gives players an incentive to play alignment correctly. The DM calls for alignment checks, but a roll determines the results. This makes the job of the DM easier by giving alignment change an air of objectivity. Players are more likely to accept the results of a failed roll than the arbitrary judgment of a DM. Of course, even with this system, the DM ALWAYS retains the right to adjust a character's alignment. The DM may determine that a single act changes a character's alignment and force an alignment change.

The DM should remember to call for alignment checks when a player plays an alignment correctly. If alignment checks are called for only when a transgression occurs, all characters will eventually be forced to shift alignment. The DM should also call for alignment checks only for significant acts. A paladin who squashes an innocent bug is not risking his immortal soul by committing an evil act.

MORAL SUPPORT

This system is designed to make it increasingly harder to become more lawful, chaotic, good, or evil. The higher (or lower) your score, the harder it is to make

ALIGNMENT BIBLIOGRAPHY

The following is a list of books and magazine articles that were used in preparing this information. I borrowed heavily from J.R. Renaud's excellent article concerning alignment in *Dragon* #163 and made only minor changes to his prose when I used it in each alignment description. Carl Parlagreco's article in *The Dragon* #26 formed a solid foundation for describing the alignments in terms of a list of "do's and don't's" that will be familiar to Palladium gamers. Information from White Wolf's "viae" system for *Vampire: The Dark Ages* is found in my "Sins" and "Signs of Weakness" lists. Paragraphs from the Palladium alignments found in *Ninjas and Superspies* were used to further describe the D&D alignments. The alignment-based honor system in *Hackmaster* provided the information for the "adventurer" sections.

So, in no way do I consider myself to be an innovator when it comes to the alignment system, merely a compiler of the wealth of information concerning fantasy ethical systems in games. Some of the information, however, is my own. Many times, players have difficulty determining the differences between alignments, so I thought it would be helpful to provide information drawing some distinction between adjacent alignments and alignments sharing an ethical or moral component. I also created the "alignment philosophy" sections relying on my limited understanding of philosophical concepts. All other information is either heavily influenced by or pulled verbatim from the sources listed below.

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BASIC D20

Basic d20 is a simplified version of the d20 system suitable for use in any d20-based campaign. This system has been designed for quick character generation and ease of play. The focus is to make it simpler for players. The GM, however, must be well-versed in the d20 system to make use of this set of rules. Of course, all d20 resources can be used with this set of rules, without conversion.

ABILITY SCORE MODIFIERS

Basic d20 uses the ability score modifiers for the six ability scores (normally ranging from -4 to +4). This makes it easier on the players to figure out what to add to a d20 roll (as in, “Everyone roll a d20 and add your Dexterity to see who goes first.”).

ABILITY SCORE DESCRIPTIONS

The table below is used to randomly generate each of the character’s ability score modifiers. Apply any racial bonuses and penalties to this roll (not the ability score modifier). Also, a descriptor for each score along with its meaning is given so that you can explain what these scores mean to your players in plain terms (such as, “You have a +2 Intelligence, this means your character is significantly above average.”).

Roll (3d6)	Ability Score Modifier	Descriptor	Meaning
1 or less	-5	Abysmal	Severely Handicapped
2-3	-4	Awful	Severely Impaired
4-5	-3	Bad	Impaired
6-7	-2	Poor	Significantly Below Average
8-9	-1	Mediocre	Below Average
10-11	+0	Fair	Average or Normal
12-13	+1	Good	Above Average
14-15	+2	Great	Significantly Above Average
16-17	+3	Exceptional	Gifted
18-19	+4	Amazing	Highly Gifted
20 or more	+5	Phenomenal	Exceptionally Gifted

Do not use more “favorable” methods of rolling on this table.

BROAD SKILLS

Basic d20 uses a broad skill system that groups traditional d20 skills into twelve broad skill areas. Furthermore, it adds four broad skills that define offensive and defensive combat ability (Fight, Shoot, Dodge, and Parry). Finally, the three save bonuses and hit dice are made into four additional broad skills (Fortitude, Reflex, Toughness, and Will). This totals 20 broad skills.

The full Basic d20 skill list is below. Not all campaigns will use all skills or use them the same way. For example, in a mainstream D&D-like campaign, Dodge and Parry will not be used, since these skills

provide a Defense Bonus. Also, GMs can change the “d20 Skill Equivalents” area as needed. Perhaps you’d like to put Appraise into the Awareness category?

Any traditional d20 skill is now referred to as a “specialty.” For example, Bluff is a specialty under the Interaction broad skill. Any feats or other types of bonuses that apply to normal d20 skills must be applied to the appropriate specialty. So, if a character gets Skill Focus (bluff), this applies only to Interaction skill rolls involving the Bluff specialty. For simplicity, the GM can avoid using specialties altogether, if desired. Note that a normal d20 skill can be part of more than one skill area (Ride is part of Athletics and Wilderness, for example).

Broad Skills	Default	d20 Skill Equivalents (Specialty Skills)
	Ability	D&D 3/3.5E, Pathfinder, Modern, CoC, Star Wars, Gamma World and M&M
Athletics	Dex	Acrobatics, Balance, Climb, Fly, Jump, Ride, Swim, Tumble
Awareness	Wis	Concentration, Investigate, Listen, Notice, Perception, Search, Sense Motive, Spot
Dodge	Dex	Ranged Defense (unless denied the Dex bonus to AC)
Fight	Str	Base Attack Bonus for Melee Attacks, “Fighter Level” for feats
Fortitude	Con	Fortitude Save
Interaction	Cha	Bluff, Diplomacy, Innuendo, Gamble, Gather Information, Knowledge (gossip), Intimidate, Read Lips
Knowledge	Int	Appraise, Knowledge (all subskills not mentioned elsewhere), Research
Languages	Int	Decipher Script, Linguistics, Read/Write Language, Speak Language, Speak Other Language
Parry	Dex	Melee Defense (unless denied the Dex bonus to AC)
Performance	Cha	Craft (artistic, visual art, writing), Disguise, Entertain, Perform
Profession	Wis	Profession (all subskills), Reputation (Ranks/4)
Reflex	Dex	Reflex Save
Science	Int	Alchemy, Craft (alchemy), Craft (pharmaceutical), Heal, Knowledge (architecture and engineering, behavioral sciences, earth and life sciences, physical sciences), Medicine, Psicraft, Psychoanalysis, Spellcraft, Treat Injury
Shoot	Dex	Base Attack Bonus for Ranged Attacks, “Fighter Level” for feats
Technology	Int	Computer Use, Computers, Craft (all not mentioned elsewhere), Demolitions, Knowledge (technology), Repair, Scry, Use Magic Device, Use Psionic Device
Thievery	Dex	Disable Device, Escape Artist, Forgery, Hide, Knowledge (streetwise), Move Silently, Open Lock, Pick Pocket, Sleight of Hand, Stealth
Toughness	Con	Toughness Save or Hit Dice (1d6 per rank) or Hit Points or Vitality (4 per rank)
Vehicles	Dex	Astrogate, Drive, Navigate, Operate Heavy Machinery, Pilot
Wilderness	Wis	Animal Empathy, Handle Animal, Intuit Direction, Knowledge (dungeoneering, nature), Ride, Survival, Use Rope, Wilderness Lore
Will	Wis	Will Save, Autohypnosis, Psychic Focus

The Default Ability is simply an aid to the GM. Obviously, not all d20 uses will call for the default ability. GMs can use any Ability + Skill add for a d20 check. For example, the GM could decide to call for an Int + Thievery roll if the character creates a forgery (instead of Dex + Thievery).

The Toughness skill is a special case, and its use varies according to the style of the campaign and the preference of the GM. Toughness ranks can be used to gain a bonus to the Toughness save, gain hit dice, hit points, or vitality points depending on the campaign. The Toughness feat is not used if the Toughness skill represents a save bonus (like in M&M). If the Toughness skill will behave as hit dice, then the default hit die is d6. If the Toughness skill is used to determine hit points or vitality points, then one rank gives four points to the character. Characters may purchase up to two Toughness feats per rank of Toughness skill (but no more). Each Toughness feat gives the character three additional hit points or vitality points. Therefore, the maximum number of hit points or vitality points a character can gain is ten per Toughness rank (if two Toughness feats are purchased per rank). If a character has no ranks in Toughness, then he has a +0 Toughness save bonus, 1 hit point, or 0 vitality points.

The Skill Focus feat (and equivalents) can still be used. Simply apply the feat to one particular specialty in the broad skill (like Use Rope for Wilderness). Most of the time, the Profession skill should be used this way. Also, you needn't have ranks in a skill to take Skill Focus. You could have zero ranks in Knowledge and take a Skill Focus feat for Appraise (for example) to make a character who is better at judging the value of items, but doesn't really know much about academics.

SKILL AND POWER DESCRIPTIONS

Use the tables below to describe to the players what certain skill ranks and resistances mean in plain language. For example, you could tell a player that "Your character is Tough and Nimble, but Unassertive," if his character has a Fort Save of +4, a Ref Save of +2, and a Will Save of -2. Most characters will start as Novices in their broad skills and powers, but as the campaign progresses they will become Experts and Masters. Descriptions bring the numbers alive and help the players imagine what their characters are like.

SKILL RANK AND POWER LEVEL DESCRIPTIONS

Skill Ranks or Power Level	Descriptor	Meaning
0	Unskilled	Has no training, just natural ability
1-2	Beginner	A true beginner at the skill
3-4	Novice	Some practice in the skill
5-6	Amateur	A dabbler in the skill, apprentice-level
7-8	Competent	Can complete most skill-related tasks
9-10	Proficient	Can earn a living with this skill
11-12	Adept	Produces good work and can teach this skill
13-14	Expert	Can earn a very successful living with this skill
15-16	Accomplished	Produces exceptional results with this skill
17-18	Master	Invents new techniques in using this skill
19-20	World-Class	One of the best in the world at this skill

RESISTANCE DESCRIPTIONS (OVERALL BONUS = ABILITY + RANKS)

Overall Bonus	Fortitude/Toughness	Dodge/Reflex/Parry	Will
-5	Decrepit	Unreactive	No Will
-4	Feeble	Lethargic	Spineless
-3	Frail	Sluggish	Weak
-2	Fragile	Slow	Unassertive
-1 or +0	Delicate	Hesitant	Diffident
+1 or +3	Sturdy	Nimble	Certain
+4 or +6	Tough	Fast	Confident
+7 or +9	Hardy	Quick	Determined
+10 or +12	Rugged	Rapid	Controlled
+13 or +15	Impervious	Lightning Fast	Iron-willed
+16 or +18	Nigh Invulnerable	Untouchable	Unshakeable
+19 or higher	Invulnerable	Perfect Reflexes	Closed Mind

ADVANTAGES (FEATS AND CLASS SPECIAL ABILITIES)

Use whatever feats you want from D&D, Pathfinder, M&M, Modern, etc. Don't forget these. Armor proficiencies must be purchased as well as the feats for weapons. Simple Weapons gives you all simple weapons, but Martial Weapon Proficiency only gives you one weapon. If you allow Archaic Weapons Proficiency (from M&M), then you get all "archaic" weapons for 1 PP. The Toughness feat is used as described above. The so-called "skill" feats add bonuses to specialties within each broad skill (not the whole area itself). Acrobatic, for example, gives a +2 to Jump and Tumble only. Skill Focus grants a +3 bonus on one specialty, such as Bluff. You can use Item Creation feats or Artificer (depending on whether you're more D&D or M&M in your campaign). Some feats will become less useful in some campaigns (like the Dodge feat in a campaign that features the Dodge skill). Eliminate Great Fortitude, Iron Will, and Lightning Reflexes (since you'd be getting a +2 to a save for only 1 PP, where it normally costs 1 PP for a +1), unless you allow these feats to be taken only once for "niche protection" reasons (i.e., the character's save bonus can be higher than that normally allowed at the campaign's PL).

Remember too that all class special abilities are advantages (like Turning, etc.). Use the D&D5E or Custom Characters rulebook to find all available class special abilities. To find a "class level" use the appropriate skill. Profession (class) is the default skill, but others may be appropriate. For example, for Turning, you could use the character's ranks in Profession (cleric) or Knowledge (religion). As a last resort, simply use the character level (since there really aren't any classes under this system).

POWERS

Use the system in M&M to develop the powers for your campaign. Players don't really have the ability to go in and build any power they want. The GM has to give players a list of approved powers.

For magic, you can default to Artificer and Ritualist feats. Ritualists who invest themselves with a ritual gain the ability to cast that ritual as a spell (i.e., they paid PP for it). Artificers who build permanent magic items gain Devices (i.e., they pay PP for it).

For d20-style spellcasting, refer to D&D5E or Custom Characters. To find the PP cost for anything from D&D5E/CC, divide the XP cost by 100 (do not round).

Powers	Cost (PP)	Per
Artificer	1	Artificer Feat from M&M
Bardic Spellcasting	1.5	Bard Spellcaster Level (3 PP for two levels)
Clerical Spellcasting	3	Cleric Spellcaster Level
Druidic Spellcasting	2	Druid Spellcaster Level
Psion Manifesting	5	Psion Manifester Level
Ritualist	1	Ritualist Feat from M&M
Sorcerer Spellcasting	5	Sorcerer Spellcaster Level
Wizardly Spellcasting	5	Wizard Spellcaster Level

Mutants & Masterminds can certainly be used for spellcasting if you do not desire to use d20-style spellcasters. Any power, with its appropriate PP cost, can be developed using M&M and made available for players in the campaign. Since this is a simplified system, the GM should construct the powers based on players' descriptions.

TRAIT COSTS

Use the table below for trait costs in Basic d20. Remember that Basic d20 uses ability score modifiers, so it costs 2 PP for each +1 in ability score modifier. Skills cost 1 PP per rank (since they are broad skills). Advantages (feats and class special abilities) cost 1 PP each. Powers have a variable cost.

Trait	Measured by	Default Cost (PP)	Per
Ability Scores	Modifier	2	+1 to ability score modifier
Skills	Rank	1	+1 skill rank
Advantages	--	1	Additional feat or class special ability
Powers	Level	Variable	All other powers and effects

CHARACTER GENERATION

This is about as basic as it can get. You have six ability scores and twenty skills. Roll 3d6 for your six ability scores (consulting Ability Score Descriptions above). Racial bonuses and penalties may lower the roll below 3 or raise it above 18. After that, you get 20 PP to spend on ability scores, skills, advantages, and powers. For characters starting at Level 1, ability scores cannot be raised above +4 with these points, powers cannot exceed Level 1, and skills cannot exceed 1 rank. After play begins, ability scores can be raised up to its starting value + 3. Skills and Powers can be raised up to 20 ranks or levels, respectively.

GENERIC STEPS TO CREATE A CHARACTER

1. Generate your character's ability score modifiers.
 - a. Random Generation - Roll 3d6 and consult "Ability Score Descriptions" to get each ability score modifier. If the GM allows, you may roll all six scores and then assign them to abilities as you desire. You may reroll if the sum of your modifiers is +0 or less or if your highest modifier is +1 or lower. Always roll 3d6, do not use a more "favorable" method.
 - b. Point Buy - If the GM is using a "point buy" system, give your character a total of +6 for ability score modifiers (such as a +1 in each score or perhaps a +4 in one score and a +3 in another, a -1 in one ability, leaving the other three at +0).
2. Choose or generate your character's characteristics according to the genre of the campaign. Some examples are: gender, race, occupation, profession, languages, alignment, allegiances, height, weight, coloration, age, starting wealth, military rank, mutations, etc. The GM will have specific information which will come from d20 source material (such as Pathfinder, Call of Cthulhu, Gamma World, Prime Directive, etc.). Some characteristics may be left uncommitted until Step 4, below.
3. Consult "Starting Character PP and Maximums" to find the number of PP you start with and the maximums for abilities, skills, and powers. Spend these PP to gain increased ability score modifiers, skill ranks, power levels, and advantages for your character. Abilities cannot be raised above racial maximums (normally +4 for humans). The GM will provide the source material for advantages and powers that are used in your campaign.
 - a. Skill Ranks – Purchase ranks in the 20 skills listed. Consult the appropriate d20 rulebook for your campaign to find specialties. Skills cost 1 PP per rank.
 - b. Advantages – Purchase feats from any d20 rulebooks allowed by your GM. Consult D&D5E or Custom Characters to find class special abilities to purchase (such as Turn Undead and Favored Enemy). Each advantage costs 1 PP.
 - c. Powers – Your GM will have information on the powers available for your campaign which could include spellcasting, psionics, superpowers, Force skills, psychic feats, cybernetics, mutations, etc. Powers have no set cost, but vary depending on the power.
4. Finish your character by recording Melee Defense (or AC), Ranged Defense (or AC), Skill Ranks, Advantages, Hit Points (or Toughness Bonus, Vitality Points), Power Levels and Power Effects. Record any special characteristics necessary for your campaign (such as Sanity for Call of Cthulhu or military rank for Prime Directive). Purchase equipment and determine any characteristics left uncommitted from Step 2.

STARTING CHARACTER PP AND MAXIMUMS

Most campaigns will start with 1st level characters. If higher-level characters are desired, use this table to determine starting PP and the maximums in ability score modifiers, skill ranks, and power levels.

Starting Character Level	Starting PP	Maximum Ability Score Modifier	Maximum Skill Rank	Maximum Power Level
0	10	Starting Value	0	0
1	20	Starting Value	1	1
2	30	Starting Value	2	2
3	40	Starting Value	3	3
4	50	Starting Value + 1	4	4
5	60	Starting Value + 1	5	5
6	70	Starting Value + 1	6	6
7	80	Starting Value + 1	7	7
8	90	Starting Value + 1	8	8
9	100	Starting Value + 1	9	9
10	110	Starting Value + 1	10	10
11	120	Starting Value + 1	11	11
12	130	Starting Value + 2	12	12
13	140	Starting Value + 2	13	13
14	150	Starting Value + 2	14	14
15	160	Starting Value + 2	15	15
16	170	Starting Value + 2	16	16
17	180	Starting Value + 2	17	17
18	190	Starting Value + 2	18	18
19	200	Starting Value + 2	19	19
20	210	Starting Value + 3	20	20

Zero level characters can buy ability score modifiers and advantages, but no skill ranks or power levels.

POWER LEVELS (CHARACTER LEVELS)

You'll note that the Power Level limits are different for Basic d20 as compared to Mutants & Masterminds. This is because most d20 style games are closer to D&D in power levels. For simplicity, the power level or "character level" itself is the limit on skill ranks and the levels for powers (such as spellcasting). Maximum ability score modifiers are based on the d20 system advancement of +1 to an ability score per four levels. This translates to a +1 to the ability score modifier every eight levels. GMs can, of course, change the maximums at each power level as desired.

RESOLUTION MECHANIC

Any ability score bonus can be paired with any skill. Thus, the normal roll is:

D20 + ABILITY SCORE MODIFIER + SKILL BONUS vs. DC

Note that different combinations of Ability Score Modifiers and Skill Bonuses can achieve the same effect. A character could roll Dex + Thievery to escape bonds, or he could roll Str + Athletics (for example). One character may make his horse riding checks with Dex + Wilderness while another may use Wis + Profession (knight). There is no one, correct, way to make checks. The GM is the final authority, as ever.

ACTIONS

The normal Difficulty Classes (DCs) from the d20 game remain unchanged for Basic d20.

Difficulty	DC	Example (Skill Used)
Very Easy	0	Notice something large in plain sight (Awareness)
Easy	5	Climb a knotted rope (Athletics)
Average	10	Hear an approaching guard (Awareness)
Tough	15	Rig a wagon wheel to fall off (Thievery)
Challenging	20	Swim in stormy water (Athletics)
Formidable	25	Open an average lock (Thievery)
Heroic	30	Leap across a 30-foot chasm (Athletics)
Superheroic	35	Bluff your way past very wary guards (Interaction)
Nearly Impossible	40	Track an orc across hard ground after 24 hours of rainfall (Wilderness)

ADVANCEMENT

“Plot Points” or “Power Points” (PP) are awarded to players based on role-playing considerations only. Follow the M&M guidelines. One per session is the minimum (the reward for showing up). Another for exceptional role-playing (everyone can get this). One more can be given for good “game playing” as well. If you’re using a D&D module, you can calculate the number of XP they would have earned, figure out how far along that would’ve gotten a party of the indicated level for the module (in percent to next level) and then give the players a number of PP equal to 10 times that percent. Also, consider using the “Hero Points for Advancement” section in the Mastermind’s Manual (page 85).

XP AND PP

If the GM is using a lot of D&D rules, then he needs to know how to handle the game when “XP” are called for. The basic rule is that 1 PP is equal to 100 XP times the character’s PL. For example, if a PL 17 character wants to cast a *wish* spell, then that normally costs 5,000 XP. This means that casting the spell will cost that character 3 PP (5,000 XP divided by 100 and then divided by 17, rounded as normal).

For example, a PL 10 character wishes to make a longsword +2. It has a base price of 8,000 gp, which means that the character needs to spend 320 XP. Since 1 PP for him equals 1,000 XP, he would sacrifice 1 PP and then have an additional 1,000 XP minus 320 XP, or 680 XP available in the future for such expenditures. Just keep track of those. The GM can also waive any XP requirements that would cost the character less than half a PP. Or you could just use the Device power in M&M (Device, easy to lose, Strike power, Mighty, etc.) and pay normal PP. The choice is yours, GM.

COMBAT STATISTICS

Combat statistics are derived from a combination of ability score modifiers and skill ranks.

Combat Statistic	Formula
Melee Attack Bonus	Fight + Str + Size Modifier
Ranged Attack Bonus	Shoot + Dex + Size Modifier + Range Penalty
Melee Defense	10 + Dex + Parry or Armor Bonus + Shield Bonus + Size Modifier
Ranged Defense	10 + Dex + Dodge or Armor Bonus + Shield Bonus + Size Modifier
Speed	30 feet/round (base for unarmored humans)
Hit Points (HP)	Toughness Skill Ranks X (4 + Con) + Toughness Feats X 3
Hit Points (HD)	(Toughness Ranks)d6 + Toughness Ranks X Con + Toughness Feats X 3
Number of Hit Dice	Number of Toughness Skill Ranks
Wound Points	(10 + Con X 2) X Wound Point Multiplier
Vitality Points	Toughness Skill Ranks X (4 + Con) + Toughness Feats X 3
Massive Damage Threshold	10 + 2 X (Con + Toughness Skill Ranks)
Natural Healing Rate	Toughness Skill Ranks per 8 hrs of rest (maximum 16 hrs per day)
Initiative	Dex
Fortitude Save	Fortitude Skill Ranks + Con
Reflex Save	Reflex Skill Ranks + Dex
Toughness Save	Toughness Skill Ranks + Con
Will Save	Will Save Ranks + Wis
Spell Save DC	10 + Level of Spell + Ability Score Modifier (Int, Wis, or Cha)
Spell Penetration	Spellcaster Level

ABILITY SCORE MODIFIERS IN COMBAT-ORIENTED CAMPAIGNS

For campaigns featuring large amounts of combat, the PP costs to raise the physical ability score modifiers should be higher.

Trait	Measured by	Cost (PP)	Per
Strength	Modifier	3	+1 to Strength modifier
Dexterity	Modifier	4	+1 to Dexterity modifier
Other Abilities	Modifier	2	+1 to ability score modifier

DODGE, PARRY, AND TOUGHNESS

The GM has some choice when implementing these skills. No doubt the type of game emulated will have a bearing on how these skills are used.

Use Dodge and Parry?	Toughness Option	Armor and Shield	Damage
No	Hit Dice or HP	As D&D	As D&D
Yes	Hit Dice or HP	As UA (Defense Bonus)	As D&D
No	Toughness Bonus	As D&D	As M&M
Yes	Toughness Bonus	As M&M	As M&M
No	Vitality Points	As D&D	As UA (Vitality and Wound Points)
Yes	Vitality Points	As UA (Defense Bonus)	As UA (Vitality and Wound Points)

If the Dodge and Parry skills are not used, then use the D&D rules for armor and shields. If the Dodge and Parry skills are used, then use the Unearthed Arcana rules for Defense Bonus (unless the Toughness Bonus is also used, in this case you have a system just like M&M). For your damage system, use D&D damage if hit dice or hit points are used. Use the M&M system for damage if the Toughness Bonus is used. Use the Unearthed Arcana entry on Vitality and Wound Points if this system is used. The default for the system should be Dodge, Parry, and Toughness Bonus for M&M-like campaigns and no Dodge or Parry skill along with Hit Dice or Hit Points for a D&D-like campaign. If Dodge and Parry are used along with D&D-style statistics for armor (armor bonus only, no DR), then the higher AC that results will be used (do not stack Dodge or Parry and the armor bonus, the ACs will be too high!). For example, if a character has a +2 Dexterity, Dodge 7 ranks, Parry 2 Ranks, and is wearing chain mail (armor bonus +5), then his Ranged AC should be 19 (10 + Dex + Dodge) because his Dodge is higher than his armor bonus and his Melee AC should be 17 (10 + Dex + Armor Bonus) because his armor bonus is higher than his Parry. If he raises his Parry to 6 ranks, then his Melee AC would be 18 (since Parry is now higher than the armor bonus; maybe he should get rid of the armor now!).

The default system in Basic d20 is to use the Dodge and Parry broad skills, normal armor bonuses from D&D (without DR), hit points, and normal dice damage. Anytime a character would be denied the Dexterity bonus to AC, they are also denied their Dodge and Parry rank bonus to AC (but they can still use their armor bonus). However, the Dodge and Parry rank bonus to AC applies to touch attacks (whereas the armor bonus doesn't apply).

MAKING THE CHARACTER SHEET

In Basic d20, everyone should make their own character sheet on notebook paper, by hand. It should contain:

Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores in Basic d20 are simply the ability score modifier (-5 to +5).

Skills: list your ranks in as many skills as are used by the campaign (default is 20 skills). You may want to put an area next to each number of ranks to list bonuses provided by equipment, powers, feats, etc. List skills that you don't have ranks in as well, since you can make untrained rolls.

Advantages: have a section to list your feats and class special abilities along with effects.

Powers: have a section to list your powers and effects.

Combat Statistics: record the relevant combat statistics for your campaign.

Equipment: have a section to list your equipment with relevant details.

PP/XP: make a section to list your game rewards.

Wealth: have an area to record your money, Wealth bonus, or whatever system you're using.

Try to keep it to one side of a page.

OTHER GAME CONSIDERATIONS

In general, default to the primary system that you're using for your campaign for all other game considerations. For example, for a Call of Cthulhu game, you'll need to use the Sanity rules. For a Mutants & Masterminds campaign, you'll want to award Hero Points. For Modern, you might use Action Points and the Wealth Bonus. GMs must be flexible and knowledgeable to use this system for the various d20 milieux.

SETTINGS

Basic d20 is suitable for all d20 game settings. A partial list is below:

- D&D 3/3.5E (High Fantasy, Low Fantasy, Fantasy Horror, etc.)
- Pathfinder (Fantasy)
- Modern (Action, Cinematic, Thriller, Drama)
- Future (Science Fiction, Space Opera)
- Past (Age of Sail, Pulp, Victorian)
- Cyberscape (Cybernetics)
- Urban Arcana (Modern Magic)
- Apocalypse (Dark Future, Armageddon)
- Gamma World (Science Fantasy, Post-Apocalyptic)
- Call of Cthulhu (Horror, Mystery)
- Star Wars Revised Edition (Star Wars Universe)
- Mutants & Masterminds (Superhero)
- Blue Rose (Romantic Fantasy)
- Prime Directive (Star Trek Universe)
- Ravenloft/Masque Of The Red Death (Fantasy Horror/Victorian Horror)
- Mythic Vistas (Antiquity, Biblical Times, Homeric Epics)

What we don't have is a clear Sword & Planet setting, but with the above influences, one could easily be constructed (maybe Dark Sun with science fiction trappings or Encounter Critical). At any rate, Basic d20 is now truly a Basic Universal Role Playing System (BURPS).

WHY DO THIS?

Basic d20 boils down the OGL system to its essential elements. Classes are gone and levels are less important. All of the traits that a character can have are broken down into ability score modifiers, skills, advantages, and powers. Gone are the strict calculations for the awarding of experience points. By using the Power Point system from Mutants & Masterminds, GMs can still control how fast characters advance without all of the hassle of designing encounters. In fact, the game should become less combat oriented with Basic d20, since players are awarded PP on the basis of roleplaying alone.

Since Basic d20 still uses all of the basic elements of the OGL system, modules, sourcebooks, and other game materials do not have to be altered at all. GMs should be familiar enough with the normal d20 system to use all reference materials with Basic d20. Also, players have an easier time constructing the exact types of characters they want. They don't have to plan out their character's level advancement for 20 levels just to find a new prestige class or feat that they would like, but can't get for their character due to restrictive level advancement schemes. GMs should consult D&D5E or Custom Characters and decide what class special abilities to offer players. In fact, Basic d20 is just a simpler version of these rulebooks.

BASIC D20 POWER LEVEL LIMITS

This document details what should be the default power level limits for all Basic d20 games. Gamemasters are, of course, free to set their own power level limits for traits as they see fit. The power level limits detailed here are in keeping with the spirit of most d20-based games.

POWER LEVEL LIMITS

Most campaigns will start with 1st level characters. If higher-level characters are desired, use this table to determine starting PP and the maximums in ability scores, skill ranks, advantages, and powers. This table also shows the trait limits that should be used based on the campaign's maximum character level as set by the GM.

Character Level	Starting PP	Maximum Ability Score	Maximum Skill Rank 'A'	Maximum Skill Rank 'B'	Maximum Skill Rank 'C'	Maximum Advantage and Power Level
0	10	SV	0	2	3	0th
1	20	SV	1	2	4	1st
2	30	SV	2	3	5	2nd
3	40	SV	3	3	6	3rd
4	50	SV + 1	4	4	7	4th
5	60	SV + 1	5	4	8	5th
6	70	SV + 1	6	5	9	6th
7	80	SV + 1	7	5	10	7th
8	90	SV + 1	8	6	11	8th
9	100	SV + 1	9	6	12	9th
10	110	SV + 1	10	7	13	10th
11	120	SV + 1	11	7	14	11th
12	130	SV + 2	12	8	15	12th
13	140	SV + 2	13	8	16	13th
14	150	SV + 2	14	9	17	14th
15	160	SV + 2	15	9	18	15th
16	170	SV + 2	16	10	19	16th
17	180	SV + 2	17	10	20	17th
18	190	SV + 2	18	11	21	18th
19	200	SV + 2	19	11	22	19th
20	210	SV + 3	20	12	23	20th

'Character Level' is the maximum character level set by the GM. It is analogous to the Mutants & Mastermind Power Level. 'Starting PP' shows how many Power Points a character starting at the given Power Level receives during character generation. 'Maximum Ability Score' is the maximum ability score

that the character can have. This maximum is based on the starting value of the ability score modifier (shown as 'SV'). This starting value is based on what ability score modifier the character had at 1st level.

For example, if a character started with a score of +0 in Strength at 1st level, then he could spend 2 PP to raise it to +1 when the GM raises the campaign's character level to 4th. He can spend an additional 2 PP to raise it to +2 when the campaign character level is 12th. Finally, he can raise it to +3 when the 20th character level is allowed. If his Intelligence started off at +4, then he could raise it to a maximum of +7 by 20th level.

The next three columns show the maximum broad skill ranks based on the campaign's character level. Column 'A' is for the Fight, Shoot, and Toughness skills. Column 'B' is for Dodge, Fortitude, Parry, Reflex, and Will skills. Column 'C' is for Athletics, Awareness, Interaction, Knowledge, Languages, Performance, Profession, Science, Technology, Thievery, Vehicles, and Wilderness.

The last column shows the maximum level for advantages and powers. For example, a campaign set at the 7th character level allows characters to have feats, class special abilities, talents, and powers of 7th level or lower.

These power level limits ensure that characters built using the Basic d20 system do not surpass the normal trait limits of most d20 characters. The base attack bonus is derived from the Fight and Shoot skills. The base attack bonus should never exceed the character level of the campaign. Actual attack bonuses can be much higher (once you add Strength, Dexterity, magical items, etc.) but the base attack bonus should never be higher than the maximum character level. Likewise, a character's number of hit dice, as represented by the Toughness skill, should not exceed the campaign's character level. By taking multiple Toughness feats, you can raise your character's hit points, but your character's hit dice are limited to the character level of the campaign.

For Dodge, Fortitude, Parry, Reflex, and Will, the limit is two plus half the campaign's character level (round down). Thus, you see the normal range of 'good' base save bonuses in Column 'B' above. Characters in Basic d20 should not have base save bonuses higher than what they could have under single-classed advancement in normal forms of d20. It is true that multi-classed characters in other d20 games could have base save bonuses higher than those shown, but the spirit of the rules is served better by sticking to the limits normally imposed on the 'good' saving throw.

Finally, all other skills fall under that normal maximum skill ranks for d20 characters. Three plus the campaign's character level shows the maximum number of skill ranks a character can have in the twelve other skills in Basic d20. There are no 'cross-class' skills at all in Basic d20, so this limit is ignored.

The last column simply indicates that a character cannot have a feat, class special ability, talent, spellcasting ability, or power that is higher than the campaign's character level.

BASIC D20 RULES CHECKLIST

It is quite obvious that Basic d20 is simply a modified version of Mutants & Masterminds that uses various optional rules from the Mastermind's Manual. This document spells out exactly what rules are used and gives an explanation of each. Page numbers in the Mastermind's Manual are given in parenthesis.

RANDOM ABILITY SCORES (20)

Basic d20 gives the GM the option of using randomly generated ability scores. Rolls to find your character's ability score modifiers should always be made with 3d6. More "favorable" rolling methods should not be used. GM's are encouraged to allow players to re-roll ability score modifiers if the sum of the modifiers is +0 or less or if the highest modifier is +1 or lower. In other words, characters should have a positive sum for all six ability score modifiers and the highest modifier should be +2 or higher.

SHORTHAND ABILITIES (20)

Basic d20 uses only the ability score modifier for numerical accounting of ability scores (such as -1, +0, or +2). Because of this, the normal cost to raise each ability score modifier is 2 PP.

INNATE ATTACK AND DODGE MODIFIERS (22)

If, in your campaign, the Strength ability score modifier is added to melee attack rolls, then it is suggested that Strength cost 3 PP per +1. If the Dexterity ability score modifier is applied to ranged attack rolls and the character's AC, Defense, or Dodge, then it is suggested that Dexterity cost 4 PP per +1.

AGING AND ABILITIES (22)

Use normal d20 rules for aging if appropriate to your campaign. For example, in a fantasy campaign, use the aging tables in D&D.

COMBAT SKILLS (29)

In Basic d20, Melee Attack is called Fight, Ranged Attack is called Shoot, Melee Defense is called Parry, and Ranged Defense is called Dodge. Each skill costs 1 PP per rank.

BROAD SKILLS (30)

The twelve broad skills detailed in the Mastermind's Manual are used and expanded upon in Basic d20.

SKILL SYNERGY (32)

Skill synergy is used. Look to your d20 source material (such as the SRD) to find particulars.

LANGUAGE CHECKS (35)

Language checks can be used for the Languages broad skill. If GMs prefer not to use this rule, then players should specify what language the character gains with each rank. Furthermore, characters can also use their skill ranks in Languages for Decipher Script checks if the campaign supports.

FEATS (36)

GMs can use any feats they desire from any d20 source for their campaign. As an example, consider weapon proficiency feats. If desired, the GM may simply offer the Archaic Weapon Proficiency feat (page 43) which allows a character to use all “archaic” weapons. This would, in essence, give a character proficiency with all weapons in the D&D game. Another option would be to use the normal SRD weapon proficiency feats. Simple Weapon Proficiency would grant a character proficiency in all simple weapons. The Martial and Exotic Weapon Proficiency feats would give the character proficiency in only one weapon each time one of these feats is purchased. Still another option is the use the Weapon Group feats from *Unearthed Arcana*. Depending on the complexity desired, and the amount of PP you want players to have to use for weapon proficiencies, any of the above choices could be used in a campaign.

Obviously, some feats should be removed from the game. Great Fortitude, Lightning Reflexes, and Iron Will give a character a +2 bonus to the appropriate saving throw at a cost of only 1 PP. Raising the base save bonus in each saving throw normally costs 1 PP per +1. GMs could allow these three feats to remain in the game, but count on every player purchasing them first before spending any more PP on saving throws! GMs should disallow any feats which “break” the system.

Another aspect to consider is feats that will have no effect in your campaign. If you don’t use attacks of opportunity, then no player should buy Combat Reflexes.

The Toughness feat has a special use in Basic d20. Each Toughness feat gives the character three additional hit points, as stated. However, it may only be purchased two times for every rank the character has in the Toughness skill. This serves the purpose of mimicking the various hit dice in most d20 games. Each rank in the Toughness skill grants one hit die (normally a d6) or four hit points. Since most d20 games have character classes with d4, d6, d8, d10, and d12 hit dice, a distinction had to be made between the number of hit dice a character has and the total number of hit points. Toughness skill ranks correspond to hit dice, pure and simple. Toughness feats are used to mimic higher types of hit dice. Consider a character with one rank in the Toughness skill. This character has one d6 hit die. If a Toughness feat is purchased, the character still has one hit die, but now has 1d6+3 hit points. If a second Toughness feat is purchased, the character has one hit die, but has 1d6+6 hit points. With this system, each hit die can have a range of hit points from 1 (if you roll a ‘1’ on a lone d6) to 12 (if you roll a ‘6’ and apply a +6 for two Toughness feats). In this way, a range of hit dice can be simulated without violating the normal maximum number of hit points per hit die (the barbarian’s d12).

POWERS (48)

Mutants & Masterminds can be used as-is for powers since everything in Basic d20 is calculated on a power point basis. A simple conversion of D&D spellcasting relies on the rules detailed in D&D5E and Custom Characters. Simply divide costs for spellcasting levels by 100 to find their corresponding PP costs. Bard spellcasting costs 1.5 PP per level, cleric spellcasting 3 PP per level, druid spellcasting 2 PP, sorcerer spellcasting 5 PP, and wizard spellcasting 5 PP. The spellcasting of the generic spellcaster described in Unearthed Arcana would cost 5 PP.

ENERGY POINTS (72)

If D&D-style spellcasting is used in your Basic d20 campaign, use spell slots or the spell point system.

CHARACTERISTICS (82)

Extra-effort and hero points are optional, but probably shouldn't be used since most d20 games don't have these features.

DEVICES & EQUIPMENT (92)

Most of the time, GMs should use the devices and equipment from their d20 source documents with corresponding statistics and costs. For example, if playing a fantasy game, use the gold piece standard and the equipment found in D&D. If playing a modern thriller campaign, use d20 Modern equipment and the wealth system.

COMBAT (104)

Many options found in this section (and corresponding sections of other rulebooks) can be used.

ITERATIVE ATTACKS (111)

Most d20 games use iterative attacks, so they should be used in Basic d20.

HIT POINTS (111)

Disregard what is written in this section and use the Basic d20 system. One Toughness skill rank grants either four hit points or 1d6 hit points (GM's option). Each Toughness skill rank corresponds to a hit die in d20. Up to two Toughness feats (but no more) may be purchased per Toughness skill rank. The normal maximum hit point total is equal to $200 + 20 \times$ the Constitution ability score modifier or $20d6 + 120 + 20 \times$ the Constitution ability score modifier. Most d20 games use hit points. A few use the wound/vitality system. Still fewer use the Toughness save.

BASIC D20 FANTASY RACES

If Basic d20 is used for a normal d20 fantasy campaign, some guidance is needed on how to handle ability score bonuses and penalties, racial skill bonuses, bonus racial skill points, bonus racial feats, racial languages, and other racial traits.

ABILITY SCORE BONUSES AND PENALTIES

The GM has two choices with racial bonuses and penalties. He can either use the bonus/penalty as a modifier to the 3d6 roll to determine the character's ability scores or he can allow players to roll 3d6 to determine ability scores normally and then halve the bonuses and penalties before applying. Either method produces the same ability score modifier.

For example, a player is rolling up a dwarf. If the player rolls a '13' on 3d6 to determine Constitution, the player could add two to the roll, making it a '15' and then consult the table. This would give the character a Con +2. He could also keep the '13' which gives him a Con +1. Halving the dwarf's Con bonus and then adding makes the Con +2. As you can see, either method works. Just don't make the mistake of adding the entire, normal bonus after the player has determined an ability score.

However, racial bonuses to ability checks apply directly. Thus, the full +4 for the dwarven stability racial trait applies to any ability checks made when resisting a bull rush or trip attack when standing on firm ground.

RACIAL SKILL BONUSES

Basic d20 uses a broad skill system that groups traditional d20 skills into twelve broad skill areas. Furthermore, it adds four broad skills that define offensive and defensive combat ability (Fight, Shoot, Dodge, and Parry). Finally, the three save bonuses and hit dice are made into four additional broad skills (Fortitude, Reflex, Toughness, and Will). This totals 20 broad skills.

Any bonus to a skill actually becomes a bonus to a specialty skill in Basic d20. For example, dwarves get a +2 racial bonus to Appraise checks that are related to stone or metal items. This translates to a +2 racial bonus to Awareness when appraising stone or metal items (not a blanket +2 bonus to all uses of the Awareness broad skill).

Any bonus to attack rolls applies to the Fight and Shoot broad skills. For example, dwarves have a +1 racial bonus on attack rolls against orcs and goblinoids. This translates to a +1 racial bonus to attack rolls using Fight and Shoot against orcs and goblinoids.

Any dodge bonus is applied to both the Dodge and Parry broad skills. Dwarves get a +4 dodge bonus to AC against monsters of the giant type. This bonus applied to Dodge and Parry when fighting against giant type monsters.

Any hit point bonus is applied directly to the hit point (or vitality point) total. If hit dice are gained, the Toughness skill rank is increased by one for each hit die.

Saving throw bonuses are applied to the appropriate broad skills when making a saving throw under the correct condition. Example: dwarves get a +2 saving throw bonus against poison.

BONUS RACIAL SKILL POINTS

Bonus racial skill points grant the character one additional Power Point during character generation for every 4 extra skill points granted. These extra Power Points cannot be used for the Dodge, Fight, Fortitude, Parry, Reflex, Shoot, Toughness, or Will broad skills.

In fact, for every 4 extra skill points granted due to Intelligence, Basic d20 characters are entitled to gain another Power Point that can only be used for the twelve “allowed” broad skills. Since starting characters get four times their Intelligence bonus in extra skill points according to the SRD, this translates to an extra Power Point per “plus” of your character’s Int at start. For example, if your character has Int +3, then he receives three extra Power Points during character generation that can be used for the twelve “allowed” broad skills (i.e., Athletics, Awareness, Interaction, Knowledge, Languages, Performance, Profession, Science, Technology, Thievery, Vehicles, and Wilderness).

Characters should not have their starting PP reduced due to low Intelligence.

BONUS RACIAL FEATS

Bonus racial feats are granted to the character during character generation. They cannot be “cashed in” for Power Points and used in another fashion.

RACIAL LANGUAGES

“Automatic languages” grant the appropriate number of skill ranks in Languages (one for each language).

Also, characters gain one skill rank in Languages for each “plus” in their Intelligence as well. They can choose one language that they may have been exposed to during their background for each skill rank.

FAVORED CLASSES

Favored classes do not apply in Basic d20. Rejoice.

WHY WAS THIS DOCUMENT NECESSARY?

It may have been a bit confusing to try to use Basic d20 for a fantasy campaign if there were no clear guidelines on how to apply racial traits when using this system. Hopefully, this document provides enough guidance that the GM will know what to do when allowing players to choose fantasy races for their characters.

BASIC D20 ALIGNMENT

The alignment system in d20 games is difficult to use because there are no definite game rules covering alignment. Vital to any alignment system are rules to govern alignment shifts. Normally, it is left to the DM to decide if a player portrays his character's alignment correctly. If the player's roleplaying is found lacking, then the DM must use his own judgment, and the few guidelines given in the rulebooks, to decide if an alignment shift is appropriate. There are no game mechanics to fall back on.

In this system, both the ethical (law-chaos) and moral (good-evil) components of alignment are given a score on a scale of 0 to 20. The number 10 represents neutrality on both axes. Scores of 20 indicate a maximum of law and good, while scores of 0 indicate a maximum of chaos and evil. Thus, a thoroughly chaotic good character would have an ethics score of 0 and a morality score of 20. Conversely, a diabolically lawful evil character would have a 20 in ethics and a 0 in morality.

ETHICS AND MORALITY

Ethical Alignment Component	Ethics Score Range
Lawful	14-20
Neutral	7-13
Chaotic	0-6

Moral Alignment Component	Morality Score Range
Good	14-20
Neutral	7-13
Evil	0-6

The tables above show the score ranges that correspond to the various alignments. Lawful ranges from 14 to 20, chaotic ranges from 0 to 6. Neutral with respect to law and chaos ranges from 7 to 13. Good ranges from 14 to 20, evil from 0 to 6, and neutral with respect to good and evil from 7 to 13.

Starting scores for new characters are shown in the table below.

Ethical Alignment Component	Starting Ethics Score
Lawful	17
Neutral	10
Chaotic	3

Moral Alignment Component	Starting Morality Score
Good	17
Neutral	10
Evil	3

THE ALIGNMENT CHECK

After every game session, the DM should determine each character's predominant behavior pattern during the adventure. The DM should determine if the character's action were in keeping with lawful, chaotic, or neutral behavior on the ethical scale and good, evil, or neutral on the morality scale. After this determination, make alignment checks. An alignment check consists of rolling a d20 and comparing it to the character's ethics or morality score. The process is as follows:

1. Lawful Behavior - If the character behaved in a predominantly lawful manner, roll a d20 and compare it to the character's ethics score. If the roll exceeds the character's ethics score, add one point to the

ethics score. If the roll is less than or equal to the ethics score, there is no change to the ethics score. A roll of natural '20' always results in adding one to the ethics score.

2. Chaotic Behavior - If the character behaved in a predominantly chaotic manner, roll a d20 and compare it to the character's ethics score. If the roll is less than the character's ethics score, subtract one from the ethics score. If the roll is greater than or equal to the ethics score, there is no change to the ethics score. A roll of natural '1' always results in subtracting one from the ethics score.

3. Ethically Neutral Behavior - If the character behaved in a predominantly neutral manner, roll a d20 and compare it to the ethics score. If the character's ethics score is higher than 10 and the roll is less than the ethics score, then subtract one from the ethics score. If the character's ethics score is less than 10 and the roll is greater than the ethics score, add one to the ethics score. If the character's ethics score is equal to 10, there is no change to the ethics score. And in all other cases, there is no change to the ethics score.

4. Good Behavior - If the character behaved in a predominantly good manner, roll a d20 and compare it to the character's morality score. If the roll exceeds the character's morality score, add one point to the morality score. If the roll is less than or equal to the morality score, there is no change to the morality score. A roll of natural '20' always results in adding one to the morality score.

5. Evil Behavior - If the character behaved in a predominantly evil manner, roll a d20 and compare it to the character's morality score. If the roll is less than the character's morality score, subtract one from the morality score. If the roll is greater than or equal to the morality score, there is no change to the morality score. A roll of natural '1' always results in subtracting one from the morality score.

6. Morally Neutral Behavior - If the character behaved in a predominantly neutral manner, roll a d20 and compare it to the morality score. If the character's morality score is higher than 10 and the roll is less than the morality score, then subtract one from the morality score. If the character's morality score is less than 10 and the roll is greater than the morality score, add one to the morality score. If the character's morality score is equal to 10, there is no change to the morality score. And in all other cases, there is no change to the morality score.

CHANGING ALIGNMENTS

When a character's alignment changes, the ethics or morality score becomes the score listed as the starting score above (which is in the middle of the range for that alignment). For example, if a character's ethics score goes from 13 to 14, indicating an alignment change from neutral to lawful, the character's ethics score immediately changes to 17. Thus, characters must dedicate themselves to their former alignment for quite some time if they wish to regain it.

Some examples may clarify.

Example #1 - A character performs a major act during the adventure that the GM considers chaotic. After the adventure, the GM rules that the character acted in a predominantly chaotic manner. The character's ethics score is 15. The player rolls a d20 and gets an 11. Since this result is less than the character's ethics score (of 15), the GM orders the player to subtract 1 from the character's ethics score. The character now has an ethics score of 14. She's still lawful, for now.

Example #2 - During the next adventure, this same character performs a great act of heroism, risking her life to save hundreds of innocents. The GM determines that this act merits an alignment check for good behavior after the adventure. The player rolls a d20 and the result is a 20. Since the character's morality score is 17, her morality is increased by one for a new total of 18.

Example #3 - A few adventures later, our character commits an act of evil. The player rolls a d20 and gets an 18. Since this roll is equal to the character's morality score, there is no change.

Example #4 - The character commits a significant act of chaos during the next session. The player rolls the dice and gets a result of 7. As a result, the character's ethics score is now 13. Since this indicates neutrality an alignment change has occurred. The character's ethics score becomes 10, the middle value for neutrality. Only consistent lawful behavior will allow the character to regain her old alignment.

MORAL SUPPORT

This system is designed to make it increasingly harder to become more lawful, chaotic, good, or evil. The higher (or lower) your score, the harder it is to make the actions in keeping with your alignment count towards increasing your alignment score. To become more good, you must beat your morality score when you make alignment checks for good behavior. To become more evil, you must roll less than your morality score when you make alignment checks for evil behavior. It is very easy to slip (with either an act of goodness or an act of cruelty) and start moving towards neutrality. This system makes it challenging to continue following an extreme alignment. Likewise, it is hard to remain neutral if the character consistently engages in behavior favoring one alignment over the other.

Bringing a "score" into the alignment system gives players an incentive to play alignment correctly. The GM calls for alignment checks, but a roll determines the results. This makes the job of the GM easier by giving alignment change an air of objectivity. Players are more likely to accept the results of a failed roll than the arbitrary judgment of a GM. Of course, even with this system, the GM ALWAYS retains the right to adjust a character's alignment. The GM may determine that a single act changes a character's alignment and force an alignment change.

The GM should remember to call for alignment checks when a player plays an alignment correctly. If alignment checks are called for only when transgressions occur, all characters will eventually be forced to shift alignment. The GM should also call for alignment checks only for significant behavior. A paladin who squashes an innocent bug is not risking his immortal soul by committing an evil act.

BASIC D20 SOCIAL CLASS

If desired, a social class system can be introduced into your Basic d20 campaign. The social classes listed below are suitable for use in typical d20 fantasy campaigns. Class Code gives the letter designation of the social class for shorthand purposes. The U, M, and L stand for Upper, Middle, and Lower. The underclass is designation by "UC" while the criminal underclass is "CUC." Class Name gives a plain language name for the class, such as "Esquire Class" or "Servant Class." Starting Wealth shows how much money a character from that social class receives during character generation. Monthly Upkeep shows how much a character of this social class must spend per month to maintain their lifestyle (or risk dropping to the next lower social class). Class Purchase Price shows how much money must be spent over and above normal monthly upkeep costs to raise their social class to that level from the next lower social class (subject to GM discretion). Price Multiple is a multiplier applied to everything the character purchases (even during character generation). The "% of Society" column shows the percentage of the population in that particular social class. The "% of PCs" column shows what percentage of player characters are from the indicated social class. The last column, Roll, can be used to randomly roll a character's social class during character generation.

Class Code	Class Name	Starting Wealth (gp)	Monthly Upkeep	Class		% of Society	% of PCs	Roll (d100)
				Purchase Price	Price Multiple			
UUC	Royal	8d4X100	800 gp	--	X 3	0.002%	1%	00
MUC	Noble	6d4X100	400 gp	32000 gp	X 2	0.010%	3%	97-99
LUC	Knighted	4d4X100	200 gp	16000 gp	X 2	0.988%	9%	88-96
UMC	Esquire	8d4X10	100 gp	8000 gp	X 1.5	2.5%	32%	56-87
MMC	Gentle	6d4X10	50 gp	4000 gp	X 1	6.5%	20%	36-55
LMC	Merchant	4d4X10	25 gp	2000 gp	X 1	12%	15%	21-35
ULC	Yeoman	8d4	12 gp	600 gp	X 1	22%	10%	11-20
MLC	Servant	6d4	6 gp	300 gp	X 1	26%	6%	05-09
LLC	Peasant	4d4	2 gp	100 gp	X 1	30%	4%	01-04
UC	Underclass	2d4	--	--	X 1	+10-20%	Var.	--
CUC	Criminal	6d4X10	50 gp	--	X 1	+5-10%	Var.	--

Player characters are exceptional individuals and the majority of adventurers are from higher social classes (sons and daughters of the middle class and upper class who will not inherit wealth or lands). At start, players can always choose a lower social class than the one rolled for their character, but cannot choose a higher one. Characters can always start out in the Criminal Class, but should record their originally rolled social class.

If a player does not wish to roll on this table at all, the default starting class is MMC.

A character's social class determines their station in the campaign world. More importantly to players, it determines Starting Wealth and Monthly Upkeep costs. The Class Purchase Price allows advancement

to the next higher social class in about thirteen years if a character spends twice his monthly upkeep the entire time each month. The Price Multiple gives the multiplier that must be applied to all purchases made by members of that social class. For example, a Noble Class character must pay double for all weapons, armor, clothing, and other items, or risk being ridiculed by his peers and treated as a lower social class individual by inferiors. You must dress the part. Enforcement of the Price Multiplier and campaign ramifications for being a “cheapskate” are left to the imagination of the GM.

Also, characters must pay Monthly Upkeep costs or they risk being reduced in social class. Once a character has failed to pay one year’s worth of Monthly Upkeep, they are reduced one social class. Keep a running total of the deficit. Thus, if a Knighted Class character falls behind 2,400 gp on Monthly Upkeep, they become members of the Esquire Class. This could occur by spending only 100 gp per month on expenses for two years, or spending nothing on Monthly Upkeep for one year. Exceptional circumstances can rapidly reduce a character’s social class if the GM desires. Spending over the normal amount should be kept track of as well. Once a total equal to the next higher social class’s Purchase Price has been spent, the character goes up one social class. Only one social class may be climbed per year. Any number of social classes can be lost in a year (GM’s judgment).

The names of the classes suggest the most common members of that class, but each class has a wide variety of types. Performers from the common classes can rise to the middle classes, extremely successful warriors can reach the upper classes, upper class individuals can enter monasteries to have their social classes reduced, etc.

Social class provides a clear indication of who gets precedence over whom. Within a party of adventurers, for example, if the character with the highest social class is not the leader and spokesman, NPCs will think it quite odd and wonder why that character allows his authority to be usurped. They may even question his courage. This is entirely a role playing function and the GM must enforce it. If characters violate precedence inside or outside their group, it should cause problems.

WHY USE A SOCIAL CLASS SYSTEM?

Using a social class system can give each player rich opportunities for role playing. The social class of a character, with its attendant behavior and ethos, has featured prominently in many types of fiction. It is only natural that a social class system should be a part of a role playing game. A lower class character isn’t necessarily worse than a higher class character; they just need to be played differently. It’s not like the player himself is a member of that class! It should be remembered that higher class characters cannot just order around characters of lower station. They should expect deference and respect, but in return they must act as good role models and exercise the proper responsibility of their status (*noblesse oblige*). In other words, it’s a two-way street. Every social class has its own rights and responsibilities and it is up to the GM to brief players on what is expected of their characters in the campaign milieu.

BASIC D20 SKILL ROLLS

Many times in a role playing game, characters find themselves at odds with GM-controlled Non-Player Characters (it's true!). It must be noted that a family game such as Basic d20 frowns upon narratives involving characters fighting to the death against humanoid monsters and collecting their various treasures and assorted magical artifacts. Normal d20 rules describe how to resolve such unsavory encounters as no doubt many uncouth and violence-loving "role players" will indulge in such storytelling. However, for a change of pace, basic processes for resolving other types of encounters are detailed below to round out the otherwise combat-oriented ruleset presented in D&D and other d20 games.

SIMPLE SKILL CHECKS

Simple skill checks simply consist of the GM setting a difficulty class for a certain action with the player rolling a d20, adding one ability score modifier and one skill bonus to the roll and comparing this result to the DC. If the result equals or is higher than the DC, the action succeeds. If it is less, the action does not succeed.

Simple skill checks follow the following formula:

$$\text{D20} + \text{ABILITY SCORE MODIFIER} + \text{SKILL BONUS VS. DC}$$

Standard difficulty classes are shown below.

Difficulty	DC	Example (Skill Used)
Very Easy	0	Notice something large in plain sight (Awareness)
Easy	5	Climb a knotted rope (Athletics)
Average	10	Hear an approaching guard (Awareness)
Tough	15	Rig a wagon wheel to fall off (Thievery)
Challenging	20	Swim in stormy water (Athletics)
Formidable	25	Open an average lock (Thievery)
Heroic	30	Leap across a 30-foot chasm (Athletics)
Superheroic	35	Bluff your way past very wary guards (Interaction)
Nearly Impossible	40	Track an orc across hard ground after 24 hours of rainfall (Wilderness)

To resolve a simple skill check:

1. The GM determines which ability score modifier applies.
2. The GM determines which skill applies.
3. The GM determines the difficulty class (DC) of the task.
4. The player (or GM) rolls a d20 and adds the ability score modifier and the skill bonus.
 - a. If the roll is greater than or equal to the DC, then the character succeeds.
 - b. If the roll is less than the DC, then the character fails.
5. The GM determines the result based on success or failure.

OPPOSED SKILL 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 skill modifier wins. If these scores are the same, roll again to break the tie.

Opposed skill checks follow the following formula:

$$\mathbf{D20 + ABILITY SCORE MODIFIER + SKILL BONUS \text{ VS. } D20 + ABILITY SCORE MODIFIER + SKILL BONUS}$$

Example opposed checks are shown below.

Task	Ability + Skill (specialty)	Ability + Skill (specialty)
Con someone	Cha + Interaction (bluff)	Wis + Awareness (sense motive)
Pretend to be someone else	Cha + Performance (disguise)	Wis + Awareness (spot)
Create a false map	Dex + Thievery (forgery)	Wis + Thievery (forgery)
Hide from someone	Dex + Thievery (hide)	Wis + Awareness (spot)
Make a bully back down	Str + Interaction (intimidate)	Cha + Will
Sneak up on someone	Dex + Thievery (move silently)	Wis + Awareness (listen)
Steal a coin pouch	Dex + Thievery (sleight of hand)	Wis + Awareness (spot)
Tie a prisoner securely	Dex + Wilderness (use rope)	Dex + Thievery (escape artist)

To resolve an opposed skill check:

1. The GM determines which ability score modifiers apply (for both sides, they need not be the same).
2. The GM determines which skills apply (for both sides, they need not be the same).
3. Each side rolls a d20 and adds the ability score modifier and skill bonus for their side.
4. Success and failure is determined:
 - a. The side with the higher roll is successful, the side with the lower roll is unsuccessful.
 - b. In the event of a tie, the side with the higher overall modifier wins.
 - c. If there is a tie, and both overall modifiers are equal, then each side rolls again.

EXTENDED CONTEST SKILL CHECKS

The previous two forms of conflict resolution are standard for d20-based games. The "extended contest" also exists in d20-based games but is normally used only for combat. To illustrate this point, consider the rules for melee combat. The attacker rolls a d20 and adds the Strength ability score modifier and the character's Fight skill bonus. The difficulty class for this roll is the target's Armor Class. In this respect, an attack roll is just like a simple skill check. However, if the attacker succeeds on this roll, the target does not immediately drop. The attacker then rolls damage and this damage is subtracted from the hit points of the target. If the target then attacks, the same procedure is used, with the first attacker possibly suffering damage. In Basic d20, the Toughness skill is used to determine a character's number of hit points (along with the Constitution modifier and Toughness feats). For the

purposes of the following discussion, the Attack Bonus will be defined as the ability score modifier and skill bonus that is used for the “attack” roll. In melee combat, the Attack Bonus is Str + Fight + other modifiers. The Defense Bonus will be defined as the ability score modifier and skill bonus that is used for defense plus 10. For melee combat, the Defense Bonus is the character’s Dex + Parry (or Armor Bonus) + other modifiers. “Contest points” will be defined as the ability score modifier and skill that provides the pool of points that are diminished as the extended contest continues as a result of “damage.” In melee combat, the contest points are known as “hit points” and are derived from Con + Toughness + other modifiers (like Toughness feats).

Now, let’s apply this same principle to a different form of combat. Let’s say you have a campaign set in ancient Greece and the characters must frequently confront different philosophers in a forum and engage in debate. Instead of requiring a simple skill check for the PCs or even opposed skill checks with enemy philosophers, you, as GM, decide that it would be much more entertaining to treat these encounters as combats with various possibilities for breaking off the debate before defeat along with the introduction of special feats just for this campaign that give the characters various bonuses when debating. Each round of debate will last for ten minutes and each philosopher gets the chance to make one attack roll during this time. You decide that the Debate Attack Bonus for PCs is Wis + Knowledge since the PCs are honest seekers of knowledge that do not resort to sophistry or verbal trickery to win their debates. If they were of a different, more unscrupulous school of thought that relies on suave oratory, he might allow them to use Cha + Interaction during debates. The PCs school of philosophy relies on critical logical analysis to refute their opponent’s arguments, so the GM makes the Debate Defense Bonus equal to Int + Awareness + 10. This is the “armor class” that is used during each round of the debate. For contest points, each character has “credibility points” that diminish as they engage in philosophical debate. In this case, when a character reaches zero “credibility points” he must concede that his opponent has won the debate (or it could mean that he has nothing left to say, or that the audience is not interested in hearing anything further from him). Credibility points are derived from Charisma and Profession (philosopher). For each rank in Profession (philosopher) the character gains 1d6 + Cha modifier credibility points. Each successful attack does 1d6 + Wis in damage. Credibility points are “healed” at a rate of one point per rank in Profession (philosopher) per week and no magic can speed up this healing! Now, this example may not sound exciting to a normal role playing group, but it does illustrate that just about any sort of extended conflict can be modeled with the d20 combat system.

Another example would be two diplomats vying to sway a monarch to commit his forces to their particular side in a war. The Attack Bonus could be Cha + Interaction (to make convincing statements while following court decorum) while the Defense Bonus could be Wis + Will + 10 (to maintain composure and determination in the face of their opponent’s intrigue). The contest points are “influence points” and each diplomat gains 1d6 + Cha modifier influence points per rank in Profession (diplomat). Damage is equal to 1d6 + Cha for each successful attack. One combat round takes a day. When one diplomat’s influence points drop to zero, he is effectively “dead” to that monarch, and may be expelled from court. The GM can then determine the monarch’s response based on how many influence points the winning diplomat retained.

The relevant formulae for extended contests are:

$$\mathbf{D20 + ATTACK BONUS VS. DEFENSE BONUS + 10}$$

$$\mathbf{CONTEST POINTS = 1D6 + ABILITY SCORE MODIFIER PER RANK FOR SKILL USED AS CONTEST POINTS}$$

$$\mathbf{DAMAGE = 1D6 + ATTACK ABILITY SCORE MODIFIER}$$

To resolve an extended contest:

1. The GM determines which ability score modifier and skill bonus will be used for the Attack Bonus.
2. The GM determines which ability score modifier and skill bonus will be used for the Defense Bonus.
3. The GM determines which ability score modifier and skill bonus will be used for Contest Points.
4. Combat takes place in rounds. Each round, each combatant has one chance to attack.
 - a. If an attacker succeeds during a round, the defender loses contest points.
 - b. If an attacker fails during a round, the defender does not lose contest points.
5. Once a contestant is reduced to zero contest points, the GM determines the result of the contest.

COMBAT AND CONTESTS IN BASIC D20

First of all, there's nothing wrong with having normal physical combat in a role playing game (especially if there's a possibility to get some treasure!). However, it doesn't have to be the only way that characters fight against adversaries. Sure, it's a stretch and most gamers won't be used to it, but introducing other forms of combat into your game can really add some variety and give non-combat oriented characters a chance to shine while using the standard conventions of d20 combat resolution. Your computer hacker can wear down a system's "firewall points" while trying to break into a government database, one character can chase down a murder suspect while both are losing "fatigue points" during the run, your character can win a national election by doing enough damage to take his opponent's "campaign points" to zero. The potential types of extended contests are limitless.

BASIC D20 DEFENSE

In Basic d20, there are two skills that relate to a character's defensive abilities, Dodge and Parry. A character's skill ranks in Dodge relate to his defense against ranged weaponry while skill in Parry relates to defense in melee combat. Characters can also use various armor and shield types to increase their defensive capabilities as well. The defense bonuses derived from skill ranks in Dodge and Parry operate like the Defense Bonus as described in *Unearthed Arcana* (among other places). The default system in Basic d20 is to use the higher of the character's Defense Score or Armor Class when an opponent attacks. Anytime the character would be denied the Dexterity bonus to AC, they are also denied their Dodge or Parry skill rank bonus to AC (but they can still use their armor and shield bonuses). However, the Dodge or Parry skill rank bonus to AC applies to touch attacks (whereas the armor and shield bonuses don't apply). This document will clarify the interaction between these various bonuses and offer a new way of combining a character's defense bonus from Dodge or Parry skill ranks with armor and shield bonuses.

DODGE AND PARRY DEFENSE BONUSES

The table below shows the recommended defense bonuses given a character's skill ranks in Dodge and Parry. The defense bonus derived from Dodge only applies when the character is under attack by a ranged or missile weapon. The defense bonus derived from Parry only applies when the character is under attack by a melee weapon or an unarmed opponent. The Dexterity ability score modifier is added to each of these defense bonuses. Characters with no skill ranks in Dodge or Parry only get their Dexterity ability score modifier as a defense bonus.

Parry and Dodge		Parry and Dodge	
Skill Rank	Defense Bonus	Skill Rank	Defense Bonus
1	Dex + 1	11	Dex + 7
2	Dex + 2	12	Dex + 8
3	Dex + 3	13	Dex + 8
4	Dex + 4	14	Dex + 9
5	Dex + 4	15	Dex + 9
6	Dex + 5	16	Dex + 10
7	Dex + 5	17	Dex + 10
8	Dex + 6	18	Dex + 11
9	Dex + 6	19	Dex + 11
10	Dex + 7	20	Dex + 12

ARMOR AND SHIELDS

The table below reproduces some parameters from the armor and shield tables in the SRD. Note the one change that has been made. In the SRD, there is a column for “Maximum Dex Bonus.” This has been changed to “Maximum Defense Bonus.” The significance of this change is that now armor, shield, and defense bonuses can be combined somewhat. A character with sufficient ranks in Dodge or Parry can apply the appropriate defense bonus derived from these skills to their AC while wearing armor (up to the limit of the armor type). Shields, other than tower shields, impose no limit to the defense bonus derived from Dodge and Parry.

Armor Table

Armor	Cost	Armor Bonus	Maximum Defense Bonus	Armor Check Penalty
Light Armor				
Padded	5 gp	+1	+8	0
Leather	10 gp	+2	+6	0
Studded Leather	25 gp	+3	+5	-1
Chain Shirt	100 gp	+4	+4	-2
Medium Armor				
Hide	15 gp	+3	+4	-3
Scale mail	50 gp	+4	+3	-4
Chainmail	150 gp	+5	+2	-5
Breastplate	200 gp	+5	+3	-4
Heavy Armor				
Splint mail	200 gp	+6	+0	-7
Banded mail	250 gp	+6	+1	-6
Half-plate	600 gp	+7	+0	-7
Full plate	1,500 gp	+8	+1	-6

Shield Table

Shield	Cost	Shield Bonus	Maximum Defense Bonus	Armor Check Penalty
Buckler	15 gp	+1	--	-1
Light (wd/stl)	3 gp / 9 gp	+1	--	-1
Heavy (wd/stl)	7 gp / 20 gp	+2	--	-2
Tower	30 gp	+4	+2	-10

APPLICATION

Not all bonuses apply all of the time. As stated before, anytime the character would be denied the Dexterity bonus to AC, they are also denied their Dodge or Parry skill rank bonus to AC (but they can still use their armor and shield bonuses). However, the Dodge or Parry skill rank bonus to AC applies to touch attacks (whereas the armor and shield bonuses don't apply). The Maximum Defense Bonus due to armor limits the character even in situations where they are defending against a touch attack.

PUTTING IT ALL TOGETHER

First, a couple of formulae:

Combat Statistic	Formula
Melee Defense	10 + Parry Defense Bonus + Armor Bonus + Shield Bonus + Size Modifier
Ranged Defense	10 + Dodge Defense Bonus + Armor Bonus + Shield Bonus + Size Modifier

Melee Defense is the Difficulty Class for an opponent to hit you in hand-to-hand combat. It is analogous to Armor Class but only for melee and unarmed attacks. Ranged Defense is the Difficulty Class for an opponent to hit you with a missile, thrown, or ranged weapon of any sort. It is analogous to Armor Class but only for attacks from a distance. The Dodge Defense Bonus consists of the Dexterity ability score modifier and the extra defense bonus gained from having skill ranks in Dodge. The Parry Defense Bonus consists of the Dexterity ability score modifier and the extra defense bonus gained from having skill ranks in Parry. Both the Dodge and Parry Defense Bonuses may have an upper limit depending on the type of armor a character is wearing or if the character is using a tower shield.

Now for some examples:

Example #1: A character has a +2 Dexterity, Dodge 7 ranks, Parry 2 Ranks, and is wearing chainmail (armor bonus +5). Chainmail has a Maximum Defense Bonus of +2. Therefore, the character's Melee Defense is 17 (10 + Parry Defense Bonus (normally 4, but limited to 2 from the chainmail) + Armor Bonus (5)). The character's Ranged Defense is also 17 (10 + Dodge Defense (normally 7, but limited to 2 from the chainmail) + Armor Bonus (5)). His defense against touch attacks is only 12. If this character is expecting to get into a whole lot of ranged combat, he should lose the chainmail, because his Ranged Defense would still be 17 and he'd have more mobility (but his Melee Defense would be 14).

Example #2: The player of the above character decides to find a better armor type, given his character's ranks in Dodge or Parry. His Defense Bonus from Dodge is 7 (Dex + 5) and his Defense Bonus from Parry is 4 (Dex + 2). Looking at the armor table, he notes that leather armor allows a Maximum Defense Bonus of +6. He decides to start wearing leather armor (even though it makes him look like a thief). His new Melee Defense is 16 (10 + Parry Defense Bonus (4) + Armor Bonus (2)) and his new Ranged Defense is 18 (10 + Dodge Defense Bonus (6, the maximum for leather armor) + Armor Bonus (2)). His Ranged Defense is a little better, his Melee Defense a little worse, but he's moving faster now, his defense against touch attacks is much better, and it's a lot of weight off his shoulders (literally).

BASIC D20 NATURAL ADVANCEMENT

Basic d20 is a simplified version of the d20 system suitable for use in any d20-based campaign. This system has been designed for quick character generation and ease of play. The focus is to make it simpler for players. The GM, however, must be well-versed in the d20 system to make use of this set of rules. The normal Basic d20 system uses the concept of Power Points from *Mutants & Masterminds* for player character advancement. This document details a simple, alternate advancement system for characters.

DEVELOPING ABILITIES

After each adventure, the GM should give each player twelve d4's to distribute among his character's six ability scores. The GM may choose how many dice are assigned to each ability or he can allow the player to assign dice. The number of dice assigned to each score is rolled and added to the advancement total for that ability score. When the campaign begins, the starting advancement total for all of the character's ability scores is zero. When a score reaches or exceeds 100, the ability score is raised to the next higher value and 100 is subtracted from the advancement total for that score. The maximum ability score modifier for a character is equal to his starting ability score modifier plus three.

For example, a character's ability score modifiers and advancement total are as follows:

Ability	Modifier	Advancement Total
Strength	+2	87
Dexterity	+2	23
Constitution	+3	45
Intelligence	+0	0
Wisdom	-1	51
Charisma	+2	0

After an evening of play, the GM awards the player twelve four-sided dice to distribute among his six ability scores. The player could assign two dice per ability score, but he really wants to raise his Strength. He assigns six dice to Strength and three dice to both Dexterity and Constitution each. He rolls 6d4 and gets '15' as a result. He adds 15 to 87 for a new total of 102. After notifying the GM, he changes his Strength to +3 and subtracts 100 from his advancement total, leaving it at 2. For Dexterity, he rolls 3d4 and gets a '7' which he adds to 23 for a new total of 30. For Constitution, he rolls 3d4 and is lucky to get a '10' which makes his new total 55. The modifiers above represent the character's starting ability score modifiers. Since the player has raised his character's Strength by one, he can only add two more before reaching his character's maximum ability score modifier.

Ability score modifiers can be raised to values higher than Starting Value + 3 through magic or other means, but cannot be naturally developed higher with advancement d4's.

BROAD SKILL ADVANCEMENT THROUGH ADVENTURING

If the character successfully uses a skill in a significant way during an adventure, the player is entitled to check to see if the character's rank in that skill increases by one rank after the adventure. The DC for the advancement check is listed below. For reference, the average number of total checks to reach a certain skill rank is shown as well. Note that for an advancement check to be granted, the skill must be used in a situation where failure would have been detrimental to the character. The character cannot simply climb a wall every adventure in order to gain a skill check in Athletics. However, if the character is climbing a wall to escape a pack of hungry wolves, and is successful, then the player is entitled to an advancement check. There is no limit to the number of broad skill areas that may be checked per adventure, but only one check for each broad skill area is allowed per adventure. Advancement rolls are simple d20 rolls with absolutely no modifiers to the roll.

Current Skill Ranks	DC to Advance to Next Rank	Average Number of Checks to Reach Rank
0	1	0
1	3	1
2	5	2
3	6	3
4	8	5
5	10	6
6	11	8
7	12	10
8	14	12
9	15	15
10	16	18
11	16	22
12	17	26
13	18	31
14	19	38
15	19	48
16	19	58
17	20	68
18	20	88
19	20	108
20	20	128

Example: a character successfully uses his Fight skill area during an adventure. He currently has 10 ranks in Fight. The GM allows the player to make an advancement roll for Fight after concluding the night's adventure. The DC for the roll is 16. The player rolls a '13' on a d20. Since this is lower than the DC, the character's Fight skill remains at 10 ranks.

BROAD SKILL ADVANCEMENT THROUGH TRAINING

Advancement through training costs time and money. To figure out the amount of time, simply find your current number of ranks on the table above. Note the “average total checks” for that rank. Next, find the desired skill rank and note the “average total checks” for that rank. Subtract the lower from the higher. This is how many quarters your character will need to train (there are four quarters in a year). Costs can vary from campaign to campaign, but for a normal “D&D-style” campaign, the cost for training starts at 50 gp per month, divided by the number of students training under the master. This figure allows the master to maintain a “common” level of upkeep (c.f. DMG 3.5, page 130). A master can train a number of students equal to one-fourth his Profession (teacher) rank and can only train up to his current rank in the skill being taught. Masters wishing to maintain better lifestyles will certainly charge more than a total of 50 gp per month. About 200 gp per month should be the upper limit. But how does one teach when enjoying that kind of lifestyle?

As a thought experiment, under this system it would take about 32 years of near-constant training and 19,200 to 76,800 gp to go from zero ranks in a skill to 20 ranks in only one broad skill area. It would take 640 years of constant training and up to 1,536,000 gp to go from zero to 20 ranks in all twenty skill areas. Obviously, it’s much better to advance through adventuring!

When using this system, the GM determines what, if any, masters are available for training characters and the skill ranks of those masters.

GAINING ADVANTAGES

At the discretion of the GM, a character may gain a particular, desired advantage when they would have gained a Power Point under the old system if the roleplaying narrative allows for it. For example, if a tracker is traveling with the characters and one of the characters convinces the tracker to teach him the secrets of tracking, the GM can award that character the Track feat at the end of the adventure. Or perhaps a player says that he wants his character to develop the Power Attack feat. The GM decides to apply the penalty from Power Attack to that character’s attack rolls (without an increase in damage) for the entire adventure. Should the character survive, the GM will grant that character Power Attack. Spot awards of advantages are always at the discretion of the GM and under his terms.

Otherwise, gaining an advantage costs time and money, just like skill training. Gaining one advantage takes one quarter of the year and 50 to 200 gp per month during those three months of training. The master can teach a number of characters equal to one-fourth his Profession (teach) rank and must possess the advantage being taught. A character may work on an advantage the same quarter they work on a broad skill area as long as he is working under the same master.

GAINING AND DEVELOPING POWERS THROUGH ADVENTURING

Characters that already have levels in powers can develop those powers through adventuring. The difference between developing powers and advancing skills is that you must accumulate a number of successful checks equal to the Power Point per Level cost of the power in order to advance that power one rank.

Current Level	DC for Successful Advancement Check
1	3
2	5
3	6
4	8
5	10
6	11
7	12
8	14
9	15
10	16
11	16
12	17
13	18
14	19
15	19
16	19
17	20
18	20
19	20
20	20

For example, a character with 7th level cleric spellcasting successfully uses his spells during the adventure. The GM says that the player is entitled to an advancement check. The DC for this check is 12. The player rolls a '17' which is a successful check. Since cleric spellcasting normally costs 3 PP per level, the player will need two more successful checks before 8th level cleric spellcasting is attained.

For exceptional use of powers during an adventure, the GM can authorize up to three checks for each power. In the example above, if the character had saved the party's bacon three times through clever use of clerical spellcasting, the GM might allow three checks instead of only one.

As with advantages, the GM always has the option of granting a level in a power outright as an adventuring reward. For example, a character discovers the Disks of Mishakal and spends time studying them. The GM then awards that character one spellcasting level in cleric (the equivalent of a 3 PP award).

GAINING AND DEVELOPING POWERS THROUGH TRAINING

Gaining and developing powers through training works much like skill training as described above. The difference is that the times are multiplied by the normal Power Point costs per level. Some common PP costs per level are shown in the table below.

Current Level	PP Cost 1 per Level	PP Cost 1.5 per Level	PP Cost 2 per Level	PP Cost 3 per Level	PP Cost 5 per Level
0	0	0	0	0	0
1	1	2	2	3	5
2	2	3	4	6	10
3	3	5	6	9	15
4	5	8	10	15	25
5	6	9	12	18	30
6	8	12	16	24	40
7	10	15	20	30	50
8	12	18	24	36	60
9	15	23	30	45	75
10	18	27	36	54	90
11	22	33	44	66	110
12	26	39	52	78	130
13	31	47	62	93	155
14	38	57	76	114	190
15	48	72	96	144	240
16	58	87	116	174	290
17	68	102	136	204	340
18	88	132	176	264	440
19	108	162	216	324	540
20	128	192	256	384	640

To use the table, find your character's current level in the power. Cross-reference to the cost per level and note the number in the table. Next, find the desired level, cross-reference to the cost per level and note this number. Subtract the lower number from the higher and this is the number of quarters your character must train to reach your desired level. The cost is 50 to 200 gp per month. A suitable master must be found, one who will train the character and has, at a minimum, the level desired.

For example, a character knows nothing of wizardry, but wishes to learn. He finds a suitable master. The master says he can train him for three years at a price of 3,000 gp and he will be a wizard spellcaster of 2nd level at the end of training. Even though it should only take 30 months, the character agrees.

ACCELERATED ADVANCEMENT

If the GM desires accelerated advancement for characters, simply change all training quarters to months (or even weeks for extremely accelerated advancement). Monthly costs should remain the same, unless the time interval is changed to weeks. In this case, training costs should always be 50 gp per week.

POWER LEVEL LIMITS

At no time can a character ever raise an ability score modifier, skill rank, or power level above the power or character level limit set by the GM regardless of the success of advancement checks. For example, the GM has set the current maximum character level at 3rd. A character with 3rd level druid spellcasting ability is not eligible to raise his druid spellcasting level until the GM sets the maximum character level to 4th level. Nor can he “save up” two successful advancement checks to raise his spellcasting ability to 4th as soon as the GM raises the campaign maximum character level.

DESIGNING ADVENTURES USING NATURAL ADVANCEMENT

Obviously, players are going to want opportunities to use just about every skill and power they have to accumulate successful advancement checks. This makes adventure design very, very easy. You want to plan your adventures to include a variety of challenges, maybe one for each broad skill area if you’re truly ambitious! You also have to have enough opportunities to give each character a chance to gain an advancement check in the same broad skill area. For example, you may need to include a half-dozen “thievery” challenges to give every character a chance to gain an advancement check in Thievery if the party is full of rogues. Combat is easy to stage, so there should always be opportunities for Dodge, Fight, Parry, and Shoot to get exercised. If magic and traps are involved, then Fortitude, Reflex, and Will will be challenged. A successful Toughness save or significant hit point loss (more than 50% at least) will gain the character an advancement check in that area as well.

WHY ALL THE FUSS?

The normal advancement system consists of the GM awarding a small number of Power Points per night’s adventure depending on character success, player roleplaying, and other factors. These PP are normally used as currency to buy additional ability score modifiers, skill ranks, advantages, and power levels with no bearing on what actions the character performed in the adventure. This system allows advancement only in traits which are used during the adventure or through specific training. This is a more “natural” system where the character develops those traits that he uses the most or those that he chooses to develop further through training and instruction. As always, but it bears repeating, the GM has total control over the advancement of all player characters in his campaign; the GM is the final arbiter of when an advancement check has been earned or when training is available under the natural advancement system.

BASIC D20 CLASS ADVANTAGES

In Basic d20, both feats and class special abilities are grouped together and called “advantages.” Each advantage costs 1 power point (PP). The Basic d20 rule book asks the GM to use either Custom Characters or D&D5E as a reference for class advantages. This document remedies that situation by presenting all class special abilities from the d20 Fantasy SRD as class advantages for Basic d20.

CHARACTER LEVEL

For the purposes of this document, a character’s “character level” is whatever the GM determines it to be. A good guideline to follow is that a character’s character level is equal to his highest rank or level from among all 20 broad skills or from among any powers the character possesses. Each class advantage is associated with a certain character level. This is the minimum character level at which the character may take that class advantage. A character must be at or above the minimum character level before the class advantage can be purchased.

CLASS LEVELS

Some class advantages require that a character’s class level in a certain class be known. It is suggested that the Profession broad skill be used to determine this. Each class can have its own specialty in the Profession broad skill area, like Profession (fighter) and Profession (assassin). In Basic d20, each skill rank in a specialty costs 0.25 PP. For spellcasting classes, having levels in the appropriate spellcasting power automatically grants class levels. Thus, a character with Wizard Spellcasting Level 10 is also considered to be a 10th level wizard for the purposes of advantage prerequisites. A character can never have more class levels in any single class than he has character levels. However, a character can have as many class levels in different classes as long as none of these class levels exceed his character level. For example, a 10th level character could have Profession (fighter) 10 ranks, Profession (rogue) 10 ranks, and Profession (ranger) 10 ranks, if desired.

Since characters taking levels in a prestige class must be of higher character level, apply the modifier shown to the character level to determine maximum class levels. For example, for our character above, he could take up to 5 ranks in Profession (assassin), 3 ranks in Profession (duelist) and no ranks in Profession (archmage).

BROAD SKILLS AND SPECIALTIES

The Basic d20 GM always retains the right to determine what broad skill a specialty falls under. The names of the SRD skills have not been changed in the class advantage descriptions to allow the GM maximum flexibility in assigning them to broad skill areas.

Prestige Class	Level Modifier
Arcane Archer	-7
Arcane Trickster	-8
Archmage	-13
Assassin	-5
Blackguard	-6
Dragon Disciple	-5
Duelist	-7
Dwarven Defender	-7
Hierophant	-13
Horizon Walker	-5
Loremaster	-7
Shadowdancer	-7
Thaumaturgist	-7

1ST-LEVEL SPECIAL ABILITIES

All 1st-Level Special Abilities are available to starting characters during character generation as long as the character meets the prerequisites.

ANIMAL COMPANION

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger (Half).

Description: The character gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the character on her adventures as appropriate for its kind.

An animal companion is completely typical for its kind except as noted below. As the character advances in druid class levels, the animal's power increases as shown on the table. If the character releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A character with a druid class level of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid class level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid class level and compare the result with the druid class level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective class level to 0 or lower, she can't have that animal as a companion.)

Each ranger class level counts as half of a druid class level when determining the animal companion's abilities. Consult The Druid's Animal Companion section of the System Reference Document for more information about animal companions.

AURA OF ALIGNMENT

Prerequisites: Chaotic, evil, good, or lawful alignment.

Ability Type: Extraordinary.

Class Levels: Cleric and Paladin.

Description: Choose a non-neutral component of the character's alignment, either chaotic, evil, good, or lawful. The character gains a particularly powerful aura corresponding to that alignment component (see the *detect evil* spell for details). The power of the aura corresponds to the character's class levels in cleric and paladin.

BARDIC KNOWLEDGE

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard and Loremaster.

Description: The character may make a special bardic knowledge check with a bonus equal to his bard and loremaster class levels + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the character has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A character may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Types of knowledge with corresponding DC are shown below.

DC 10: Common, known by at least a substantial minority of the local population.

DC 20: Uncommon but available, known by only a few people, legends.

DC 25: Obscure, known by few, hard to come by.

DC 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.

BARDIC MUSIC

Prerequisites: None.

Ability Type: Natural.

Class Levels: Bard.

Description: Once per day per bard class level, the character can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard class level and a minimum number of ranks in the Perform skill as prerequisites.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the character must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, the character cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf character has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

COUNTERSONG

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use his music or poetics to counter magical

effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the character (including the character himself) that is affected by a sonic or language-dependent magical attack may use the character's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The character may keep up the countersong for 10 rounds.

DETECT ALIGNMENT

Prerequisites: None.

Ability Type: Spell-Like.

Class Levels: None.

Description: Choose an alignment component, either chaos, evil, good, or law. At will, the character can use *detect chaos*, *detect evil*, *detect good*, or *detect law* as the spell. The exact spell corresponds to the alignment component chosen.

FASCINATE

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can use his music or poetics 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 character, and able to pay attention to him. The character 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 bard class levels the character attains beyond 1st,

he can target one additional creature with a single use of this ability.

To use the ability, the character makes a Perform 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 character cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the character continues to play and concentrate (up to a maximum of 1 round per bard class level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the character to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform 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. Fascinate is an enchantment (compulsion), mind-affecting ability.

FAST MOVEMENT

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character'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 character's speed because of any load carried or armor worn.

FAVORED ENEMY I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character selects a type of creature from among those given on **Table: Ranger Favored Enemies** in the System Reference Document. The character gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using

these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

FLURRY OF BLOWS I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: When unarmored, the character may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the character might make before her next action. The character must use a full attack action to strike with a flurry of blows.

When using flurry of blows, the character may attack only with unarmed strikes or with special weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special weapons interchangeably as desired. When using weapons as part of a flurry of blows, the character applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times\frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The character can't use any weapon other than a special weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, the character may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

INSPIRE COURAGE I

Prerequisites: Bardic Music special ability, 3 or more skill ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the character sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

INTUITIVE DEFENSE I

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character adds her Wisdom bonus (if any) to her AC.

This bonus to AC applies even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

NATURE SENSE

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on Knowledge (nature) and Survival checks.

RAGE I

Prerequisites: Non-lawful alignment.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can fly into a rage one time per day. In a rage, the character temporarily gains a +2 bonus to the Strength modifier, a +2 bonus to the Constitution modifier, and a +2

morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the character'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 character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or 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. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-1 penalty to the Strength modifier, -1 penalty to the Dexterity modifier, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but a character can do it only during his action, not in response to someone else's action.

REBUKE UNDEAD

Prerequisites: Non-good alignment, cannot have Turn Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his unholy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to rebuke undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on rebuke checks against undead.

SMITE CHAOS I

Prerequisites: Aura of Alignment (Lawful).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite chaos with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

SMITE EVIL I

Prerequisites: Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

SMITE GOOD I

Prerequisites: Aura of Alignment (evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite good with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

SMITE LAW I

Prerequisites: Aura of Alignment (Chaotic).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: Once per day, the character may attempt to smite law with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin class level. If the character accidentally smites a creature that is not lawful, the smite has no effect, but the ability is still used up for that day.

SNEAK ATTACK I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character's attack deals 1d6 extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied.

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

With a sap (blackjack) or an unarmed strike, the character 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.

The character can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The character 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 character cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

SUMMON FAMILIAR

Prerequisites: Ability to cast arcane spells.

Ability Type: Spell-Like.

Class Levels: Sorcerer and Wizard.

Description: The character can obtain a familiar. Doing so 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 character chooses the kind of familiar he gets. As the character gains sorcerer and wizard class levels, his familiar also increases in power.

If the familiar dies or is dismissed by the character, the character must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points for every sorcerer and wizard class level; success reduces the loss to one-half that amount. However, a character's experience point total can never go below zero as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

TRAPFINDING

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

The character can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A character who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

TURN UNDEAD

Prerequisites: Non-evil alignment, cannot have Rebuke Undead special ability.

Ability Type: Supernatural.

Class Levels: Cleric and Paladin.

Description: The character has the power to affect undead creatures by channeling the power of his faith through his holy symbol (see Turn or Rebuke Undead in the System Reference Document).

The character may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A character with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

UNARMED STRIKE I

Prerequisites: None.

Ability Type: Natural.

Class Levels: None.

Description: The character gains Improved Unarmed Strike as a bonus feat. This does not count as a base feat for the purposes of level determination. The character's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that the character may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for the character when striking unarmed. The character may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually the character's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

The character's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A character also deals more damage with her unarmed strikes than a normal person would. A small character deals

1d4 damage, a medium character deals 1d6 damage, and a large character deals 1d8.

WILD EMPATHY

Prerequisites: None.

Ability Type: Extraordinary.

Class Levels: Druid and Ranger.

Description: The character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her druid and ranger class levels along with her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the character and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

2ND-LEVEL SPECIAL ABILITIES

All 2nd-Level Special Abilities have "Character Level 2" as a prerequisite.

COMBAT STYLE: ARCHERY

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

DEADLY TOUCH

Prerequisites: Character Level 2, Cha 12, Aura of Alignment (Evil).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin class level + character's Cha modifier) to halve the damage dealt.

Alternatively, the character can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the lay on hands ability.

DIVINE GRACE

Prerequisites: Character Level 2, Aura of Alignment (Any).

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains a bonus equal to her Charisma bonus (if any) on all saving throws.

EVASION

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can avoid even magical and unusual attacks with great agility. If the character 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 character is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

LAY ON HANDS

Prerequisites: Character Level 2, Cha 12, Aura of Alignment (Good).

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin class level x her Charisma bonus. The character may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, the character can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The character decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

UNCANNY DODGE

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can react to danger before his senses would normally allow him to do so. The character 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.

WOODLAND STRIDE

Prerequisites: Character Level 2.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may move through any sort of undergrowth (such

as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

3RD-LEVEL SPECIAL ABILITIES

All 3rd-Level Special Abilities have "Character Level 3" as a prerequisite.

AURA OF COURAGE

Prerequisites: Character Level 3, lawful good alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DEBILITATION

Prerequisites: Character Level 3, chaotic evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF DESPAIR

Prerequisites: Character Level 3, lawful evil alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character radiates a malign aura that causes enemies within

10 feet of him to take a -2 penalty on all saving throws.

This ability functions while the character is conscious, but not if she is unconscious or dead.

AURA OF RESOLVE

Prerequisites: Character Level 3, chaotic good alignment.

Ability Type: Supernatural.

Class Levels: None.

Description: The character is immune to compulsion effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions while the character is conscious, but not if she is unconscious or dead.

DIVINE HEALTH

Prerequisites: Character Level 3, Aura of Alignment (Any).

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases, including supernatural and magical diseases.

INSPIRE COMPETENCE

Prerequisites: Character Level 3, Bardic Music, Countersong, Fascinate, Inspire Courage I, 6 or more ranks in Perform.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the character. The character must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the character's music. Certain uses of this ability are infeasible. The effect lasts as long as the character concentrates, up to a maximum of 2 minutes. The character can't inspire competence in himself. Inspire competence is a mind-affecting ability.

SPEED BONUS I

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an enhancement bonus to her speed of +10 ft. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SNEAK ATTACK II

Prerequisites: Character Level 3, Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 2d6 extra damage (instead of 1d6).

STILL MIND

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

TRACKLESS STEP

Prerequisites: Character Level 3, Woodland Stride.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

TRAP SENSE I

Prerequisites: Character Level 3.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

4TH-LEVEL SPECIAL ABILITIES

All 4th-Level Special Abilities have “Character Level 4” as a prerequisite.

KI STRIKE: MAGIC

Prerequisites: Character Level 4.

Ability Type: Supernatural.

Class Levels: None.

Description: The character’s unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

RAGE II

Prerequisites: Character Level 4, non-lawful alignment, Rage I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage two times per day. See Rage I for details.

RESIST NATURE’S LURE

Prerequisites: Character Level 4, Nature Sense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +4 bonus on saving throws against the spell-like abilities of fey.

SLOW FALL I

Prerequisites: Character Level 4.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm’s reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 20 feet shorter than it actually is.

UNARMED STRIKE II

Prerequisites: Character Level 4, Unarmed Strike I.

Ability Type: Natural.

Class Levels: None.

Description: The character’s unarmed strikes increase in damage. A small character now deals 1d6 damage with unarmed strikes, a medium character 1d8 damage, and a large character 2d6 damage.

5TH-LEVEL SPECIAL ABILITIES

All 5th-Level Special Abilities have “Character Level 5” as a prerequisite.

FAVORED ENEMY II

Prerequisites: Character Level 5, Favored Enemy I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character’s bonuses do not stack; he simply uses whichever bonus is higher.

FLURRY OF BLOWS II

Prerequisites: Character Level 5, Flurry of Blows I.

Ability Type: Natural.

Class Levels: None.

Description: The character’s Flurry of Blows attack penalty lessens from -2 to -1.

IMPROVED UNCANNY DODGE

Prerequisites: Character Level 5, Uncanny Dodge.

Ability Type: Extraordinary.

Class Levels: Barbarian and Rogue.

Description: The character can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue class levels than the target has barbarian and rogue class levels.

INTUITIVE DEFENSE II

Prerequisites: Character Level 5, Intuitive Defense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +1 bonus to AC.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

PURITY OF BODY

Prerequisites: Character Level 5, Still Mind.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all diseases except for supernatural and magical diseases.

SMITE CHAOS II

Prerequisites: Character Level 5, Smite Chaos I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos two times per day (instead of only once per day).

SMITE EVIL II

Prerequisites: Character Level 5, Smite Evil I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil two times per day (instead of only once per day).

SMITE GOOD II

Prerequisites: Character Level 5, Smite Good I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good two times per day (instead of only once per day).

SMITE LAW II

Prerequisites: Character Level 5, Smite Law I.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law two times per day (instead of only once per day).

SNEAK ATTACK III

Prerequisites: Character Level 5, Sneak Attack II.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 3d6 extra damage (instead of 2d6).

SPECIAL MOUNT

Prerequisites: Character Level 5, Aura of Alignment (Any).

Ability Type: Spell-Like.

Class Levels: Paladin.

Description: The character gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (or goodness, law, or chaos). This mount is usually a heavy warhorse (for a Medium character) or a warpony (for a Small character).

Once per day, as a full-round action, the character may magically call her mount from the otherworldly realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the character's paladin class level. The mount immediately appears adjacent to the character and remains for 2 hours per paladin class level; it may be dismissed at any time as a free action. The mount is the same creature

each time it is summoned, though the character may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the character's mount die, it immediately disappears, leaving behind any equipment it was carrying. The character may not summon another mount for thirty days or until she gains a paladin class level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a -1 penalty on attack and weapon damage rolls.

WILD SHAPE I

Prerequisites: Character Level 5.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid class level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried by the character melds into the new form and becomes nonfunctional. When the character reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the character's feet.

The form chosen must be that of an animal the character is familiar with.

The character loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

The new form's Hit Dice can't exceed the character's druid class level.

6TH-LEVEL SPECIAL ABILITIES

All 6th-Level Special Abilities have "Character Level 6" as a prerequisite.

BESTOW CURSE I

Prerequisites: Character Level 6, Aura of Alignment (Chaos).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, as the spell, once per week.

CAUSE DISEASE I

Prerequisites: Character Level 6, Aura of Alignment (Evil).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), once per week.

DEATH ATTACK

Prerequisites: Character Level 6, evil alignment, Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, the character must kill someone for no other reason than to become an assassin.

Ability Type: Natural.

Class Levels: Assassin.

Description: If the character studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of

possibly either paralyzing or killing the target (character's choice). While studying the victim, the character can undertake other actions so long as his attention stays focused on the target and the target does not detect the character or recognize the character as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the character's assassin class level + the character's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per assassin class level of the character. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the character has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the character does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

IMPROVED COMBAT STYLE: ARCHERY

Prerequisites: Character Level 6, Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

IMPROVED COMBAT STYLE: TWO-WEAPON

Prerequisites: Character Level 6, Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style

apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

POISON USE

Prerequisites: Character Level 6, evil alignment, Hide 5 ranks.

Ability Type: Natural.

Class Levels: None.

Description: The character is trained in the use of poison and can never risk accidentally poisoning himself when applying poison to a blade.

REMOVE CURSE I

Prerequisites: Character Level 6, Aura of Alignment (Law).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, as the spell, once per week.

REMOVE DISEASE I

Prerequisites: Character Level 6, Aura of Alignment (Good).

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, once per week.

SLOW FALL II

Prerequisites: Character Level 6, Slow Fall I.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 30 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall I.

SPEED BONUS II

Prerequisites: Character Level 6, Speed Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +20 ft. This replaces the enhancement bonus granted by Speed Bonus I. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

SUGGESTION

Prerequisites: Character Level 6, Bardic Music, Inspire Competence, 9 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can make a *suggestion* (as the spell) to a creature that he has already fascinated. Using this ability does not break the character's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a character's daily limit on bardic music performances. A Will saving throw (DC 10 + ½ the character's bard class level + the character's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

TERRAIN MASTERY

Prerequisites: Character Level 6, Knowledge (geography) 8 ranks, Endurance feat.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Terrain Mastery Benefits. Terrain mastery gives the character a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains

the bonus if the creature description specifically lists the terrain type.

Characters take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Terrain Mastery Benefits

Aquatic

You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert

You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest

You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills

You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hill creatures.

Marsh

You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains

You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains

You have a +4 competence bonus on Spot checks. You gain a +1 insight

bonus on attack and damage rolls against plains creatures.

Underground

You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Terrain Mastery can be taken multiple times. Each time it is taken choose a new terrain type.

TRAP SENSE II

Prerequisites: Character Level 6, Trap Sense I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense I.

WILD SHAPE II

Prerequisites: Character Level 6, Wild Shape I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape twice per day.

7TH-LEVEL SPECIAL ABILITIES

All 7th-Level Special Abilities have "Character Level 7" as a prerequisite.

DAMAGE REDUCTION I

Prerequisites: Character Level 7.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains Damage Reduction. Subtract 1 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

POISON RESISTANCE I

Prerequisites: Character Level 7, Poison Use.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +1 natural saving throw bonus to all poisons.

SNEAK ATTACK IV

Prerequisites: Character Level 7, Sneak Attack III.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 4d6 extra damage (instead of 3d6).

WHOLENESS OF BODY

Prerequisites: Character Level 7, Purity of Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk class level each day, and she can spread this healing out among several uses.

WILD SHAPE III

Prerequisites: Character Level 7, Wild Shape II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape three times per day.

8TH-LEVEL SPECIAL ABILITIES

All 8th-Level Special Abilities have "Character Level 8" as a prerequisite.

CANNY DEFENSE

Prerequisites: Character Level 8, Base Attack Bonus +6, Perform 3 ranks,

Tumble 5 ranks, Dodge feat, Mobility feat, and Weapon Finesse feat.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: When not wearing armor or using a shield, the character adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If the character is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

DEFENDER AC BONUS I

Prerequisites: Character Level 8, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives a +1 dodge bonus to Armor Class. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE I

Prerequisites: Character Level 8, dwarf, lawful alignment, base attack bonus +7, Dodge feat, Endurance feat, Toughness feat.

Ability Type: Natural.

Class Levels: None.

Description: When he adopts a defensive stance, the character gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +1 to his Strength modifier, +2 to his Constitution modifier, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score modifier drops back 2 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, the character cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the

character's (newly improved) Constitution modifier. The character may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the character is winded and takes a -1 penalty to the Strength modifier for the duration of that encounter. The character can only use his defensive stance once per day as determined. Using the defensive stance takes no time itself, but the character can only do so during his action.

ENHANCE ARROW I

Prerequisites: Character Level 8, elf or half-elf, +6 base attack bonus, Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow), ability to cast 1st-level arcane spells.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the character need not spend experience points or gold pieces to accomplish this task. However, the character's magic arrows only function for her.

HIDE IN PLAIN SHADOW

Prerequisites: Character Level 8, Move Silently 8 ranks, Hide 10 ranks, Combat Reflexes feat, Dodge feat, Mobility feat.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, the character can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

IMPROVED ALLY

Prerequisites: Character Level 8, Spell Focus (conjuration), ability to cast *lesser planar ally*.

Ability Type: Natural.

Class Levels: None.

Description: When the character casts a *planar ally* spell (including the lesser and greater versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the character's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The character's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

The character can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

INSPIRE COURAGE II

Prerequisites: Character Level 8, Inspire Courage I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increase by 1 and is now +2. See Inspire Courage I for details.

LOREMASTER SECRET

Prerequisites: Character Level 8, Knowledge (any two specialties) 10 ranks each, any three metamagic or item creation feats, Skill Focus (Knowledge [any specialty]), ability to cast seven different divination spells, one of which must be 3rd level or higher.

Ability Type: Natural.

Class Levels: Loremaster.

Description: The character chooses one secret from the table below. Her loremaster class level plus Intelligence modifier determines the secrets from which she can choose. She can't choose the same secret twice.

Loremaster Secret can be taken multiple times. Each time it is taken, choose a different secret from among those allowed.

LOREMASTER SECRETS

Level+Int Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any feat
9	Newfound arcana	1 bonus 1st-level spell
10	More newfound arcana	1 bonus 2nd-level spell

RAGE III

Prerequisites: Character Level 8, non-lawful alignment, Rage II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage three times per day. See Rage I for details.

SLOW FALL III

Prerequisites: Character Level 8, Slow Fall II.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 40 feet shorter than it actually is. This distance

replaces the distance gained from Slow Fall II.

SWIFT TRACKER

Prerequisites: Character Level 8, Track feat.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

UNARMED STRIKE III

Prerequisites: Character Level 8, Unarmed Strike II.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d8 damage with unarmed strikes, a medium character 1d10 damage, and a large character 2d8 damage.

WILD SHAPE: LARGE

Prerequisites: Character Level 8, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Large animal when using Wild Shape.

9TH-LEVEL SPECIAL ABILITIES

All 9th-Level Special Abilities have "Character Level 9" as a prerequisite.

BESTOW CURSE II

Prerequisites: Character Level 9, Aura of Alignment (Chaos), Bestow Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, twice per week (instead of once per week).

CAUSE DISEASE II

Prerequisites: Character Level 9, Aura of Alignment (Evil), Cause Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), twice per week (instead of once per week).

DARKVISION

Prerequisites: Character Level 9, Hide in Plain Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can see in the dark as though she were permanently under the effect of a *darkvision* spell.

FLURRY OF BLOWS III

Prerequisites: Character Level 9, Flurry of Blows II.

Ability Type: Natural.

Class Levels: None.

Description: The character's Flurry of Blows attack penalty disappears (i.e., becomes +0 instead of -1).

IMBUE ARROW

Prerequisites: Character Level 9, Enhance Arrow I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the character to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

IMPROVED EVASION

Prerequisites: Character Level 9, Evasion.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

IMPROVED REACTION I

Prerequisites: Character Level 9, Canny Defense.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains a +2 bonus on initiative checks. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE GREATNESS

Prerequisites: Character Level 9, Suggestion, 12 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three bard class levels the bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, the character must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the character sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells

that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

POISON RESISTANCE II

Prerequisites: Character Level 9, Poison Use, Poison Resistance I.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +2 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance I.

RANGED LEGERDEMAIN I

Prerequisites: Character Level 9, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher.

Ability Type: Natural.

Class Levels: None.

Description: The character can perform one of the following skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and the character cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

REMOVE CURSE II

Prerequisites: Character Level 9, Aura of Alignment (Law), Remove Curse I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, twice per week (instead of once per week).

REMOVE DISEASE II

Prerequisites: Character Level 9, Aura of Alignment (Good), Remove Disease I.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, twice per week (instead of only once per week).

SNEAK ATTACK V

Prerequisites: Character Level 9, Sneak Attack IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 5d6 extra damage (instead of 4d6).

SPEED BONUS III

Prerequisites: Character Level 9, Speed Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +30 ft. This replaces the enhancement bonus granted by Speed Bonus II. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE III

Prerequisites: Character Level 9, Trap Sense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense II.

VENOM IMMUNITY

Prerequisites: Character Level 9, Wild Shape: Large.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains immunity to all poisons.

10TH-LEVEL SPECIAL ABILITIES

All 10th-Level Special Abilities have "Character Level 10" as a prerequisite.

DAMAGE REDUCTION II

Prerequisites: Character Level 10, Damage Reduction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 2. Subtract 2 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE II

Prerequisites: Character Level 10, Defensive Stance I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance twice per day (instead of only once per day).

ENHANCE ARROW II

Prerequisites: Character Level 10, Enhance Arrow I.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +2 enhancement bonus (instead of +1).

EXTEND SUMMONING

Prerequisites: Character Level 10, Improved Ally, Augment Summoning feat.

Ability Type: Natural.

Class Levels: None.

Description: All spells from the summoning subschool that the character casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the

effect of the Extend Spell feat, which does change the spell's level.

ENHANCED MOBILITY

Prerequisites: Character Level 10, Improved Reaction.

Ability Type: Extraordinary.

Class Levels: None.

Description: When wearing no armor and not using a shield, the character gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

FAVORED ENEMY III

Prerequisites: Character Level 10, Favored Enemy II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

INTUITIVE DEFENSE III

Prerequisites: Character Level 10, Intuitive Defense II.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +2 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense II.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries

a shield, or when she carries a medium or heavy load.

KI STRIKE: LAWFUL

Prerequisites: Character Level 10, lawful alignment, Ki Strike: Magic.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction.

ROGUE SPECIAL ABILITY

Prerequisites: Character Level 10.

Ability Type: Varies (See Below).

Class Levels: None.

Description: The character gains a special ability of her choice from among the following options. Rogue Special Ability can be taken multiple times. Each time, choose a different special ability.

Crippling Strike (Ex)

A character with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also loses 1 point of Strength ability score modifier. Ability score modifier points lost to damage return on their own at the rate of 1 modifier point per two days for each damaged ability.

Defensive Roll (Ex)

The character can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the character can attempt to roll with the damage. To use this ability, the character must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to

execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the character's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex)

This ability works like evasion, except that while the character still takes no damage on a successful Reflex saving throw against attacks henceforth she takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

Opportunist (Ex)

Once per round, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery

The character becomes so certain in the use of a certain broad skill that she can use it reliably even under adverse conditions.

Upon gaining this ability, she selects a broad skill from among those in this list: Athletics, Awareness, Interaction, Knowledge, Languages, Perform, Profession, Science, Technology, Thievery, Vehicles, or Wilderness. When making any skill checks with this broad skill, she may take 10 even if stress and distractions would normally prevent her from doing so. A character may gain this special ability multiple times, selecting additional broad skills for it to apply to each time.

Slippery Mind (Ex)

This ability represents the character's ability to wriggle free from magical effects that would otherwise control or compel her. If a character with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round

later at the same DC. She gets only this one extra chance to succeed on her saving throw.

SHADOW ILLUSION

Prerequisites: Character Level 10, Hide in Plain Shadow, Darkvision.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

SLOW FALL IV

Prerequisites: Character Level 10, Slow Fall III.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 50 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall III.

SMITE CHAOS III

Prerequisites: Character Level 10, Smite Chaos II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos three times per day (instead of twice per day).

SMITE EVIL III

Prerequisites: Character Level 10, Smite Evil II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil three times per day (instead of twice per day).

SMITE GOOD III

Prerequisites: Character Level 10, Smite Good II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good three times per day (instead of twice per day).

SMITE LAW III

Prerequisites: Character Level 10, Smite Law II.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law three times per day (instead of twice per day).

SUMMON SHADOW

Prerequisites: Character Level 10, Hide in Plain Shadow, Darkvision.

Ability Type: Supernatural.

Class Levels: Shadowdancer.

Description: The character can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the character, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the character and can communicate intelligibly with the character. Every third shadowdancer class level gained by the character adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the character chooses to dismiss it, the character must attempt a DC 15 Fortitude save. If the saving throw fails, the character loses 2 power points (PP). A successful saving throw reduces the loss by half, to 1 PP. The character's PP total can never go below zero as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

WILD SHAPE IV

Prerequisites: Character Level 10, Wild Shape III.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape four times per day.

11TH-LEVEL SPECIAL ABILITIES

All 11th-Level Special Abilities have "Character Level 11" as a prerequisite.

COMBAT STYLE MASTERY: ARCHERY

Prerequisites: Character Level 11, Improved Combat Style: Archery.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

COMBAT STYLE MASTERY: TWO-WEAPON

Prerequisites: Character Level 11, Improved Combat Style: Two-Weapon.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the character's style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

CONTINGENT CONJURATION

Prerequisites: Character Level 11, Extend Summoning.

Ability Type: Natural.

Class Levels: None.

Description: The character can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having the character cast the summoning or

calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. The character can have only one contingent conjuration active at a time.

DEFENDER AC BONUS II

Prerequisites: Character Level 11, Defender AC Bonus I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonus granted by Defender AC Bonus I (for a new total of +2). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DIAMOND BODY

Prerequisites: Character Level 11, Wholeness of Body.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains immunity to poisons of all kinds.

FIENDISH SERVANT

Prerequisites: Character Level 11, evil alignment.

Ability Type: Spell-Like.

Class Levels: Blackguard.

Description: The character gains a fiendish servant. See the blackguard prestige class special ability in the System Reference Document for more details.

GRACE

Prerequisites: Character Level 11, Enhanced Mobility.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for the character only when she is wearing no armor and not using a shield.

GREATER FLURRY

Prerequisites: Character Level 11, Flurry of Blows III.

Ability Type: Natural.

Class Levels: None.

Description: In addition to the standard single extra attack the character gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

GREATER RAGE

Prerequisites: Character Level 11, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonuses to the Strength and Constitution ability score modifiers during his rage each increase to +3, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

IMPROMPTU SNEAK ATTACK I

Prerequisites: Character Level 11, non-lawful alignment, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, ability to cast *mage hand*, ability to cast one arcane spell of 3rd level or higher..

Ability Type: Natural.

Class Levels: None.

Description: The character can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to

critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). The character can use this ability once per day.

PLANAR TERRAIN MASTERY

Prerequisites: Character Level 11, five Terrain Mastery advantages.

Ability Type: Natural.

Class Levels: None.

Description: Choose one terrain type found below under Planar Terrain Mastery Benefits. Planar terrain mastery gives the character a bonus on checks involving a skill useful in that planar terrain, or some other appropriate benefit. The character also knows how to fight dangerous creatures typically found in that planar terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The character only gains the bonus if the creature description specifically lists the terrain type.

Characters take their planar terrain mastery with them wherever they go. They retain their planar terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Terrain Mastery can be taken multiple times. Each time, choose a different terrain type.

Planar Terrain Mastery Benefits

Fiery (Planar)

This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar)

You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar)

This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar)

You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar)

You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar)

You gain tremorsense with a 30-foot range.

Other (Planar)

If other planes are in use additional Planar Terrains can be created by the DM.

POISON RESISTANCE III

Prerequisites: Character Level 11, Poison Use, Poison Resistance II.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +3 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance II.

SEEKER ARROW

Prerequisites: Character Level 11, Enhance Arrow II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

SHADOW JUMP I

Prerequisites: Character Level 11, Shadow Illusion, Summon Shadow.

Ability Type: Supernatural.

Class Levels: None.

Description: The character gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The character can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

SNEAK ATTACK VI

Prerequisites: Character Level 11, Sneak Attack V.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 6d6 extra damage (instead of 5d6).

WILD SHAPE: TINY

Prerequisites: Character Level 11, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Tiny animal when using Wild Shape.

12TH-LEVEL SPECIAL ABILITIES

All 12th-Level Special Abilities have "Character Level 12" as a prerequisite.

ABUNDANT STEP

Prerequisites: Character Level 12, Diamond Body.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk class level (rounded down).

BESTOW CURSE III

Prerequisites: Character Level 12, Aura of Alignment (Chaos), Bestow Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, three times per week (instead of twice per week).

CAUSE DISEASE III

Prerequisites: Character Level 12, Aura of Alignment (Evil), Cause Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), three times per week (instead of twice per week).

DEFENSIVE STANCE III

Prerequisites: Character Level 12, Defensive Stance II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance three times per day (instead of twice per day).

ENHANCE ARROW III

Prerequisites: Character Level 12, Enhance Arrow II.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +3 enhancement bonus (instead of +2).

PLANAR COHORT

Prerequisites: Character Level 12, Contingent Conjunction.

Ability Type: Natural.

Class Levels: None.

Description: The character can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the character continues to advance a cause important to the creature.

To call a planar cohort, the character must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp × the HD of the creature to convince it to serve as a planar cohort, and the Improved Ally advantage can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the character has, and must have an ECL no higher than the thaumaturgist's character level -2.

The character can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces the character's existing cohort, if he has one by virtue of the Leadership feat.

PRECISE STRIKE I

Prerequisites: Character Level 12, Grace.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, the character cannot attack with a weapon in her other hand or use a shield. The character's precise strike only works against living creatures with discernible

anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

RAGE IV

Prerequisites: Character Level 12, non-lawful alignment, Rage III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage four times per day. See Rage I for details.

REMOVE CURSE III

Prerequisites: Character Level 12, Aura of Alignment (Law), Remove Curse II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, three times per week (instead of two times per week).

REMOVE DISEASE III

Prerequisites: Character Level 12, Aura of Alignment (Good), Remove Disease II.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, three times per week (instead of twice per week).

SLOW FALL V

Prerequisites: Character Level 12, Slow Fall IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 60 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall IV.

SONG OF FREEDOM

Prerequisites: Character Level 12, Inspire Greatness, 15 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: Bard.

Description: The character can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard class level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. The character can't use song of freedom on himself.

SPEED BONUS IV

Prerequisites: Character Level 12, Speed Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +40 ft. This replaces the enhancement bonus granted by Speed Bonus III. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE IV

Prerequisites: Character Level 12, Trap Sense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense III.

UNARMED STRIKE IV

Prerequisites: Character Level 12, Unarmed Strike III.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 1d10 damage with unarmed strikes, a medium character

2d6 damage, and a large character 3d6 damage.

WILD SHAPE: PLANT

Prerequisites: Character Level 12, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character is able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (The character can't use this ability to take the form of a plant that isn't a creature.)

13TH-LEVEL SPECIAL ABILITIES

All 13th-Level Special Abilities have "Character Level 13" as a prerequisite.

A THOUSAND FACES

Prerequisites: Character Level 13, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to change her appearance at will, as if using the *disguise self* spell, but only while in her normal form. This affects the character's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the character's appearance, within the limits described for the spell.

ACROBATIC CHARGE

Prerequisites: Character Level 13, Precise Strike.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

DAMAGE REDUCTION III

Prerequisites: Character Level 13, Damage Reduction II or Defensive Stance III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains damage reduction 3/-. This damage reduction replaces the damage reduction gained from Damage Reduction I and Damage Reduction II. Subtract 3 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

CAMOUFLAGE

Prerequisites: Character Level 13.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

DIAMOND SOUL

Prerequisites: Character Level 13, Abundant Step.

Ability Type: Extraordinary.

Class Levels: Monk.

Description: The character gains spell resistance equal to her current monk class level + 10. In order to affect the character with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the character's spell resistance.

GREATER LORE

Prerequisites: Character Level 13, three Loremaster Secrets.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character gains the ability to understand magic items, as with the *identify* spell.

PHASE ARROW

Prerequisites: Character Level 13, Enhance Arrow III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

POISON RESISTANCE IV

Prerequisites: Character Level 13, Poison Use, Poison Resistance III.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +4 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance III.

RANGED LEGERDEMAIN II

Prerequisites: Character Level 13, non-lawful alignment, Ranged Legerdemain I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make two ranged legerdemain skill checks each day. See details under Ranged Legerdemain I.

SHADOW JUMP II

Prerequisites: Character Level 13, Shadow Jump I.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet, two jumps of 20 feet each, four jumps of 10 feet each, etc.

SNEAK ATTACK VII

Prerequisites: Character Level 13, Sneak Attack VI.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 7d6 extra damage (instead of 6d6).

14TH-LEVEL SPECIAL ABILITIES

All 14th-Level Special Abilities have "Character Level 14" as a prerequisite.

DEFENDER AC BONUS III

Prerequisites: Character Level 14, Defender AC Bonus II.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +3). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

DEFENSIVE STANCE IV

Prerequisites: Character Level 14, Defensive Stance III, Damage Reduction III.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance four times per day (instead of three times per day).

ELABORATE PARRY

Prerequisites: Character Level 14, Acrobatic Charge.

Ability Type: Extraordinary.

Class Levels: Duelist.

Description: If the character chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each class level of duelist she has.

ENHANCE ARROW IV

Prerequisites: Character Level 14, Enhance Arrow III.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +4 enhancement bonus (instead of +3).

HIEROPHANT SPECIAL ABILITY

Prerequisites: Character Level 14, Knowledge (religion) 15 ranks, any metamagic feat, ability to cast 7th-level divine spells.

Ability Type: Varies.

Class Levels: None.

Description: The character gains a special ability of his choice from among the following. Hierophant Special Ability can be taken multiple times. Each time, choose a different special ability or a different version of a special ability that has multiple applications.

Blast Infidel (Su)

The character can use negative energy spells to their maximum effect on creatures with an alignment opposed to the character. Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Divine Reach (Su)

A character with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the character must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su)

The character can use healing spells to their maximum effect on creatures of the same alignment as the character

(including the character himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su)

Available only to characters with cleric class or spellcaster levels, this ability allows the character to transfer one or more uses of his turn undead ability to a willing creature. (Characters who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the character is reduced by the number transferred. The recipient turns undead as a cleric of the character's cleric class level but uses her own Charisma modifier.

Mastery of Energy (Su)

Available only to characters with cleric class or spellcaster levels, this ability allows the character to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the character's turning checks and turning damage rolls. This ability only affects undead, even if the character can turn other creatures, such as with a granted power of a domain.

Power of Nature (Su)

Available only to characters with druid class or spellcasting levels, this ability allows the character to temporarily transfer one or more of his druid special abilities (those appearing in the druid basic class description in the System Reference Document) to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the character cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The wild shape ability can be partially or completely transferred. The character chooses how many uses of wild shape per day to give to transfer

and retains the rest of the uses for himself. If the character can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the character remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power

This special ability increases the character's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability

A character who selects this special ability can use one of his divine spell slots (or an appropriate number of spell points) to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the character chooses to permanently attach a metamagic feat to the spell chosen). The character can use an available higher-level spell slot to use the spell-like ability more than twice per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

HIGH ARCANA

Prerequisites: Character Level 14, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Skill Focus (Spellcraft), Spell Focus in two schools of magic, ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Ability Type: Varies.

Class Levels: None or Archmage.

Description: The character gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

The character may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

High Arcana can be taken multiple times. Each time, choose a different special ability or a different version of a special ability that has multiple applications.

Arcane Fire (Su)

The character gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/class level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su)

The character can use spells with a range of touch on a target up to 30 feet away. The character must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling

When the character counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements

The character can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping

The character can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power

This ability increases the character's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability

A character who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The character does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the character can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The character may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

INDOMITABLE WILL

Prerequisites: Character Level 14, non-lawful alignment, Greater Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in a rage, the character 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.

INSPIRE COURAGE III

Prerequisites: Character Level 14, Song of Freedom.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +3. See Inspire Courage I for details.

SLOW FALL VI

Prerequisites: Character Level 14, Slow Fall V.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 70 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall V.

WILD SHAPE V

Prerequisites: Character Level 14, Wild Shape IV.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape five times per day.

15TH-LEVEL SPECIAL ABILITIES

All 15th-Level Special Abilities have "Character Level 15" as a prerequisite.

BESTOW CURSE IV

Prerequisites: Character Level 15, Aura of Alignment (Chaos), Bestow Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, four times per week (instead of three times per week).

CAUSE DISEASE IV

Prerequisites: Character Level 15, Aura of Alignment (Evil), Cause Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), four times per week (instead of three times per week).

FAVORED ENEMY IV

Prerequisites: Character Level 15, Favored Enemy III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific

creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

HAIL OF ARROWS

Prerequisites: Character Level 15, Enhance Arrow IV.

Ability Type: Spell-Like.

Class Levels: Arcane Archer.

Description: In lieu of her regular attacks, once per day the character can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer class level. Each attack uses the character's primary attack bonus, and each enemy may only be targeted by a single arrow.

IMPROMPTU SNEAK ATTACK II

Prerequisites: Character Level 15, non-lawful alignment, Impromptu Sneak Attack I.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use impromptu sneak attack twice per day.

IMPROVED REACTION II

Prerequisites: Character Level 15, Improved Reaction I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonus from Improved Reaction I increases to +4. This replaces the bonus gained from Improved Reaction I. This bonus stacks with the benefit provided by the Improved Initiative feat.

INSPIRE HEROICS

Prerequisites: Character Level 15, Inspire Courage III, 18 or more ranks in Perform.

Ability Type: Supernatural.

Class Levels: Bard.

Description: The character can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard

class levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, the character must sing and an ally must hear the character sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the character sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

INTUITIVE DEFENSE IV

Prerequisites: Character Level 15, Intuitive Defense III.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +3 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense III.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MOBILE DEFENSE

Prerequisites: Character Level 15, Defensive Stance IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

POISON RESISTANCE V

Prerequisites: Character Level 15, Poison Use, Poison Resistance IV.

Ability Type: Natural.

Class Levels: None.

Description: The character gains a +5 natural saving throw bonus to all poisons. This bonus replaces the bonus granted by Poison Resistance IV.

QUIVERING PALM

Prerequisites: Character Level 15, Ki Strike: Lawful, Diamond Soul.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character can set up vibrations within the body of another creature that can thereafter be fatal if the character so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the character strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the character can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk class level. To make such an attempt, the character merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + ½ the character's monk class level + the character's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

REMOVE CURSE IV

Prerequisites: Character Level 15, Aura of Alignment (Law), Remove Curse III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, four times per week (instead of three times per week).

REMOVE DISEASE IV

Prerequisites: Character Level 15, Aura of Alignment (Good), Remove Disease III.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the

spell, four times per week (instead of three times per week).

SHADOW JUMP III

Prerequisites: Character Level 15, Shadow Jump II.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 80 feet each day in this way; this may be a single jump of 80 feet, two jumps of 40 feet each, four jumps of 20 feet each, etc.

SMITE CHAOS IV

Prerequisites: Character Level 15, Smite Chaos III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos four times per day (instead of three times per day).

SMITE EVIL IV

Prerequisites: Character Level 15, Smite Evil III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil four times per day (instead of three times per day).

SMITE GOOD IV

Prerequisites: Character Level 15, Smite Good III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good four times per day (instead of three times per day).

SMITE LAW IV

Prerequisites: Character Level 15, Smite Law III.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law four times per day (instead of three times per day).

SNEAK ATTACK VIII

Prerequisites: Character Level 15, Sneak Attack VII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 8d6 extra damage (instead of 7d6).

SPEED BONUS V

Prerequisites: Character Level 15, Speed Bonus IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +50 ft. This replaces the enhancement bonus granted by Speed Bonus IV. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TIMELESS BODY: DRUIDIC

Prerequisites: Character Level 15, Wild Shape V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the character still dies of old age when her time is up.

TRAP SENSE V

Prerequisites: Character Level 15, Trap Sense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +5 bonus on Reflex saves made to avoid traps and a +5 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense IV.

WILD SHAPE: HUGE

Prerequisites: Character Level 15, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge animal when using Wild Shape.

16TH-LEVEL SPECIAL ABILITIES

All 16th-Level Special Abilities have "Character Level 16" as a prerequisite.

DAMAGE REDUCTION IV

Prerequisites: Character Level 16, Damage Reduction III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 4. Subtract 4 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENSIVE STANCE V

Prerequisites: Character Level 16, Mobile Defense.

Ability Type: Natural.

Class Levels: None.

Description: The character can now use a defensive stance five times per day (instead of four times per day).

DEFLECT ARROWS: DUELIST

Prerequisites: Character Level 16, Elaborate Parry.

Ability Type: Natural.

Class Levels: None.

Description: The character gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

ENHANCE ARROW V

Prerequisites: Character Level 16, Enhance Arrow IV.

Ability Type: Supernatural.

Class Levels: None.

Description: Every nonmagical arrow the character nocks and lets fly now gains a +5 enhancement bonus (instead of +4).

KI STRIKE: ADAMANTITE

Prerequisites: Character Level 16, Ki Strike: Lawful.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with damage reduction. Also, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

RAGE V

Prerequisites: Character Level 16, non-lawful alignment, Rage IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage five times per day. See Rage I for details.

SLOW FALL VII

Prerequisites: Character Level 16, Slow Fall VI.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 80 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VI.

UNARMED STRIKE V

Prerequisites: Character Level 16, Unarmed Strike IV.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small

character now deals 2d6 damage with unarmed strikes, a medium character 2d8 damage, and a large character 3d8 damage.

WILD SHAPE: ELEMENTAL I

Prerequisites: Character Level 16, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the character gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

17TH-LEVEL SPECIAL ABILITIES

All 17th-Level Special Abilities have "Character Level 17" as a prerequisite.

ARROW OF DEATH

Prerequisites: Character Level 17, Enhance Arrow V.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the character that created it. The arrow of death lasts no longer than one year, and the character can only have one such arrow in existence at a time.

DAMAGE REDUCTION: DEFENDER

Prerequisites: Character Level 17, Defensive Stance V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 3 points, for a new total of 6. Subtract 6 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

DEFENDER AC BONUS IV

Prerequisites: Character Level 17, Defender AC Bonus III.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character receives an additional +1 dodge bonus to Armor Class. This bonus stacks with the dodge bonuses granted by previous Defender AC Bonus special abilities (for a new total of +4). Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses.

PRECISE STRIKE II

Prerequisites: Character Level 17, Precise Strike I.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage bonus from a precise strike increases to +2d6. This bonus replaces the bonus granted by Precise Strike I.

HIDE IN PLAIN SIGHT

Prerequisites: Character Level 17, Camouflage.

Ability Type: Extraordinary.

Class Levels: None.

Description: While in any sort of natural terrain, the character can use the Hide skill even while being observed.

RANGED LEGERDEMAIN III

Prerequisites: Character Level 17, non-lawful alignment, Ranged Legerdmain II.

Ability Type: Natural.

Class Levels: None.

Description: The character can now make three ranged legerdmain skill checks each day. See details under Ranged Legerdmain I.

SHADOW JUMP IV

Prerequisites: Character Level 17, Shadow Jump III.

Ability Type: Supernatural.

Class Levels: None.

Description: The character can now shadow jump up to a total of 160 feet each day in this way; this may be a single jump of 160 feet, two jumps of 80 feet each, four jumps of 40 feet each, eight jumps of 20 feet each, etc.

SNEAK ATTACK IX

Prerequisites: Character Level 17, Sneak Attack VIII.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 9d6 extra damage (instead of 8d6).

TIMELESS BODY: ASCETIC

Prerequisites: Character Level 17, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the character still dies of old age when her time is up.

TIRELESS RAGE

Prerequisites: Character Level 17, non-lawful alignment, Indomitable Will.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character no longer becomes fatigued at the end of his rage.

TONGUE OF THE SUN AND THE MOON

Prerequisites: Character Level 17, Diamond Soul.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can speak with any living creature.

TRUE LORE

Prerequisites: Character Level 17, five Loremaster Secrets.

Ability Type: Extraordinary.

Class Levels: None.

Description: Once per day the character can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

18TH-LEVEL SPECIAL ABILITIES

All 18th-Level Special Abilities have "Character Level 18" as a prerequisite.

BESTOW CURSE V

Prerequisites: Character Level 18, Aura of Alignment (Chaos), Bestow Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *bestow curse* effect, five times per week (instead of four times per week).

CAUSE DISEASE V

Prerequisites: Character Level 18, Aura of Alignment (Evil), Cause Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can inflict disease with her touch (as the *contagion* spell), five times per week (instead of four times per week).

MASS SUGGESTION

Prerequisites: Character Level 18, Inspire Heroics, 18 or more ranks in Perform.

Ability Type: Spell-Like.

Class Levels: None.

Description: This special ability functions like Suggestion, above, except that the character can make the suggestion simultaneously to any

number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

REMOVE CURSE V

Prerequisites: Character Level 18, Aura of Alignment (Law), Remove Curse IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove curse* effect, five times per week (instead of four times per week).

REMOVE DISEASE V

Prerequisites: Character Level 18, Aura of Alignment (Good), Remove Disease IV.

Ability Type: Spell-Like.

Class Levels: None.

Description: The character can produce a *remove disease* effect, as the spell, five times per week (instead of four times per week).

SLOW FALL VIII

Prerequisites: Character Level 18, Slow Fall VII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent. When falling, she takes damage as if the fall were 90 feet shorter than it actually is. This distance replaces the distance gained from Slow Fall VII.

SPEED BONUS VI

Prerequisites: Character Level 18, Speed Bonus V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has an enhancement bonus to her speed of +60 ft. This replaces the enhancement bonus granted by Speed Bonus V. If the character is in armor or carrying a medium or heavy load, she loses this extra speed.

TRAP SENSE VI

Prerequisites: Character Level 18, Trap Sense V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character now has a +6 bonus on Reflex saves made to avoid traps and a +6 dodge bonus to AC against attacks made by traps. This bonus replaces the bonus gained from Trap Sense V.

WILD SHAPE VI

Prerequisites: Character Level 18, Wild Shape V.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use wild shape six times per day.

WILD SHAPE: ELEMENTAL II

Prerequisites: Character Level 18, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental twice per day.

19TH-LEVEL SPECIAL ABILITIES

All 19th-Level Special Abilities have "Character Level 19" as a prerequisite.

DAMAGE REDUCTION V

Prerequisites: Character Level 19, Damage Reduction IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's damage reduction rises by 1 point, for a new total of 5. Subtract 5 from the damage the character takes each time he is dealt damage from a weapon or a natural attack.

EMPTY BODY

Prerequisites: Character Level 19, Timeless Body: Ascetic.

Ability Type: Supernatural.

Class Levels: Monk.

Description: The character gains the ability to assume an ethereal state for 1 round per monk class level per day, as though using the spell *etherealness*. She 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 monk class level.

SNEAK ATTACK X

Prerequisites: Character Level 19, Sneak Attack IX.

Ability Type: Natural.

Class Levels: None.

Description: The character's sneak attack now deals 10d6 extra damage (instead of 9d6).

20TH-LEVEL SPECIAL ABILITIES

All 20th-Level Special Abilities have "Character Level 20" as a prerequisite.

FAVORED ENEMY V

Prerequisites: Character Level 20, Favored Enemy IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character may select an additional favored enemy from those given on **Table: Ranger Favored Enemies** in the System Reference Document. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the character chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the character's bonuses do not stack; he simply uses whichever bonus is higher.

INSPIRE COURAGE IV

Prerequisites: Character Level 20, Mass Suggestion.

Ability Type: Supernatural.

Class Levels: None.

Description: The character's Inspire Courage increases by 1 and is now +4. See Inspire Courage I for details.

INTUITIVE DEFENSE V

Prerequisites: Character Level 20, Intuitive Defense IV.

Ability Type: Extraordinary.

Class Levels: None.

Description: When unarmored and unencumbered, the character gains a +4 bonus to AC. This bonus replaces the bonus to AC granted by Intuitive Defense IV.

This bonus to AC apply even against touch attacks or when the character is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

MIGHTY RAGE

Prerequisites: Character Level 20, non-lawful alignment, Tireless Rage.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character's bonuses to the Strength and Constitution ability score modifiers during his rage each increase to +4, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

PERFECT SELF

Prerequisites: Character Level 20, Empty Body.

Ability Type: Natural.

Class Levels: None.

Description: The character becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the character's creature type was) for the purpose of spells and magical effects. Additionally, the character gains damage reduction

10/magic, which allows her 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. Unlike other outsiders, the character can still be brought back from the dead as if she were a member of her previous creature type.

RAGE VI

Prerequisites: Character Level 20, non-lawful alignment, Rage V.

Ability Type: Extraordinary.

Class Levels: None.

Description: The character can now rage six times per day. See Rage I for details.

SMITE CHAOS V

Prerequisites: Character Level 20, Smite Chaos IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite chaos five times per day (instead of four times per day).

SMITE EVIL V

Prerequisites: Character Level 20, Smite Evil IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite evil five times per day (instead of four times per day).

SMITE GOOD V

Prerequisites: Character Level 20, Smite Good IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite good five times per day (instead of four times per day).

SMITE LAW V

Prerequisites: Character Level 20, Smite Law IV.

Ability Type: Supernatural.

Class Levels: Paladin.

Description: The character may now smite law five times per day (instead of four times per day).

SLOW FALL IX

Prerequisites: Character Level 20, Slow Fall VIII.

Ability Type: Extraordinary.

Class Levels: None.

Description: If the character is within arm's reach of a wall, she can use it to slow her descent and fall any distance without harm.

UNARMED STRIKE VI

Prerequisites: Character Level 20, Unarmed Strike V.

Ability Type: Natural.

Class Levels: None.

Description: The character's unarmed strikes increase in damage. A small character now deals 2d8 damage with unarmed strikes, a medium character 2d10 damage, and a large character 4d8 damage.

WILD SHAPE: ELEMENTAL III

Prerequisites: Character Level 20, Wild Shape: Elemental II.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to use Wild Shape: Elemental three times per day.

WILD SHAPE: ELEMENTAL (HUGE)

Prerequisites: Character Level 20, Wild Shape: Elemental I.

Ability Type: Supernatural.

Class Levels: Druid.

Description: The character gains the ability to take the shape of a Huge elemental when using Wild Shape: Elemental.

ADDING NEW SPECIAL ABILITIES

Adding new special abilities is quite simple. First determine the minimum character level a character can get the special ability under the standard rules. This will become the level of the special ability. Then, determine what prerequisites are required. Usually, prerequisites are based on how related special abilities are gained as a character progresses. Lower-level special abilities having the same name or effect as higher-level special abilities should be made prerequisites of the higher-level abilities. Special abilities that seem to be more powerful than other special abilities in your campaign should have more prerequisites.

Ensure that any requirements for entry into a prestige class are made prerequisites. Determining the level of special abilities that appear in prestige class descriptions can be tricky. Just find the minimum character level that a character could enter the prestige class and use that as a basis for determination.

After that, determine whether the special ability is an extraordinary, spell-like, or supernatural ability. If it is not one of these, make it "natural." If class levels are used to determine the effectiveness of the special ability, include the appropriate classes in the special ability description.

Finally, write up the description of the class advantage. Normally, the description will already be written in whatever game book you're pulling it from.

BASIC D20 MAGIC SKILLS

Basic d20 assumes that you will use the normal D&D spellcasting system to create characters. A more basic, generic system is detailed here that allows each character to be customized as the player desires. Old class distinctions are discarded in favor of a unified approach to spellcasting.

MAGIC SKILLS

There are eight Magic skills, one for each school of magic. Each rank in a Magic skill costs the same as one rank in a normal Basic d20 broad skill area (1 Power Point per skill rank). Purchasing ranks in a Magic skill confers certain spellcasting benefits to the character. Each Magic skill represents the character's knowledge and mastery of one of the schools of magic. These schools are listed in the table.

Check: Normally associated with caster level checks only. The key ability does not figure into caster level checks. The key ability does affect the saving throw DC for spells of that school.

Action: Not Applicable.

Try Again: Not Applicable.

The Magic skills do not work like other skills. Each Magic skill grants the character the following advantages:

Magic Skills
Abjuration
Conjuration
Divination
Enchantment
Evocation
Illusion
Necromancy
Transmutation

Spellcaster Level: the character's level for the purposes of spellcasting is equal to the number of skill ranks the character has in a Magic skill. Each Magic skill counts separately. Thus, a character can potentially have eight different spellcaster levels, since there are eight different Magic skills. Spellcaster level governs the highest level of spell the character can use, the maximum number of spell points the character can use for one spell, and is used for all situations where a caster level is required. The character's caster level in each school is based on the number of skill ranks in Magic skill the character has in that particular school. For game effects requiring a class caster level (or some other "generic" caster level), use the highest caster level from among the character's eight different Magic skills. For example, the character's highest caster level is used when meeting the prerequisites for Item Creation feats. For caster level checks, use the appropriate Magic skill to determine caster level.

Spell Lists: Each Magic skill allows the character to access spells of the appropriate school. These spells become part of the character's personal spell list, representing the breadth of the character's magical knowledge and training. They are taken from all spell lists (bard, cleric, druid, sorcerer/wizard, etc.). If a spell has different spell levels for different classes, use the lowest from among cleric, druid, and sorcerer/wizard (excluding domain lists). For example, *true seeing* becomes a 5th level spell under this system. If a spell is not found on any of these three lists, use the lowest level listed for any class.

It is important to note that not all of these spells become automatically known by the character immediately. They must be found and learned through normal means (as determined by the GM).

Being on the character's personal spell list simply makes them available to be learned by the character, much like all sorcerer/wizard spells are available to be learned by sorcerers and wizards.

All spells of the appropriate school up to a level equal to the number of Magic skill ranks plus one, divided by two, become part of the character's spell list. See the chart below.

Ranks	Spell Levels in List	Ranks	Spell Levels in List
Special	0th	9	1st-5th
1	1st	11	1st-6th
3	1st-2nd	13	1st-7th
5	1st-3rd	15	1st-8th
7	1st-4th	17	1st-9th

For example, a character with 7 ranks in Evocation would include all evocation spells from 1st to 4th level in his personal spell list. A character with 17 ranks in Illusion would have every illusion spell (1st-9th) in his personal spell list. The "Special" for 0th level spells indicates that a character with at least one rank in any Magic skill is eligible to learn and cast any 0th level spell from any school. For example, if a character has only one rank in Enchantment and ranks in no other Magic skills, he still has all cantrips and orisons in his personal spell list.

Spell Knowledge: Each time a character gains an odd-numbered rank in a Magic skill, he gains knowledge of one spell of the appropriate school. If the character finds additional spells during the normal course of the campaign that are included in his personal spell list, he can learn them as well. A character must know a spell before he is able to cast it. In order to know a certain spell, the character must have learned the spell from another character, a spell scroll, a spell book, or by some other method (as determined by the GM). A known spell can be cast as long as the character has enough spell points to do so. It bears repeating: access to spell lists is simply a prerequisite to learning spells.

Spell Points: Every rank gained in a Magic skill adds a number of points to a character's total spell points. The table to the right shows the number of spell points in the character's total for each Magic skill. For example, if a character has five Magic skills at 7 ranks, two Magic skills at 5 ranks, and one at 3 ranks, then that character's spell point total is equal to $5 \times 5.33 + 2 \times 2.66 + 1 \times 1.33 = 34$ spell points. Always round all fractions up to the nearest integer.

Synergy: If you have 5 or more ranks in a Magic skill, you get a +2 bonus on Science (spellcraft) checks relating to the appropriate school.

Ranks	Spell Points	Ranks	Spell Points
1	0.33	11	14.66
2	0.66	12	17.33
3	1.33	13	20
4	2	14	22.66
5	2.66	15	25.33
6	4	16	28
7	5.33	17	30.66
8	7.33	18	33.33
9	9.33	19	36
10	12	20	38.66

KEY ABILITIES FOR MAGIC SKILLS

The GM determines the key ability for all Magic skills in his campaign. He can vary the key ability by character, allowing the player to determine the nature and “feel” of his particular spellcaster. The GM can also choose different key abilities for different Magic skills, such as Wisdom for Abjuration and Charisma for Enchantment. He could rule that the highest of the character’s mental abilities (i.e., Int, Wis, and Cha) is always that character’s key ability.

Regardless of the key ability chosen for each Magic skill, certain uses are standard. The key ability is added to the Difficulty Class of the saving throws for spells cast by the character. The key ability also determines the highest spell level the character can learn.

$$\text{HIGHEST SPELL LEVEL ABLE TO BE LEARNED} = \text{KEY ABILITY} \times 2 + 1$$

A simple table summarizes this formula:

Key Ability for Magic Skill	Highest Spell Level Able to be Learned
+0	1st
+1	3rd
+2	5th
+3	7th
+4	9th

BONUS SPELL POINTS

The table below shows the number of bonus spell points a character receives based on the character’s key ability and the rank of his highest Magic skill. For example, the GM determines that for his campaign, the key ability for all Magic skills is Intelligence. The character’s Int is +3 and he has 10 ranks in his highest Magic skill. This character receives a bonus of 9 SP.

Ability	Number of Ranks in Highest Magic Skill												
	1	2	3	4	5	6	7	8	9	10	11	12	13+
+0	0	0	0	0	0	0	0	0	0	0	0	0	0
+1	1	1	1	1	1	1	1	1	1	1	1	1	1
+2	1	2	4	4	4	4	4	4	4	4	4	4	4
+3	1	2	4	6	9	9	9	9	9	9	9	9	9
+4	1	2	4	6	9	12	16	16	16	16	16	16	16
+5	2	3	5	7	10	13	17	21	26	26	26	26	26
+6	2	5	8	10	13	16	20	24	29	34	40	40	40
+7	2	5	8	13	18	21	25	29	34	39	45	51	58

SPELL POINT COST BY SPELL LEVEL

Spell point costs by spell level are shown below.

Spell Level	Spell Point Cost	Spell Level	Spell Point Cost
0th	0.5	5th	9
1st	1	6th	11
2nd	3	7th	13
3rd	5	8th	15
4th	7	9th	17

LEARNING NEW SPELLS

Characters gain one new spell every time an odd-numbered rank is purchased in a Magic skill (1, 3, 5, 7, and so on). The cost of this new spell in Power Points is already included in the cost of each skill rank. Learning additional spells, beyond the “free” one learned during each odd-numbered rank increase, is possible. It costs one Power Point to learn a new spell. First, the character must have access to the spell to be learned. Spell scrolls, spellbooks, characters or creatures knowing the spell, writings on temple walls, and other sources of information are all valid in meeting this requirement. Second, the player must make a successful Science (spellcraft) roll for the character to be able to learn the spell. If successful, the 1 PP is spent and the character now knows the spell. The time to learn the spell is determined by the GM and should be driven by campaign pacing and dramatic necessity.

Alternatively, new spells can be learned using the Natural Advancement method if the character does not have Power Points to spend. Each spell, regardless of spell level, takes three months to learn. The character can seek out a teacher or attempt to learn a spell alone. A teacher must know the spell being taught. Spellcasters will always charge at least 600 gp to teach the new spell plus the market price of the spell itself (determined by the GM). The advantage to this method is that as long as the character’s key ability for the appropriate Magic skill is high enough, a Science (spellcraft) roll is not needed. Successful learning is automatic. If the character wishes to learn the spell on his own, he spends three months studying it from its source (scroll, spellbook, obelisk, etc.). At the end of three months, a Science (spellcraft) check is made to see if the spell has been learned. If successful, the character has learned the spell. If unsuccessful, the character must spend additional time to learn the spell. For each additional week, another Science (spellcraft) roll can be attempted.

The DC for Science (spellcraft) rolls to learn a spell is equal to 15 + the spell’s level. Intelligence should always be used for this Science (spellcraft) roll. However, characters cannot learn spells having levels greater than twice their key ability plus one.

UNIVERSAL SPELLS

As long as a character can learn and cast spells of the appropriate level in any school, he can learn universal spells. For example, as long as a character has at least 13 ranks in any Magic skill and a key ability of +3 or higher, that character can learn and cast *limited wish*.

SPELL PREPARATION AND SPELL SLOTS

There is no spell preparation in this system. All spells are known in the manner of bards and sorcerers. As long as a character has enough spell points to cast a known spell, he may cast it normally.

If you absolutely must have spells per day “slots” for your campaign (maybe you despise the spell point system), then use these guidelines. Give your character one spell slot for each of the spell levels he can cast for every school, up to a maximum of six spell slots for each spell level. Using the previous example, a character has five Magic skills at 7 ranks, two Magic skills at 5 ranks, and one at 3 ranks. This would indicate that he receives 5/5/5/5 for the Magic skills at 7 ranks, 2/2/2 for the Magic skills at 5 ranks, and 1/1 for his one Magic skill with one rank. This adds up to 8/8/7/5. Because the maximum is six spell slots per level, his final spells per day are 6/6/6/5. This is comparable to the spells per day for a 9th level sorcerer. By contrast, a spellcaster with 17 ranks in only one school would receive one spell slot for each spell level (1/1/1/1/1/1/1/1/1). Characters always receive six cantrip spell slots as long as they have one rank in any Magic skill. Award spell slots even if the spellcaster cannot cast spells of that level due to a low key ability; they can use those slots for lower level spells. Add bonus spell slots based on the character’s key ability and highest level of spell able to be cast.

SPELL POINTS VARIANT RULES

See the SRD for more information on the Spell Points Variant Rules. The GM should choose the options that he desires for his campaign from among those offered (such as Vitalizing and rules for metamagic feats).

ARCANE AND DIVINE SPELLCASTER DISTINCTION

Under this system, disregard the arcane/divine distinction in spellcasting. For any game effects that require the source of the character’s spellcasting ability be known (whether arcane or divine), the GM should exercise good judgment. Spellcasters are not affected by the arcane spell failure chance when wearing armor in which they are proficient. Spellcasters wearing armor in which they are not proficient suffer the normal arcane spell failure chances.

THREE FEATS ESPECIALLY SUITED FOR CAMPAIGNS USING MAGIC SKILLS

The feats detailed below are found in a number of d20 supplements and can be used to expand the spellcasting capabilities of characters in your campaign.

Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action. The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Extra Slot [General]

You can cast an extra spell.

Prerequisites: Spellcaster level 4th+.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Extra Spell [General]

You can learn one more spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

HOW SHOULD THIS BE USED?

Like many other variants that have come before, this Basic d20 Magic system does away with all class distinctions between spellcasters. Mechanically, all spellcasters are the same under this system. It is up to the GM and players to determine what types of spellcasters exist in the campaign world. Different types of spellcasters can be created by varying key abilities, school choices, spell choices, and by choosing certain advantages. Alchemists, bards, clerics, cultists, druids, enchanters, exorcists, fakirs, geomancers, hedge mages, infernalists, loremasters, miracle workers, necromancers, oracles, prestidigitators, qabalists, seers, shaman, sorcerers, thaumaturgists, theurgists, warlocks, wise ones, and wizards can all be conceived of and created with this system.

For example, let's say you like the illusionist class from AD&D. You make Dexterity the key ability for illusionists. Dexterity will govern the spell save DCs and the highest level of spell that illusionists can cast ("a high manual dexterity is required in casting of the spells used by this class" – PHB, page 26). Intelligence will still be added to Science (spellcraft) rolls to see if spells can be learned. As GM, you also determine that illusionists normally take ranks in the Conjunction, Divination, Enchantment, Illusion, and Transmutation schools. Illusionists also take the Spell Focus (illusion) and Greater Spell Focus (illusion) feats as soon as possible. You can make these school choices and advantage purchases mandatory if you desire. Through defining a key ability, recommending school choices, and listing certain advantages, many distinct types of magic-users can be created for the campaign.

BASIC D20 SPELLCASTING

Basic d20 assumes that you will use the normal D&D spellcasting system to create characters. Characters will have a number of class-based spellcasting systems to choose from, such as cleric, druid, and wizard. A previous document, Basic d20 Magic Skills, detailed how each school of magic could be made into its own skill, thus eliminating class-based spellcasting entirely. Basic d20 Spellcasting offers an even simpler system: spellcasting based on the generic spellcaster from the SRD.

POWER: SPELLCASTING (5 PP PER LEVEL)

Spellcasters learn and cast spells as a sorcerer. They may select their spells known from the cleric, domain, druid, sorcerer/wizard spell lists and any other spell lists permitted by the GM. If a spell has different spell levels for different classes, use the lowest from among cleric, druid, and sorcerer/wizard classes (excluding domain lists). For example, *true seeing* becomes a 5th level spell under this system and *refuge* is a 7th level spell for the spellcaster. If a spell is not found on any of these three lists, use the lowest level listed for any class. For example, *heal mount* is only found on the paladin spell list. If the GM permits this spell to be learned by spellcasters, then it is a 3rd level spell. *Order's wrath* is only found on the Law Domain spell list, so it is a 4th level spell for spellcasters.

Under this system, disregard the arcane/divine distinction in spellcasting. For any game effects that require the source of the character's spellcasting ability be known (whether arcane or divine), the GM should exercise good judgment. Spellcasters are not affected by the arcane spell failure chance when wearing armor in which they are proficient. Spellcasters wearing armor in which they are not proficient suffer the normal arcane spell failure chances.

A character's key ability is the highest of the character's Intelligence, Wisdom, or Charisma ability score modifiers. The key ability is added to the Difficulty Class of the saving throws for spells cast by the character. Bonus spell slots are based on the key ability according to the table below. The key ability also determines the highest spell level the character can learn.

$$\text{HIGHEST SPELL LEVEL ABLE TO BE LEARNED} = \text{KEY ABILITY} \times 2 + 1$$

A simple table summarizes this formula:

Key Ability Score Modifier for Spellcasting	Highest Spell Level Able to be Learned or Cast
+0	1st
+1	3rd
+2	5th
+3	7th
+4	9th

A spellcaster's number of spells per day by spellcaster level and bonus spell slots are listed below.

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

Key Ability Score Modifier	Bonus Spells (By Spell Level)									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
-1 or lower	Can't cast spells									
+0	-	-	-	-	-	-	-	-	-	-
+1	-	1	-	-	-	-	-	-	-	-
+2	-	1	1	-	-	-	-	-	-	-
+3	-	1	1	1	-	-	-	-	-	-
+4	-	1	1	1	1	-	-	-	-	-
+5	-	2	1	1	1	1	-	-	-	-
+6	-	2	2	1	1	1	1	-	-	-
+7	-	2	2	2	1	1	1	1	-	-
+8	-	2	2	2	2	1	1	1	1	-
+9	-	3	2	2	2	2	1	1	1	1
+10	-	3	3	2	2	2	2	1	1	1

A spellcaster's number of spells known by spellcaster level is listed below.

Level	Spells Known									
	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	2								
3	5	3								
4	5	3	1							
5	6	4	2							
6	6	4	2	1						
7	7	5	3	2						
8	7	5	3	2	1					
9	8	5	4	3	2					
10	8	5	4	3	2	1				
11	9	5	5	4	3	2				
12	9	5	5	4	3	2	1			
13	9	5	5	4	4	3	2			
14	9	5	5	4	4	3	2	1		
15	9	5	5	4	4	4	3	2		
16	9	5	5	4	4	4	3	2	1	
17	9	5	5	4	4	4	3	3	2	
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

THREE FEATS ESPECIALLY SUITED FOR SPELLCASTING

The feats detailed below are found in a number of d20 supplements and can be used to expand the spellcasting capabilities of characters in your campaign.

Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action. The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Extra Slot [General]

You can cast an extra spell.

Prerequisites: Spellcaster level 4th+.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Extra Spell [General]

You can learn one more spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

CAN IT GET ANY SIMPLER THAN THIS?

The answer is probably “No.” All spellcasting has been reduced to a 5 PP per level spellcasting power based on the generic spellcaster class in the System Reference Document. Arcane and divine classifications are discarded as well as all class-based spellcasting distinctions. Every spellcaster functions as a sorcerer but has access to all spell lists. Extra spells can be learned and extra spell slots can be purchased for 1 PP each with the Extra Spell and Extra Slot feats. Spells can be prepared ahead of time if Arcane Preparation is taken. GMs can make any other feats available to expand the versatility of this power. By adding the theurgy series of spells from D&D5E or the sorcery series of spells from Custom Characters to your campaign, the spellcaster can also have the ability to spontaneously cast low level spells thus increasing versatility even further.

BASIC D20 THE MAGIC SKILL

Basic d20 assumes that you will use the normal D&D spellcasting system to create characters. An extremely basic, generic system is detailed here that allows each character to be customized as the player desires. Old class distinctions are discarded in favor of a unified approach to spellcasting.

THE MAGIC SKILL

There is one Magic skill. Each rank in the Magic skill costs the same as one rank in a normal Basic d20 broad skill area (1 Power Point per skill rank). Purchasing ranks in the Magic skill confers certain spellcasting benefits to the character. The Magic skill represents the character's knowledge and mastery in all forms of magic. If this broad skill area is introduced into the campaign, then the Spellcraft specialty becomes a part of the Magic skill (and is removed from the Science broad skill area).

Check: Normally associated with caster level checks only. The key ability does not figure into caster level checks. The key ability does affect the saving throw DC for spells cast by the character.

Action: Not Applicable.

Try Again: Not Applicable.

The Magic skill does not work like other skills. The Magic skill grants the character the following advantages:

Spellcaster Level: the character's level for the purposes of spellcasting is equal to the number of skill ranks the character has in the Magic skill. Spellcaster level governs the highest level of spell the character can use, how many spell slots the character has, and is used for all situations where a caster level is required. The character's caster level is equal to the number of skill ranks in the Magic skill. For game effects requiring a class caster level (or some other "generic" caster level), use this caster level.

Spell Lists: Each rank in the Magic skill allows the character to access spells of the appropriate spell level based on the character's caster level. These spells become part of the character's personal spell list and are taken from all spell lists (bard, cleric, druid, sorcerer/wizard, etc.). If a spell has different spell levels for different classes, use the lowest from among cleric, druid, and sorcerer/wizard (excluding domain lists). For example, *true seeing* becomes a 5th level spell under this system. If a spell is not found on any of these three lists, use the lowest level listed for any class.

It is important to note that not all of these spells become automatically known by the character immediately. They must be found and learned through normal means (as determined by the GM). Being on the character's personal spell list simply makes them available to be learned by the character, much like all sorcerer/wizard spells are available to be learned by sorcerers and wizards.

All spells up to a level equal to the number of Magic skill ranks divided by two, become part of the character's spell list (with the exception of cantrips/orisons and 1st level spells). See the chart below.

Ranks	Spell Levels in List	Ranks	Spell Levels in List
1	0th-1st	12	0th-6th
4	0th-2nd	14	0th-7th
6	0th-3rd	16	0th-8th
8	0th-4th	18	0th-9th
10	0th-5th	20	0th-10th

For example, a character with 8 ranks in Magic would include all spells from 1st to 4th level in his personal spell list. A character with 18 ranks in Magic would have every spell from 1st to 9th level in his personal spell list.

Spell Slots: Each time the character gains one rank in the Magic skill, he gains one spell slot in the highest level spell he can cast. The table below summarizes these spell slots.

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

This table assumes that the character has a key ability score modifier high enough to cast the indicated level. If not, all spell slots of spell levels higher than those able to be cast are added to the highest spell level the character can cast. For example, if a character has eight ranks in the Magic skill and a key

ability score modifier of +1 (limiting him to 3rd level spells), then his one 4th level spell slot becomes a 3rd level spell slot. Characters receive bonus spell slots based on their key ability. Additional spell slots can be gained by purchasing the Extra Slot feat (included here for convenience).

Extra Slot [General]

You can cast an extra spell.

Prerequisites: Spellcaster level 4th+.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Spell Knowledge: Characters gaining their first rank in the Magic skill gain knowledge of one spell, *read magic*. This spell is mastered, and as such, is cast in the manner of a sorcerer. That is, this spell can be cast by expending an open spell slot of 0-level or higher. Characters do not automatically gain knowledge of spells as they further increase their ranks in the Magic skill. The Magic skill simply represents a character's knowledge of magic and spellcasting itself. Characters having ranks in the Magic skill must fulfill additional requirements if they wish to cast additional spells. The first requirement is to take the Arcane Preparation feat (included here for convenience).

Arcane Preparation [General]

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisite: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action. The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

The character meets the prerequisite due to the ability to cast *read magic* in the manner of a sorcerer. If taken, characters can then use their spell slots to prepare spells as a wizard does. Characters using this method of spellcasting must find, learn, and record spells in spellbooks in the manner of a wizard. To learn a spell, a character must make a Magic (spellcraft) skill check. The DC to learn a spell this way is equal to 15 + the spell's level. See the entry for Spellcraft in the SRD for more details.

Once a spell is learned it can be prepared normally by the character as a wizard does. After a spell has been learned, a character can then master the spell by taking the Mastered Spell feat. This allows the character to use an open slot to cast the spell in the manner of a sorcerer.

Mastered Spell [General]

You can spontaneously cast one spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: Choose one spell you can cast as a prepared spell. This spell can be at any level up to one level lower than the highest-level spell you can cast. You may now cast this spell without preparation in the manner of a sorcerer. You must expend an open spell slot of the same or higher level as the mastered spell to cast it.

Special: You can gain this feat multiple times. Each time, you master a new spell at any level up to one lower than the highest-level spell you can cast.

As you can see, this skill only gives extremely limited spellcasting ability. The character gains the *read magic* spell and can cast it by using their only 1st level spell slot when the first rank is gained. Thereafter, characters must find spells, learn them, and record them into their spellbooks to expand their repertoires. They do not automatically gain additional spells like sorcerers and wizards. Characters also receive a limited amount of spell slots as they gain ranks in the Magic skill. The Extra Slot feat must be used multiple times to approximate the spells per day charts of SRD spellcasters. Characters can build their slate of spontaneous spells by taking Mastered Spell feats. Even though the “start-up” cost is low for magical ability, it takes a lot of dedication (and Power Points) to reach the power levels of clerics, sorcerers, and wizards.

KEY ABILITY FOR THE MAGIC SKILL

The GM determines the key ability for the Magic skill in his campaign. He can vary the key ability by character, allowing the player to determine the nature and “feel” of his particular spellcaster. He could rule that the highest of the character’s mental abilities (i.e., Int, Wis, and Cha) is always that character’s key ability.

Regardless of the key ability chosen for each Magic skill, certain uses are standard. The key ability is added to the Difficulty Class of the saving throws for spells cast by the character. The key ability also determines the highest spell level the character can learn.

$$\text{HIGHEST SPELL LEVEL ABLE TO BE LEARNED} = \text{KEY ABILITY} \times 2 + 1$$

This yields: 1st level spells for +0, 3rd level spells for +1, 5th level spells for +2, 7th level spells for +3, and 9th level spells for +4. 10th level spells require a key ability score modifier of +5.

ARCANE AND DIVINE SPELLCASTER DISTINCTION

Under this system, disregard the arcane/divine distinction in spellcasting. For any game effects that require the source of the character’s spellcasting ability be known (whether arcane or divine), the GM should exercise good judgment. Spellcasters are not affected by the arcane spell failure chance when wearing armor in which they are proficient. Spellcasters wearing armor in which they are not proficient suffer the normal arcane spell failure chances.

BASIC D20 PSIONIC SKILLS

Basic d20 assumes that you will use the normal D&D manifesting system to create psionic characters. A more basic, generic system is detailed here that allows each character to be customized as the player desires.

PSIONIC SKILLS

There are six Psionic skills, one for each discipline of psionics. Each rank in a Psionic skill costs the same as one rank in a normal Basic d20 broad skill area (1 Power Point per skill rank). Purchasing ranks in a Psionic skill confers certain manifesting benefits to the character. Each Psionic skill represents the character's knowledge and mastery of one of the disciplines of psionics. These skills are listed below.

Check: Normally associated with manifester level checks only. The key ability does not figure into manifester level checks. The key ability does affect the saving throw DC for powers of that discipline.

Action: Not Applicable.

Try Again: Not Applicable.

Psionic Skills
Clairsentience
Metacreativity
Psychokinesis
Psychometabolism
Psychoportation
Telepathy

The Psionic skills do not work like other skills. Each Psionic skill grants the character the following advantages:

Manifester Level: the character's level for the purposes of manifesting is equal to the number of skill ranks the character has in a Psionic skill. Each Psionic skill counts separately. Thus, a character can potentially have six different manifester levels, since there are six different Psionic skills. Manifester level governs the highest level of power the character can use, the maximum number of power points the character can use for one power, and is used for all situations where a manifester level is required. The character's manifester level in each discipline is based on the number of skill ranks in Psionic skill the character has in that particular discipline. For game effects requiring a class manifester level (or some other "generic" manifester level), use the highest manifester level from among the character's six different Psionic skills. For manifester level checks, use the appropriate Psionic skill to determine manifester level.

Power Lists: Each Psionic skill allows the character to access powers of the appropriate discipline. These powers become part of the character's personal power list, representing the breadth of the character's psionic knowledge and training. They are taken from all power lists (psion, psychic warrior, etc.). If a power has different power levels for different classes, use the psion level. For example, *telepathy* becomes a 7th level power under this system. If a power is not found on the psion power list, use the lowest level listed for any class.

It is important to note that not all of these powers become automatically known by the character immediately. They must be found and learned through normal means (as determined by the GM).

Being on the character's personal power list simply makes them available to be learned by the character, much like all psychic warrior powers are available to be learned by psychic warriors.

All powers of the appropriate discipline up to a level equal to the number of Psionic skill ranks plus one, divided by two, become part of the character's power list. See the chart below.

Ranks	Power Levels in List	Ranks	Power Levels in List
1	1st	11	1st-6th
3	1st-2nd	13	1st-7th
5	1st-3rd	15	1st-8th
7	1st-4th	17	1st-9th
9	1st-5th		

For example, a character with 7 ranks in Psychokinesis would include all psychokinesis powers from 1st to 4th level in his personal power list. A character with 17 ranks in Metacreativity would have every metacreativity power (1st-9th) in his personal power list.

Power Knowledge: Each time a character gains an odd-numbered rank in a Psionic skill, he gains knowledge of one power of the appropriate discipline. If the character takes Expanded Knowledge feats during the normal course of the campaign, he can learn additional powers on his personal power list as well. A character must know a power before he is able to manifest it. In order to know a certain power through Expanded Knowledge, the character must have learned the power from another character, studied a psionic item containing the power, or by some other method (as determined by the GM). A known power can be manifested as long as the character has enough power points to do so. It bears repeating: a power must appear on a character's personal power list before he is able to learn it.

Power Points: Every rank gained in a Psionic skill adds a number of points to a character's total power points. The table to the right shows the number of power points in the character's total for each Psionic skill. For example, if a character has three Psionic skills at 7 ranks, two Psionic skills at 5 ranks, and one at 3 ranks, then that character's power point total is equal to $3 \times 8 + 2 \times 4 + 1 \times 2 = 34$ power points. Always round all fractions up to the nearest integer.

Ranks	Power Points	Ranks	Power Points
1	0.33	11	18
2	1	12	21
3	2	13	24
4	3	14	28
5	4	15	32
6	6	16	37
7	8	17	42
8	10	18	47
9	12	19	52
10	15	20	57

Synergy: If you have 5 or more ranks in a Psionic skill, you get a +2 bonus on Science (psicraft) checks relating to the appropriate discipline.

KEY ABILITIES FOR PSIONIC SKILLS

The GM determines the key ability for all Psionic skills in his campaign. He can vary the key ability by character, allowing the player to determine the nature and “feel” of his particular psion. The GM can also choose different key abilities for different Psionic skills, such as Wisdom for Clairvoyance and Charisma for Telepathy. He could rule that the highest of the character’s mental abilities (i.e., Int, Wis, and Cha) is always that character’s key ability.

Regardless of the key ability chosen for each Psionic skill, certain uses are standard. The key ability is added to the Difficulty Class of the saving throws for powers manifested by the character. The key ability also determines the highest power level the character can learn.

$$\text{HIGHEST POWER LEVEL ABLE TO BE LEARNED} = \text{KEY ABILITY} \times 2 + 1$$

A simple table summarizes this formula:

Key Ability for Psionic Skill	Highest Power Level Able to be Learned
+0	1st
+1	3rd
+2	5th
+3	7th
+4	9th

BONUS POWER POINTS

The formula for bonus power points remains:

$$\text{BONUS POWER POINTS} = \text{KEY ABILITY} \times \text{HIGHEST RANKS IN A PSIONIC SKILL} \times \frac{1}{2}$$

POWER POINT COST BY POWER LEVEL

The base power point costs by power level are shown below.

Power Level	Power Point Cost	Power Level	Power Point Cost
1st	1	6th	11
2nd	3	7th	13
3rd	5	8th	15
4th	7	9th	17
5th	9		

BASIC D20 FORCE SKILLS

FORCE SKILLS

Basic d20 uses a broad skill system that groups traditional d20 skills into twelve broad skill areas. Furthermore, it adds four broad skills that define offensive and defensive combat ability (Fight, Shoot, Dodge, and Parry). Finally, the three save bonuses and hit dice are made into four additional broad skills (Fortitude, Reflex, Toughness, and Will). This totals 20 broad skills.

The Star Wars Revised Core Rulebook has additional Force skills for use by Force-using characters. The broad skill equivalents for Basic d20 are listed below with appropriate specialties.

Force Skills	Default Ability	d20 Star Wars Skill Equivalents (Specialty Skills)
Alter	Var	Affect Mind, Drain Energy*, Force Grip*, Force Lightning*, Force Strike, Heal Another**, Illusion, Move Object
Control	Cha	Battlemind, Force Defense, Force Stealth, Heal Self
Force-Sensitive	Var	Empathy, Enhance Ability, Friendship
Sense	Wis	Enhance Senses, Farseeing, Fear*, See Force, Telepathy

Specialties with one asterisk are Dark Side specialties while Heal Another is a Light Side Force specialty and cannot be used by characters with Dark Side points. Characters must still possess the appropriate Force feats to take ranks in the associated Force skills.

VITALITY POINT EXPENDITURES FOR FORCE POWERS

In a true Basic d20 game based on the Star Wars Revised Edition, vitality points should be used (along with wound points naturally). If the vitality point system is not used in a campaign featuring Force powers, the GM should consider giving Force-users spell points as a wizard with bonus points based on Constitution to be used as vitality. This may increase the power of Force-using characters, as they will be able to count on their full hit points for taking damage and a separate pool of points for powering Force effects, whereas normally vitality is used for both. If there is any doubt, please remember that a high level wizard would probably be able to annihilate a Jedi of equal level (and then you shouldn't feel so bad about giving Force-users more "points").

BASIC D20 TO D&D

Basic d20 is a simplified version of the d20 system suitable for use in any d20-based campaign. This system has been designed for quick character generation and ease of play. The focus is to make it simpler for players. The GM, however, must be well-versed in the d20 system to make use of this set of rules. The system cannot be used with older forms of Dungeons & Dragons without conversion, however. This document explains how to convert your Basic d20 character for use in older D&D modules and adventures.

ABILITY SCORE CONVERSION

Convert your Basic d20 ability score modifiers to D&D ability scores according to the table below.

If you have this Ability Score in Basic d20	Then you have this Ability Score in forms of D&D							
	D&D B/X/C/M	AD&D Str	AD&D Int	AD&D Wis	AD&D Dex	AD&D Con	AD&D Cha	D&D 3/3.5/3.75
-4	3	3	3	3	3	3	3	3
-3	3	3	3	3	4	3	3	4-5
-2	4-5	4-5	3-4	4	5	3	3-4	6-7
-1	6-8	6-7	5-7	5-7	6	4-6	5-6	8-9
+0	9-12	8-15	8-10	8-14	7-14	7-14	7-13	10-11
+1	13-15	16-17	11-12	15	15	15	14-15	12-13
+2	16-17	18-18/50	13-14	16	16	16	16	14-15
+3	18	18/51-18/90	15-16	17	17	17	17	16-17
+4	18	18/91-18/99	17-18	18-19	18-20	18	18-20	18-19
+5	18	18/00-19	19-20	20-21	21-23	19-20	21-22	20-21
+6		20	21-22	22-23	24-25	21-23	23-24	22-23
+7		21-22	23-24	24-25		24-25	25	24-25
+8		23	25					26-27
+9		24						28-29
+10		25						30-31

To use the table, simply take your Basic d20 ability score modifiers and read across until you find the appropriate ability score in the D&D system of your choosing. If a range is given, the GM can assign a number or make the player roll to see exactly what ability score the character has.

For example, the GM decides to run module T1 from AD&D. One character has Str +2, Dex +2, Con +3, Int +0, Wis -1, and Cha +2. These scores become Str 18 to 18/50, Dex 16, Con 17, Int 8 to 10, Wis 5 to 7, and Cha 16. Since Strength, Intelligence, and Wisdom show a range of values, the fiendish GM makes the player roll 1d100 divided by two to find exceptional Strength, 1d3 + 7 for Intelligence, and 1d3 + 4 for Wisdom.

HIT POINT CONVERSION

Find your character's hit points based on his Toughness skill ranks and number of Toughness feats.

Hit Points for Advanced Dungeons & Dragons (1st and 2nd Editions)					
Toughness Skill Ranks	Hit Points	Toughness Feats	Extra Hit Points	Toughness Feats	Extra Hit Points
0	1d2	0	+0	21	+61
1	1d4	1	+3	22	+62
2	2d4	2	+6	23	+63
3	3d4	3	+9	24	+64
4	4d4	4	+12	25	+65
5	5d4	5	+15	26	+66
6	6d4	6	+18	27	+67
7	7d4	7	+21	28	+68
8	8d4	8	+24	29	+69
9	9d4	9	+27	30	+70
10	10d4	10	+30	31	+71
11	10d4+1	11	+33	32	+72
12	10d4+2	12	+36	33	+73
13	10d4+3	13	+39	34	+74
14	10d4+4	14	+42	35	+75
15	10d4+5	15	+45	36	+76
16	10d4+6	16	+48	37	+77
17	10d4+7	17	+51	38	+78
18	10d4+8	18	+54	39	+79
19	10d4+9	19	+57	40	+80
20	10d4+10	20	+60		

Hit Points from Toughness Ranks for Dungeons & Dragons (B/X/C/M)					
Toughness Skill Ranks	Hit Points	Toughness Skill Ranks	Hit Points	Toughness Skill Ranks	Hit Points
0	1d2	8	8d4	16	9d4+15
1	1d4	9	9d4	17	9d4+18
2	2d4	10	9d4+1	18	9d4+21
3	3d4	11	9d4+2	19	9d4+24
4	4d4	12	9d4+3	20	9d4+27
5	5d4	13	9d4+6		
6	6d4	14	9d4+9		
7	7d4	15	9d4+12		

Hit Points from Toughness Feats for Dungeons & Dragons (B/X/C/M)					
Toughness Feats	Hit Points	Toughness Feats	Hit Points	Toughness Feats	Hit Points
0	+0	14	+28	28	+45
1	+2	15	+30	29	+47
2	+4	16	+32	30	+48
3	+6	17	+34	31	+50
4	+8	18	+36	32	+51
5	+10	19	+37	33	+53
6	+12	20	+37	34	+54
7	+14	21	+38	35	+56
8	+16	22	+38	36	+57
9	+18	23	+39	37	+59
10	+20	24	+39	38	+60
11	+22	25	+41	39	+62
12	+24	26	+42	40	+63
13	+26	27	+44		

Hit Points for Dungeons & Dragons (3/3.5/3.75)					
Toughness Skill Ranks	Hit Dice (Hit Points)	Toughness Feats	Extra Hit Points	Toughness Feats	Extra Hit Points
0	1d3 (1)	0	+0	21	+63
1	1d6 (4)	1	+3	22	+66
2	2d6 (8)	2	+6	23	+69
3	3d6 (12)	3	+9	24	+72
4	4d6 (16)	4	+12	25	+75
5	5d6 (20)	5	+15	26	+78
6	6d6 (24)	6	+18	27	+81
7	7d6 (28)	7	+21	28	+84
8	8d6 (32)	8	+24	29	+87
9	9d6 (36)	9	+27	30	+90
10	10d6 (40)	10	+30	31	+93
11	11d6 (44)	11	+33	32	+96
12	12d6 (48)	12	+36	33	+99
13	13d6 (52)	13	+39	34	+102
14	14d6 (56)	14	+42	35	+105
15	15d6 (60)	15	+45	36	+108
16	16d6 (64)	16	+48	37	+111
17	17d6 (68)	17	+51	38	+114
18	18d6 (72)	18	+54	39	+117
19	19d6 (76)	19	+57	40	+120
20	20d6 (80)	20	+60		

SAVING THROW CONVERSION

Use your character's ranks in Fortitude, Reflex, and Will to figure out his saving throws.

Advanced Dungeons & Dragons (1st and 2nd Editions)							
Fortitude	P/P/DM	P&P	Reflex	R/S/W	BW	Will	Sp
0	16	17	0	18	20	0	19
1	15	16	1	17	19	1	18
2	14	15	2	16	18	2	17
3	13	14	3	15	17	3	16
4	12	13	4	14	16	4	15
5	11	12	5	13	15	5	14
6	10	11	6	12	14	6	13
7	9	10	7	11	13	7	12
8	8	9	8	10	12	8	11
9	7	8	9	9	11	9	10
10	6	7	10	8	10	10	9
11	5	6	11	7	9	11	8
12	4	5	12	6	8	12	7
13	3	4	13	5	7	13	6
14	2	4	14	4	6	14	5
15	2	4	15	3	5	15	4
16	2	4	16	3	4	16	4
17	2	4	17	3	4	17	4
18	2	4	18	3	4	18	4
19	2	4	19	3	4	19	4
20	2	4	20	3	4	20	4

Dungeons & Dragons (B/X/C/M) Death Ray, Poison, Paralysis, and Turn to Stone Saves					
Fortitude	DR & Poison	P & TtS	Fortitude	DR & Poison	P & TtS
0	14	16	11	7	8
1	13	15	12	7	8
2	13	15	13	6	7
3	12	14	14	6	6
4	12	13	15	5	6
5	11	13	16	4	5
6	10	12	17	4	4
7	10	11	18	3	3
8	9	10	19	3	3
9	9	10	20	2	2
10	8	9			

Dungeons & Dragons (B/X/C/M) Wands and Dragon Breath Saves								
Reflex	Wands	DB	Reflex	Wands	DB	Reflex	Wands	DB
0	15	17	7	10	12	14	6	7
1	14	16	8	10	11	15	5	6
2	14	16	9	9	10	16	5	5
3	13	15	10	9	10	17	4	4
4	12	14	11	8	9	18	3	4
5	12	13	12	7	8	19	3	3
6	11	13	13	7	7	20	2	2

Dungeons & Dragons (B/X/C/M) Rod/Staff/Spell Saves							
Will	R/S/Sp	Will	R/S/Sp	Will	R/S/Sp	Will	R/S/Sp
0	17	6	13	12	8	18	4
1	16	7	12	13	7	19	3
2	16	8	11	14	7	20	2
3	15	9	10	15	6		
4	14	10	10	16	5		
5	13	11	9	17	4		

Dungeons & Dragons (3/3.5/3.75)					
Fortitude	Fort Save Bonus	Reflex	Ref Save Bonus	Will	Will Save Bonus
0	+0	0	+0	0	+0
1	+1	1	+1	1	+1
2	+2	2	+2	2	+2
3	+3	3	+3	3	+3
4	+4	4	+4	4	+4
5	+4	5	+4	5	+4
6	+5	6	+5	6	+5
7	+5	7	+5	7	+5
8	+6	8	+6	8	+6
9	+6	9	+6	9	+6
10	+7	10	+7	10	+7
11	+7	11	+7	11	+7
12	+8	12	+8	12	+8
13	+8	13	+8	13	+8
14	+9	14	+9	14	+9
15	+9	15	+9	15	+9
16	+10	16	+10	16	+10
17	+10	17	+10	17	+10
18	+11	18	+11	18	+11
19	+11	19	+11	19	+11
20	+12	20	+12	20	+12

COMBAT CONVERSION

Average your character's Fight and Shoot ranks and consult the tables below to find equivalent combat capability.

Fight and Shoot Average Ranks	D&D (B/X/C/M) Fighter Level	AD&D (1st & 2nd) Fighter Level	AD&D 1st Edition Fighter Column	AD&D 2nd Edition ThACO	D&D (3/3.5/3.75) Base Attack Bonus
0	0	0	0	21	+0
1	1	1	1-2	20	+1
2	2	2	1-2	19	+2
3	3	3	3-4	18	+3
4	4	4	3-4	17	+4
5	5	5	5-6	16	+5
6	6	6	5-6	15	+6
7	7	7	7-8	14	+7
8	8	8	7-8	13	+8
9	9	9	9-10	12	+9
10	10	10	9-10	11	+10
11	11	11	11-12	10	+11
12	12	12	11-12	9	+12
13	13-15	13	13-14	8	+13
14	16-18	14	13-14	7	+14
15	19-21	15	15-16	6	+15
16	22-24	16	15-16	5	+16
17	25-27	17	17+	4	+17
18	28-30	18	17+	3	+18
19	31-33	19	17+	2	+19
20	34-36	20	17+	1	+20

So, by using the average your character's number of ranks in Fight and Shoot, you can figure out your character's fighting ability in all versions of D&D. For example, if a character has 17 ranks in Fight and 13 ranks in Shoot, then the average is 15 ranks. Consulting the table, we see that your character has the fighting ability of a 19th-21st level fighter in Basic D&D, the fighting ability of a 15th level fighter in AD&D, a ThACO of 6 in AD&D 2nd Edition, and a Base Attack Bonus of +15 in D&D 3/3.5. If desired, the GM can keep the character's melee and ranged fighting abilities separate, even though previous versions of D&D do not separate fighting ability in this manner.

Parry and Dodge skill ranks can also be converted to other traits.

Parry and Dodge Average Ranks	D&D (B/X/C/M) Parry	AD&D 1st Edition "Monk" AC	AD&D 2nd Edition Parrying Bonus	D&D (3/3.5/3.75) Defense Bonus
0	0	10	+0	+0
1	0	10	+1	+1
2	0	9	+2	+2
3	0	8	+2	+3
4	0	7	+3	+4
5	0	7	+3	+4
6	0	6	+4	+5
7	0	5	+4	+5
8	0	4	+5	+6
9	-4	3	+5	+6
10	-4	3	+6	+7
11	-4	2	+6	+7
12	-4	1	+7	+8
13	-4	0	+7	+8
14	-4	-1	+8	+9
15	-4	-1	+8	+9
16	-4	-2	+9	+10
17	-4	-3	+9	+10
18	-4	-3	+10	+11
19	-4	-3	+10	+11
20	-4	-3	+11	+12

Dodge and Parry are a little more difficult to convert into meaningful traits in old D&D. It is suggested that ranks in Dodge and Parry be averaged and this result used when consulting the table. In Basic D&D, 9th level fighters get the ability to parry, giving them a -4 bonus to their AC. In AD&D 1st Edition, Dodge and Parry may be analogous to the monk's AC progression. In AD&D 2nd Edition, the Parrying Bonus was implemented and the character's ranks in Dodge and Parry can be used to assign this trait. In Third Edition D&D, a Defense Bonus can be given.

OTHER BROAD SKILL CONVERSION

The uses for various broad skills have already been detailed in the main Basic d20 document for D&D 3/3.5. Listed below are possible uses of the remaining broad skills for AD&D 1st Edition.

Skill Area	Possible Uses (AD&D1)
Athletics	Thief (Ranks = Thief Level for Climb Walls)
Awareness	Thief (Ranks = Thief Level for Hear Noise)
Interaction	Bonus to Reaction Adjustment = Ranks X 1%
Knowledge	Bard (Legend Lore and Item Knowledge), Sage Ability (Ranks X 5% = Dice Score for Fields, DMG 31)
Languages	Thief (Ranks = Thief Level for Read Languages), Bard (Additional Languages Known)
Performance	Bard (Charm)
Profession	Jeweler-Gemcutter (Ranks X 5% = Skill Level Roll, DMG 30)
Science	Sage Ability (Ranks X 5% = Dice Score for Fields, DMG 31)
Technology	Armorer (Ranks X 5% = Skill Level Roll, DMG 29), Sage Ability (Ranks X 5% = Dice Score for Fields, DMG 31)
Thievery	Thief (Rank = Thief Level for Pick Pockets, Open Locks, Find/Remove Traps, Move Silently, and Hide in Shadows)
Vehicles	--
Wilderness	Sage Ability (Ranks X 5% = Dice Score for Fields, DMG 31)

Also, if a character has at least 9 skill ranks in an appropriate area, they may have “Expert Hireling” status in the appropriate profession.

Skill Area	Possible Uses (AD&D1)
Athletics	--
Awareness	--
Interaction	Steward/Castellan
Knowledge	Sage
Languages	Sage, Scribe
Performance	--
Profession	Jeweler-Gemcutter, Steward/Castellan
Science	Alchemist, Engineer-Architect, Engineer-Artillerist, Engineer-Sapper/Miner, Sage
Technology	Armorer, Blacksmith, Sage, Weapon Maker
Thievery	Spy
Vehicles	Ship Crew, Ship Master
Wilderness	Sage

Also, these areas correspond to Non-Weapon Proficiencies. Players should choose one NWP slot for each rank in the appropriate area for their characters. Note that some of these ranks may need to apply to thief skills for the character, if appropriate.

Skill Area	Non-Weapon Proficiency Equivalents (AD&D 1st Edition)
Athletics	Endurance, Horsemanship, Juggling, Riding (airborne), Riding (land-based), Running, Slow Respiration, Swimming
Awareness	Alertness, Blind-fighting, Sound Analysis
Interaction	Etiquette, Gaming
Knowledge	Heraldry, Religion
Languages	Calligraphy, Reading/Writing, Signaling
Performance	Animal Noise, Chanting, Dance, Flower Arranging, Music, Noh, Origami, Painting, Poetry, Singing, Tea Ceremony
Profession	Animal Handling, Animal Trainer, Brewer, Carpenter, Cooking, Gem Cutter, Iaijutsu, Landscape Gardening, Leatherworker, Potter, Rope Use, Seamstress/Tailor, Smelter, Weaver
Science	Healing, Herbalist
Technology	Armorer, Boatwright, Bowyer/Fletcher, Blacksmith, Civil Engineer, Miner, Stonemason, Weaponsmith
Thievery	(Thief Skills)
Vehicles	Boating, Charioteering, Navigator, Sailing Craft, Small Water Craft
Wilderness	Agriculture, Animal Lore, Direction Sense, Falconry, Fire-building, Fishing, Foraging, Fungus Identification, Hunting, Husbandry, Mountaineering, Plant Lore, Snare Building, Survival (all types), Tracking, Weather Sense

Skill Area	Non-Weapon Proficiency Equivalents (AD&D 2nd Edition)
Athletics	Endurance, Juggling, Jumping, Riding (Airborne), Riding (Land-based), Running, Swimming, Tightrope Walking, Tumbling
Awareness	Appraising, Blind-fighting, Reading Lips
Interaction	Etiquette, Gaming, Local History
Knowledge	Ancient History, Astrology, Heraldry, Religion
Languages	Languages (Ancient), Languages (Modern), Reading/Writing
Performance	Artistic Ability, Dancing, Disguise, Musical Instrument, Singing, Ventriloquism
Profession	Animal Handling, Animal Training, Brewing, Carpentry, Cobbling, Cooking, Gem Cutting, Leatherworking, Pottery, Rope Use, Seamstress/Tailor, Weaving
Science	Healing, Herbalism, Spellcraft
Technology	Armorer, Bowyer/Fletcher, Blacksmithing, Engineering, Mining, Stonemasonry, Weaponsmithing
Thievery	Forgery, (Thief Skills)
Vehicles	Charioteering, Navigation, Seamanship
Wilderness	Agriculture, Animal Lore, Direction Sense, Fire-building, Fishing, Hunting, Mountaineering, Set Snares, Survival, Tracking, Weather Sense

CONVERTING ADVANTAGES

Although there are no feats in older editions, class special abilities are also advantages and can be converted into older class abilities. Rather than provide an extensive list of equivalencies, it will be left to the GM to determine what, if any, advantages convert over to class special abilities found in previous editions. Examples of obvious conversions are the Track feat to the ranger track ability, druid class specials to their equivalents, paladin class specials to their equivalents, etc. Even if a certain class special ability may not correspond directly to the class specials found in previous editions, some latitude can be given. For example, there is no direct feat or class ability that grants a bonus to damage when attacking “giant-class” creatures, but if a character is clearly a “ranger type” due to choices in feats and abilities, you may want to give that character this class special ability when adventuring in a 1st Edition module, for example.

CONVERTING POWERS

Likewise, a table with all possible conversions will not be listed when it comes to powers. Keep in mind that spellcasting levels can convert almost directly (make sure the character still has access to commonly used spell levels). Sorcerers should convert to magic-users that need not “memorize” their spells. Psionics could be a problem, but if you’re using psionics in your campaign, you’re probably adventurous enough to plan the proper conversions between systems!

The table below shows the quick conversions between ranks in spellcasting and the number of levels of equivalent spellcasting in different D&D systems.

Powers	D&D (B/X/C/M)	AD&D (1st Edition)	AD&D (2nd Edition)	D&D (3/3.5/3.75)
Bardic Spellcasting	As Wizard X $\frac{1}{3}$	Rank = Level	Rank = Level	Rank = Level
Clerical Spellcasting	Basic Formula	Rank = Level	Rank = Level	Rank = Level
Druidic Spellcasting	Basic Formula	Rank = Level	Rank = Level	Rank = Level
Psion Manifesting	No Conversion	Special	Rank = Level	Rank = Level
Sorcerer Spellcasting	As Wizard	As Wizard	As Wizard	Rank = Level
Wizardly Spellcasting	Basic Formula	Rank = Level	Rank = Level	Rank = Level

“Rank = Level” means that you convert the number of ranks your character has in spellcasting directly to spellcasting levels in the appropriate class.

The “Basic Formula” for D&D (B/X/C/M) is Rank = Level up to 12th level and then each additional rank adds another three levels. This means that having 20 ranks in spellcasting yields 36 levels in D&D spellcasting. Bardic spellcasting is equal to one-third of this result in magic-user spellcasting levels.

“Special” means that the GM will have the lovely task of trying to convert your psionicist to an AD&D 1st Edition character. You may just want to use the psionicist from AD&D 2nd Edition!

EXPERIENCE POINT TO POWER POINT CONVERSION

When converting D&D experience points earned from a module to Power Points, you must take into account the level of the module (for Basic D&D and AD&D) or the EL of the encounter (for D&D 3/3.5). If a range of levels is given for a module (which occurs most of the time), use the average level in the range. Once you have the level or EL, consult the table below and find the divisor that is needed. All XP will be divided by this divisor to find the number of Power Points earned. This system should only be used if the GM wants to convert XP to PP directly. The GM can always ignore any experience points awards as listed and simply hand out Power Points as desired.

Level or EL	D&D (B/X/C/M)	AD&D (1st)	AD&D (2nd)	D&D (3/3.5)	D&D 3.75 (Slow)	D&D 3.75 (Medium)	D&D 3.75 (Fast)
1	200	200	200	100	300	200	130
2	200	200	200	200	450	300	200
3	400	400	400	300	650	400	270
4	800	1,000	800	400	900	600	400
5	1,600	1,700	1,600	500	1,200	800	500
6	3,200	3,500	3,200	600	1,800	1,200	800
7	5,600	5,500	6,100	700	2,400	1,600	1,100
8	12,000	12,500	12,500	800	3,800	2,400	1,600
9	12,000	25,000	25,000	900	4,500	3,000	2,100
10	12,000	25,000	25,000	1,000	7,500	5,000	3,400
11	12,000	25,000	25,000	1,100	9,500	6,500	4,000
12	12,000	25,000	25,000	1,200	14,500	9,500	6,500
13	12,000	25,000	25,000	1,300	19,000	13,000	8,500
14	12,000	25,000	25,000	1,400	29,000	19,000	13,000
15	12,000	25,000	25,000	1,500	39,500	25,500	17,500
16	12,000	25,000	25,000	1,600	55,000	41,000	25,000
17	12,000	25,000	25,000	1,700	80,000	50,000	35,000
18	12,000	25,000	25,000	1,800	115,000	75,000	50,000
19	12,000	25,000	25,000	1,900	150,000	105,000	70,000
20	12,000	25,000	25,000	2,000	235,000	150,000	100,000

So, let's say that you're running the original Ravenloft module for your group. This is an AD&D 1st Edition module for levels 5-7. The average level in that range is 6th. Therefore, after computing all of the AD&D 1st Edition experience that the group has earned for the night, consult the "AD&D (1st)" column and the "6" row. This gives a divisor of 3,500. This means that the total XP is divided by 3,500 to find the number of Power Points that the group has earned. These points should be divided by the number of characters and each character should receive an equal share.

Obviously, fractional PP will enter into this system. Power Points should be rounded to the nearest 0.25 (which is the cost to buy one rank for one specialty). GMs can also wait until a substantial number of PP are earned before awarding them.

Also note that this system assumes that characters are taking on modules that are appropriate to their power level. If not, characters will easily earn large amounts of PP if they “slum” because the divisors are based on the expected levels of the participants. If characters go slumming, then the proper row to use in the table is the actual “level” of the characters themselves, and not necessarily the level of the module. For example, if characters that are obviously the equivalent of 10th level characters decide to take on Ravenloft, all XP should be divided by 25,000 instead of 3,500.

CONVERTING POWER POINTS SPENT TO CHARACTER LEVEL

To figure out an approximate character level for your Basic d20 character, use the following formulae. Use the total number of Power Points spent on your character for the calculation.

For AD&D 1st/2nd Editions and D&D 3/3.5/3.75 use:

$$\text{CHARACTER LEVEL} = (\text{PP SPENT} - 10) \div 10 (\text{DROP FRACTION})$$

For D&D (B/X/C/M) with 130 PP or less use:

$$\text{CHARACTER LEVEL} = (\text{PP SPENT} - 10) \div 10 (\text{DROP FRACTION})$$

For D&D (B/X/C/M) with greater than 130 PP use:

$$\text{CHARACTER LEVEL} = (\text{PP SPENT} - 10) \div 10 + (\text{PP SPENT} - 130) \times \frac{3}{10} (\text{DROP FRACTION})$$

WHY BOTHER WITH ALL OF THIS?

Through this document, you can use the Basic d20 system as a *lingua franca* for all forms of D&D and d20 gaming systems. In essence, you have a method for allowing the same character to adventure across multiple versions of D&D rules and even across multiple settings without having to engage in extensive conversions. The Basic d20 system acts as the base for each player to describe their characters’ abilities and traits which can then be converted into another gaming system for play in a specific campaign-world. This concept is very similar to that of the AMAZING ENGINE™ Role-Playing System devised by TSR in the early 90’s. Characters can be “re-imagined” in radically different settings by reassigning any Power Points spent on traits that do not exist in the current setting (such as when converting a fantasy wizard character into a technology-savvy or engineering-heavy character in a science-fiction setting). Naturally, such conversions are subject to the GM’s approval under close supervision.

BASIC D20 TO CHAOSIUM BRP

Basic d20 is a simplified version of the d20 system suitable for use in any d20-based campaign. This system has been designed for quick character generation and ease of play. The focus is to make it simpler for players. The GM, however, must be well-versed in the d20 system to make use of this set of rules. The system cannot be used with other gaming systems without conversion, however. This document explains how to convert your Basic d20 character for use in Chaosium's Basic RolePlaying Game modules and adventures.

ABILITY SCORE CONVERSION

Convert your Basic d20 ability score modifiers to Chaosium characteristics according to the table below.

Ability Score in Basic d20	Chaosium BRP Characteristic
-4	3
-3	4-5
-2	6-7
-1	8-9
+0	10-11
+1	12-13
+2	14-15
+3	16-17
+4	18-19
+5	20-21

Ability or Statistic in Basic d20	Characteristic in Chaosium BRP
Strength	STR
Dexterity	DEX
Constitution	CON
Intelligence	INT
Wisdom	POW
Charisma	APP
Height & Weight (See Table)	SIZ
13 + Int + Wis	EDU

To use the table, simply take your Basic d20 ability score modifiers and read across until you find the appropriate characteristic in the Chaosium BRP. If a range is given, the GM can assign a number or make the player roll to see exactly what ability score the character has.

For example, the GM decides to run the Masks of Nyarlathotep campaign in Call of Cthulhu. One character has Str +2, Dex +2, Con +3, Int +0, Wis -1, and Cha +2. The generous Keeper decides to give the player a 50% chance to have the higher of the two scores listed for each characteristic. After rolling for each characteristic, these scores become STR 14, CON 17, INT 10, POW 8, DEX 15, and APP 14. Looking at the character's listed height and weight, he assigns SIZ 12. He decides to make EDU equal to 13 plus the character's Basic d20 Intelligence and Wisdom ability score modifiers, for a total of 12. Well, at least he graduated from high school!

As gleaned above, it is recommended that you use the following formula for EDU:

$$\text{EDU SCORE} = 13 + \text{BASIC D20 INT} + \text{BASIC D20 WIS}$$

Use the chart below to determine the character's SIZ score. To use the chart, find the row containing the character's listed height in either inches or centimeters. Note the SIZ score given for that height. On the same row, look to the right to find the range of weights associated with that SIZ score. If your character's weight falls within the range given, keep the SIZ that you noted. If your character's weight is not within the range, move up or down until you find the first range containing your character's weight. Use this row to find your character's SIZ.

SIZ Score	Character Height Inches	Character Height Centimeters	Character Weight Pounds	Character Weight Kilograms
1	0-12	0-30	0-20	0-10
2	13-24	31-60	11-40	5-20
3	25-36	61-90	21-60	10-30
4	37-42	91-104	31-80	16-40
5	43-48	105-120	41-100	21-50
6	49-54	121-135	51-120	26-60
7	55-60	136-150	61-140	31-70
8	61-62	151-155	71-160	36-80
9	63-64	156-160	81-180	41-90
10	65-66	161-165	91-200	46-100
11	67-68	166-170	101-220	51-110
12	69-70	171-175	111-240	56-120
13	71-72	176-180	121-260	61-130
14	73-74	181-185	131-280	66-140
15	75-76	186-190	141-300	71-150
16	77-78	191-195	151-320	76-160
17	79-80	196-200	161-340	81-170
18	81-82	201-205	171-360	86-180
19	83-84	206-210	181-380	91-190
20	85-86	211-215	191-400	96-200
21	87-88	216-220	201-420	101-210
22	89-90	221-225	211-440	106-220
23	91-92	226-230	221-460	111-230
24	93-94	231-235	231-480	116-240
25	95-96	236-240	241-500	121-250

Example #1: Your character is a half-elf that's 5'4" and weighs 145 lbs. This is 64 inches. The player finds that 64 inches is in the "9" row for SIZ. Looking right, he notices the weight range for SIZ 9 is "81-180." Since 145 lbs. falls within this weight range, his character has SIZ 9.

Example #2: Your character is an extremely tall valley elf. He is 6' and weighs 115 lbs. The player finds that a 72 inch character should have a SIZ of 13, but since 115 lbs. is not within the weight range for that SIZ, he must record 12 for his character's SIZ (since 115 lbs. is found in the range for SIZ 12).

Example #3: A large, short dwarf is 47" tall and 144 lbs. His SIZ is 8.

HIT POINT CONVERSION

Find your character's hit points based on his Toughness skill ranks only. Toughness feats don't count. Round numbers normally.

Toughness Skill Ranks	Chaosium BRP	Average PC Hit Points
0	(CON+SIZ) X 50%	12
1	(CON+SIZ) X 55%	13
2	(CON+SIZ) X 60%	14
3	(CON+SIZ) X 65%	16
4	(CON+SIZ) X 70%	17
5	(CON+SIZ) X 75%	18
6	(CON+SIZ) X 80%	19
7	(CON+SIZ) X 85%	20
8	(CON+SIZ) X 90%	22
9	(CON+SIZ) X 95%	23
10	CON+SIZ (or "Total Hit Points")	24
11	CON+SIZ+1	25
12	CON+SIZ+2	26
13	CON+SIZ+3	27
14	CON+SIZ+4	28
15	CON+SIZ+5	29
16	CON+SIZ+6	30
17	CON+SIZ+7	31
18	CON+SIZ+8	32
19	CON+SIZ+9	33
20	CON+SIZ+10	34

CONVERTING POWER POINTS SPENT TO SKILL POINTS

To figure out the number of skill points your Basic d20 character has for use in a Chaosium adventure, use the following formula.

$$\text{SKILL POINTS} = (\text{PP SPENT ON BROAD SKILLS} \div 400) \times 5000$$

These skill points should be put into Chaosium skills at levels that closely approximate the character's Basic d20 broad skills.

BROAD SKILL CONVERSION

The uses for various broad skills are detailed below for the Chaosium BRP. Skills found in all eras of Call of Cthulhu are also listed. Please note that percentiles in the Cthulhu Mythos skill must be earned the hard way.

Chaosium Basic RolePlaying Game, Call of Cthulhu, and Stormbringer	
Broad Skills	Skill Equivalents
Athletics	Climb, Fly, Jump, Ride, Swim, Tumble
Awareness	Awareness, Balance, Insight, Listen, Scent, Search, See, Sense, Spot, Spot Hidden, Taste, Track
Dodge	Dodge, Shield
Fight	Brawl, Fist/Punch, Grapple, Head Butt, Kick, Martial Arts, Melee Weapon
Fortitude	--
Interaction	Bargain, Command, Etiquette, Fast Talk, Gaming, Orate, Persuade
Knowledge	Anthropology, Archaeology, Evaluate Treasure, History, Knowledge, Library Use, Make Map, Memorize, Music Lore, Natural History, Navigate, Occult, Plant Lore, Poison Lore, Psychology, Research
Languages	'pande, Common Tongue, Language (Other), Language (Own), Literacy, Melnibonean (High), Melnibonean (Low), Orgjenn, Other Language, Own Language
Parry	Parry, Shield
Performance	Art, Disguise, Juggle, Perform, Photography, Sing
Profession	Accounting, Credit, Credit Rating, Law, Status, Strategy, Teach, Tie Knot
Reflex	--
Science	Astronomy, Biology, Chemistry, First Aid, Geology, Medicine, Pharmacy, Physics, Psychoanalysis, Psychotherapy, Science
Shoot	Energy Weapon, Firearm, Handgun, Heavy Weapon, Machine Gun, Missile Weapon, Projection, Rifle, Shotgun, Submachine Gun, Throw
Technology	Computer Use, Craft, Demolition, Electrical Repair, Electronics, Mechanical Repair, Repair, Technical Skill
Thievery	Ambush, Conceal, Cut Purse, Fine Manipulation, Hide, Locksmith, Move Quietly, Pick Lock, Set Trap, Sleight of Hand, Sneak, Stealth
Toughness	(See Hit Points)
Vehicles	Artillery, Drive, Drive Auto, Drive Carriage, Heavy Machine, Operate Heavy Machine, Pilot, Pilot Balloon, Pilot Boat
Wilderness	--
Will	--

CONVERTING ADVANTAGES

Although there are really no feats or class special abilities in Chaosium's BRP, the GM can consider any advantages a Basic d20 character has and (perhaps) incorporate them in a roleplaying sense into the campaign. Some advantages may convert to Powers, but this is at the discretion of the GM.

CONVERTING POWERS

The Chaosium BRP rulebook has a Powers section. In this section, Magic, Mutations, Psychic Abilities, Sorcery, and Super Powers are detailed. There are too many variations or equivalencies to list here. What will be detailed is a quick conversion that can be used, with significant GM oversight, to convert Power Points spent on Powers in Basic d20 to skill points spent on Powers in the Chaosium BRP.

If you decide to convert Basic d20 Power Points to be used with the Magic Power, use the following formulae to figure out how many skill points your character receives to spend on Magic Power skills.

SKILL POINTS FOR MAGIC POWERS

Game Power Level	Start with	And then multiply by
Normal	PP Spent on Basic d20 Magical Powers	10
Heroic	PP Spent on Basic d20 Magical Powers	15
Epic	PP Spent on Basic d20 Magical Powers	20
Superhuman	PP Spent on Basic d20 Magical Powers	25

For example, if a player has spent 5 PP to gain 1st level wizard spellcasting ability for his character in Basic d20, then he should receive 50 skill points to be spent on Magic in a Normal Power Level Game in the BRP. This closely corresponds to a Chaosium character with INT 13 starting a Normal Power Level Game with his four initial spells at INT X 1 beginning skill.

If you decide to convert Power Points for use with Psychic Abilities, use the following formulae to find the number of skill points your character receives for Psychic Abilities.

SKILL POINTS FOR PSYCHIC ABILITIES

Game Power Level	Start with	And then multiply by
Normal	PP Spent on Basic d20 Psionic Powers	4
Heroic	PP Spent on Basic d20 Psionic Powers	8
Epic	PP Spent on Basic d20 Psionic Powers	12
Superhuman	PP Spent on Basic d20 Psionic Powers	20

If you decide to convert Power Points for use with the Sorcery Power, use the following formulae.

LEVELS OF SORCERY POWERS

Game Power Level	Start with	And then multiply by	Then add
Normal	PP Spent on Basic d20 Powers	10%	INT ÷ 2
Heroic	PP Spent on Basic d20 Powers	25%	INT
Epic	PP Spent on Basic d20 Powers	50%	INT × 2
Superhuman	PP Spent on Basic d20 Powers	100%	INT × 4

If you decide to convert Power Points for use with Super Powers, use the following formula for Super Powers in all Power Level Games:

$$\text{CHARACTER POINTS (FOR SUPER POWERS)} = \text{PP SPENT ON BASIC D20 POWERS}$$

WHAT CAN I USE THIS FOR?

Well, assuming that you've decided to go ahead and use the Basic d20 system to describe your player characters, you may find that you want to have them adventure in one of Chaosium's many fine roleplaying games. Perhaps you are running a d20 Modern campaign and you want to shake things up a little by running a Call of Cthulhu adventure. Or maybe you just purchased a copy of Stormbringer on eBay and you think it'd be neat to have your characters run into Elric (and experiment with that game system for a bit).

You can also reverse engineer Chaosium products and run them in Basic d20, if you desire. Simply "reverse" the conversion as described in this document. Translate BRP characteristics into Basic d20 ability score modifiers. Add up the Chaosium skill points that a non-player character has and multiply these by 0.08 (or divide by 12.5) to find the number of Basic d20 skill points that NPC has (round normally). For powers, use Basic d20 equivalents. Remember, most Call of Cthulhu spells and creatures appear in the d20 version rulebook.

Since Basic d20 is really the "Esperanto of gaming systems" and previous documents have already shown you how to use it for all manner of D&D and d20 systems, it is only natural that later supplements show you how to convert Basic d20 into other gaming systems. This is the first supplement along those lines. So, have fun fighting Cthulhu!



Rules Cyclopeda Addendum

The purpose of this document is to detail how race and class can be separated when using the D&D Rules Cyclopeda. This document also details very simple class options that can be employed to mimic classes found in other forms of Dungeons and Dragons.

The first section gives details for seven standard player character races that can be used in your game. The ability score requirements for playing a member of that race are listed first. After that, it is noted in each description that a character's prime requisites, experience bonus criteria, and hit dice are always a function of the character's class. The maximum level for all characters is 36th. However, all non-humans have different advancement tables showing the experience points needed for each level. Humans have the fastest advancement tables; they are based on the four human character classes found in the Rules Cyclopeda. Demi-human advancement tables have been derived by taking into account the experience point "addition" each race receives in the Variant Rules section of the Cyclopeda. The allowed armor and weapons are listed for that race next. Any special abilities and damage resistances come after. All languages known by characters of that race are shown next. The last section details the adjustments that apply to a character's saving throws. This number is not a penalty, even though it is negative. Lower the character's saving throw by this amount, with the base saving throw coming from the character's class saving throw chart. Demi-human minimum saving throws are not always '2' either. The lowest saving throw a member of that race can have is shown. For example, dwarves have a -4 adjustment to their Magic Wands saving throw. This means that a dwarven cleric will start with an 8 (12 - 4), a dwarven fighter with a 9 (13 - 4), and a dwarven thief with a 10 (14 - 4). The lowest saving throw that any dwarven character can have in Magic Wands is '3' as listed in the entry for dwarves.

Following this section is a similar section for humanoids. Humanoids have ability score adjustments and maximums, unlike humans and demi-humans. This section is primarily for DMs who may want to create NPCs of humanoid races that also have a character class. The Orcs of Thar gazetteer supplement was used as inspiration.

The five basic classes from the Rules Cyclopeda are detailed next. After this, six multi-class options are listed. Four basic classes are paired with one another to simulate a class that is actually a multi-class as presented in other early forms of D&D. Following these two sections, a number of class options are described. These entail some of the higher level options described, such as knight and druid, that should be made available to 1st level characters. Other options represent simplified "sub-classes" that can be taken as options at 1st level, such as bard, illusionist, and assassin. For hit dice and top out hit points, two values are listed for each class. The first represents the standard hit dice and top out hit points found in the Rules Cyclopeda. The second values represent the higher hit dice found in AD&D. Either can be used, depending on the preference of the DM. A short discussion on using all of the options presented in this document follows. Finally, experience point charts for the various races are given. The illusionist spell list and a note about the mystic's acrobatics special ability ends the document.

Although this document details quite a number of changes and additions, DMs can ignore most of these various options and simply use this document to divorce race from class. If this is desired, use only the dwarf, elf, halfling, and human races along with the cleric, fighter, magic-user, and thief classes. Then you will have sixteen race-class combinations as opposed to the seven that are described in the Rules Cyclopeda.

Races

Dwarf

Ability Score Requirements:	Constitution 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Dwarven advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class. Furthermore, dwarves are limited to Small and Medium melee/thrown weapons, shortbows, and crossbows.
Special Abilities:	Infravision, 1 in 3 chance to detect traps, sliding walls, sloping corridors, and new construction.
Damage Resistance:	Half damage from spells at 1,400,000 XP.
Languages:	Common, dwarf, gnome, goblin, kobold, alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-4 / 2
Magic Wands:	-4 / 3
Paralysis or Turn to Stone:	-4 / 4
Dragon Breath:	-2 / 4
Rod, Staff, or Spell:	-4 / 3

Elf

Ability Score Requirements:	Intelligence 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Elven advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	Infravision, 1 in 3 chance to detect secret and hidden doors, immunity to ghoul paralysis.
Damage Resistance:	Half damage from dragon breath at 1,600,000 XP.
Languages:	Common, elf, gnoll, hobgoblin, orc, alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-0 / 2
Magic Wands:	-0 / 4
Paralysis or Turn to Stone:	-0 / 4
Dragon Breath:	-0 / 3
Rod, Staff, or Spell:	-0 / 3

Gnome

Ability Score Requirements:	Dexterity of 9 or better and a Constitution of 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Gnomish advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class. Furthermore, gnomes are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	Infravision, 1 in 3 chance to detect traps, sliding walls, sloping corridors, and new construction, -2 AC vs. monsters larger than man-size, +1 to attack roll with missile weapons, +1 to individual initiative.
Damage Resistance:	Half damage from spells at 300,000 XP. Half damage from dragon breath at 2,100,000 XP.
Languages:	Common, dwarf, gnome, goblin, kobold, alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-4 / 2
Magic Wands:	-4 / 3
Paralysis or Turn to Stone:	-4 / 4
Dragon Breath:	-2 / 4
Rod, Staff, or Spell:	-4 / 3

Halfling

Ability Score Requirements:	Dexterity of 9 or better and a Constitution of 9 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Halfling advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class. Furthermore, halflings are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	-2 AC vs. monsters larger than man-size, +1 to attack roll with missile weapons, +1 to individual initiative, 90% chance to hide motionless in woodlands, 33% chance to hide motionless in dimly lit building interiors.
Damage Resistance:	Half damage from spells at 300,000 XP. Half damage from dragon breath at 2,100,000 XP.
Languages:	Common and alignment language.
Saving Throw Adjustment	Adjustment / Minimum Saving Throw
Death Ray or Poison:	-4 / 2
Magic Wands:	-4 / 3
Paralysis or Turn to Stone:	-4 / 4
Dragon Breath:	-2 / 5
Rod, Staff, or Spell:	-4 / 4

Half-Elf

Ability Score Requirements:	Intelligence of 6 or better.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Half-elven advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	Infravision, 1 in 3 chance to detect secret and hidden doors.
Damage Resistance:	None
Languages:	Common, elf, gnoll, hobgoblin, orc, alignment language.
Saving Throw Adjustments:	None.

Half-Orc

Ability Score Requirements:	Strength of 6 or better and an Intelligence of 17 or lower.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Half-orcish advancement tables are different from human advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	Infravision.
Damage Resistance:	None
Languages:	Common, orc, alignment language.
Saving Throw Adjustments:	None.

Human

Ability Score Requirements:	None.
Prime Requisites:	By Class.
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Humans have the best advancement tables.
Armor:	By Class.
Weapons:	By Class.
Special Abilities:	None.
Damage Resistance:	None.
Languages:	Common, alignment language.
Saving Throws Adjustments:	None.

Humanoid Races

When rolling ability scores for humanoids, any score of 17 or 18 in Intelligence and Wisdom is rerolled until 16 or lower is obtained. After all scores are rolled, apply the racial adjustments.

Bugbear

Ability Score Adj./Max: Str +1/18; Int -3/13; Wis -2/14; Dex +0/18; Con +1/18; Cha +0/18*
Experience Bonus: By Class. Furthermore, halve all XP earned.
Hit Dice: Three hit dice at 1st level. By class thereafter.
Maximum Level: 36th. Bugbears use the gnome/halfling advancement tables.
Armor: By Class. Base armor class is 9.
Weapons: By Class.
Special Abilities: None.
Languages: Bugbear.

Gnoll

Ability Score Adj./Max: Str +1/18; Int -3/13; Wis -2/14; Dex +1/18; Con +0/18; Cha +0/18*
Experience Bonus: By Class.
Hit Dice: Two hit dice at 1st level. By class thereafter.
Maximum Level: 36th. Gnolls use the gnome/halfling advancement tables.
Armor: By Class. Base armor class is 9.
Weapons: By Class.
Special Abilities: None.
Languages: Gnoll.

Goblin

Ability Score Adj./Max: Str -3/15; Int -1/15; Wis +0/16; Dex +1/18; Con +1/18; Cha +0/18*
Experience Bonus: By Class.
Hit Dice: By Class.
Maximum Level: 36th. Goblins use the gnome/halfling advancement tables.
Armor: By Class. Base armor class is 9.
Weapons: By Class. Furthermore, goblins are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities: Infravision. -1 to attack rolls when fighting in daylight.
Languages: Goblin.

Hobgoblin

Ability Score Adj./Max: Str +1/18; Int +0/16; Wis +0/16; Dex -1/17; Con +1/18; Cha +0/18*
Experience Bonus: By Class.
Hit Dice: By Class.
Maximum Level: 36th. Hobgoblins use the gnome/halfling advancement tables.
Armor: By Class. Base armor class is 9.
Weapons: By Class.
Special Abilities: None.
Languages: Hobgoblin.

Kobold

Ability Score Adj./Max:	Str -4/14; Int -1/15; Wis +0/16; Dex +3/18; Con +0/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Kobolds use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class. Furthermore, kobolds are limited to Small melee/thrown weapons, shortbows, and light crossbows.
Special Abilities:	Infravision.
Languages:	Kobold.

Ogre

Ability Score Adj./Max:	Str +2/18; Int -4/12; Wis -1/15; Dex -1/17; Con +1/18; Cha +0/18*
Experience Bonus:	By Class. Furthermore, award one-third normal XP.
Hit Dice:	Four hit dice at 1st level. By class thereafter.
Maximum Level:	36th. Ogres use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	None.
Languages:	Ogre.

Orc

Ability Score Adj./Max:	Str +1/18; Int -3/13; Wis +0/16; Dex -1/17; Con +0/18; Cha +0/18*
Experience Bonus:	By Class.
Hit Dice:	By Class.
Maximum Level:	36th. Orcs use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	Infravision. -1 to attack rolls when fighting in daylight.
Languages:	Orc.

Troll

Ability Score Adj./Max:	Str +2/18; Int -4/12; Wis -2/14; Dex -2/16; Con +0/18; Cha -2/16*
Experience Bonus:	By Class. Furthermore, award one-fifth normal XP.
Hit Dice:	Six hit dice at 1st level. By class thereafter.
Maximum Level:	36th. Trolls use the gnome/halfling advancement tables.
Armor:	By Class. Base armor class is 9.
Weapons:	By Class.
Special Abilities:	Regeneration (see Troll monster entry in the Rules Cyclopeda).
Languages:	Troll.

* Consider a humanoid's Charisma to be 21 minus the actual Charisma score when dealing with humanoid races and the listed score when dealing with humans and demi-humans. Therefore, "low" Charisma humanoids are the leaders in humanoid society and those who would be able to interact better with humans and demi-humans are the outcasts and freaks.

Classes

Cleric

Prime Requisites:	Wisdom.
Experience Bonus:	If Wis is 13 or better, +5%; if Wis is 16 or better, +10%. If Wis is 6-8, -10%; if Wis is 3-5, -20%.
Standard Hit Dice:	d6 with +1 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use cleric advancement charts.
Alignment:	Lawful, chaotic, or neutral.
Armor:	Any, plus shield.
Weapons:	No edged or pointed weapons; all other weapons permitted. Racial limitations apply.
Attack Progression:	As cleric.
Saving Throws:	As cleric.
Special Abilities:	See the Rules Cyclopeda for rules concerning clerics.

Fighter

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Lawful, chaotic, or neutral.
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopeda for rules concerning fighters.

Magic-user

Prime Requisites:	Intelligence.
Experience Bonus:	If Int is 13 or better, +5%; if Int is 16 or better, +10%. If Int is 6-8, -10%; if Int is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d4 with +1 per level after 9th.
Maximum Level:	36th, use magic-user advancement charts.
Alignment:	Lawful, chaotic, or neutral.
Armor:	None, no shield permitted.
Weapons:	Dagger only.
Attack Progression:	As magic-user.
Saving Throws:	As magic-user.
Special Abilities:	See the Rules Cyclopeda for rules concerning magic-users.

Mystic

Prime Requisites: Strength and Dexterity. Both Wisdom and Dexterity must be 13 or higher.
Experience Bonus: If Str is 13 or better, +5%; if Str is 16 or better, +10%.
If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice: d6 with +2 per level after 9th.
Higher Hit Dice: d8 with +2 per level after 9th.
Maximum Level: 36th, use fighter advancement charts.
Alignment: Lawful, chaotic, or neutral. Most are lawful.
Armor: None, no shield permitted.
Weapons: Any. Racial limitations apply.
Attack Progression: As fighter.
Saving Throws: As fighter.
Special Abilities: See the Rules Cyclopedia for rules concerning mystics. Consult the Variant Rules section for progression to 36th level. However, do allow the mystic's saving throws to improve beyond 16th level.

Thief

Prime Requisites: Dexterity.
Experience Bonus: If Dex is 13 or better, +5%; if Dex is 16 or better, +10%.
If Dex is 6-8, -10%; if Dex is 3-5, -20%.
Standard Hit Dice: d4 with +2 per level after 9th.
Higher Hit Dice: d6 with +2 per level after 9th.
Maximum Level: 36th, use thief advancement charts.
Alignment: Lawful, chaotic, or neutral.
Armor: Leather armor only, shield not permitted.
Weapons: Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression: As thief.
Saving Throws: As thief.
Special Abilities: See the Rules Cyclopedia for rules concerning thieves.

Multi-Classes

The following six multi-class combinations with suggested one-word names are available.

Gish (Fighter/Magic-user)

Prime Requisites:	Strength and Intelligence.
Experience Bonus:	If Str and Int are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d6 with +1 per level after 9th.
Higher Hit Dice:	d7 with +2 per level after 9th. To roll a d7, roll a d8 and re-roll any '8.'
Maximum Level:	36th, use "F/M" advancement charts.
Armor:	Any, plus shield. A gish can cast magical spells while wearing armor or using a shield.
Weapons:	Any weapon. Racial limitations apply.
Attack Progression:	As cleric or thief.
Saving Throws:	Better of fighter or magic-user.
Special Abilities:	As fighter and magic-user.

Templar (Fighter/Cleric)

Prime Requisites:	Strength and Wisdom.
Experience Bonus:	If Str and Wis are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d7 with +2 per level after 9th.
Higher Hit Dice:	d9 with +2 per level after 9th. To roll a d9, roll a d10 and re-roll any '10.'
Maximum Level:	36th, use "F/C" advancement charts.
Armor:	Any, plus shield.
Weapons:	Any weapon. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	Better of fighter or cleric.
Special Abilities:	As fighter and cleric.

Scout (Fighter/Thief)

Prime Requisites:	Strength and Dexterity.
Experience Bonus:	If Str and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d6 with +2 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use "F/T" advancement charts.
Armor:	Any, plus shield. However, a maximum of leather armor and no shield if performing thieving skills.
Weapons:	Any weapon. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	Better of fighter or thief.
Special Abilities:	As fighter and thief.

Theurge (Cleric/Magic-user)

Prime Requisites:	Intelligence and Wisdom.
Experience Bonus:	If Int and Wis are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d5 with +1 per level after 9th. To roll a d5, roll a d10 and halve (round up).
Higher Hit Dice:	d6 with +1 per level after 9th.
Maximum Level:	36th, use "C/M" advancement charts.
Armor:	Any, plus shield. A theurge can cast magical spells while wearing armor or using a shield.
Weapons:	No edged or pointed weapons (however, daggers are permitted); all other weapons permitted. Racial limitations apply.
Attack Progression:	As magic-user.
Saving Throws:	Better of cleric or magic-user.
Special Abilities:	As cleric and magic-user.

Stalker (Cleric/Thief)

Prime Requisites:	Wisdom and Dexterity.
Experience Bonus:	If Wis and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d5 with +2 per level after 9th.
Higher Hit Dice:	d7 with +2 per level after 9th.
Maximum Level:	36th, use "C/T" advancement charts.
Armor:	Any, plus shield. However, a maximum of leather armor and no shield if performing thieving skills.
Weapons:	Any missile weapon; any one-handed melee weapon; any two-handed melee weapon that isn't edged or pointed (such as staff). Racial limitations apply.
Attack Progression:	As cleric or thief.
Saving Throws:	Better of cleric or thief.
Special Abilities:	As cleric and thief.

Rogue (Magic-user/Thief)

Prime Requisites:	Intelligence and Dexterity.
Experience Bonus:	If Int and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d5 with +1 per level after 9th.
Maximum Level:	36th, use "M/T" advancement charts.
Armor:	Leather armor only, shields not permitted. A rogue can cast magical spells while wearing leather armor.
Weapons:	Any missile weapon; any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As magic-user.
Saving Throws:	Better of magic-user or thief.
Special Abilities:	As magic-user and thief.

Class Options

All class options listed below can be taken at 1st level. If the DM permits, options can be chosen at later levels by characters having the class listed in parenthesis. Characters may only choose one option for that class, multiple options are not allowed. For example, a thief can choose to be a bard or an assassin, but not both. Multi-class characters may choose two options, one for each class as long as they are compatible. A fighter/thief cannot, for instance, become a paladin/assassin.

Avenger (Fighter)

Prime Requisites: Strength.
Experience Bonus: If Str is 13 or better, +5%; if Str is 16 or better, +10%.
If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice: d8 with +2 per level after 9th.
Higher Hit Dice: d10 with +3 per level after 9th.
Maximum Level: 36th, use fighter advancement charts.
Alignment: Chaotic only. Some avengers are "good" but most are not.
Armor: Any, shields allowed.
Weapons: Any. Racial limitations apply.
Attack Progression: As fighter.
Saving Throws: As fighter.
Special Abilities: See the Rules Cyclopeda for rules concerning avengers.

Assassin (Thief)

Prime Requisites: Dexterity.
Experience Bonus: If Dex is 13 or better, +5%; if Dex is 16 or better, +10%.
If Dex is 6-8, -10%; if Dex is 3-5, -20%.
Standard Hit Dice: d4 with +2 per level after 9th.
Higher Hit Dice: d6 with +2 per level after 9th.
Maximum Level: 36th, use thief advancement charts.
Alignment: Lawful, chaotic, or neutral. All assassins are "evil" however.
Armor: Leather armor only, shield not permitted.
Weapons: Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression: As thief.
Saving Throws: As thief.
Special Abilities: As thief of two-thirds assassin level (round up). Assassins also have special abilities derived from the Headsman (Thug) monster listed in the Rules Cyclopeda. Assassins of 6th level or higher may disguise themselves and are 90% undetectable in their disguises. At 10th level, assassins may use all three alignment languages. Assassins can surprise on a 1-3 roll of a d6 (not the normal 1-2) if they make preparations beforehand as listed in the Headsman entry. If a prepared assassin gains surprise, an opponent may be slain with a single blow, as a Thug. However, the DM may rule that an assassination attempt cannot be made or is unsuccessful regardless of any roll. Assassins are typically neutral, but can be lawful or chaotic. All are evil, regardless of alignment, as the secret killing of intelligent beings is almost always at odds with the ethos of goodness.

Bard (Thief)

Prime Requisites:	Intelligence and Dexterity.
Experience Bonus:	If Int and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d4 with +2 per level after 9th.
Higher Hit Dice:	d6 with +2 per level after 9th.
Maximum Level:	36th, use thief advancement charts.
Alignment:	Lawful, chaotic, or neutral.
Armor:	Leather armor only, shield not permitted.
Weapons:	Any missile weapon, any one-handed melee weapon. Racial limitations apply.
Attack Progression:	As thief.
Saving Throws:	As thief.
Special Abilities:	As thief of two-thirds bard level (round up), as magic-user of one-third bard level (round down). Bards can cast spells from both the magic-user and illusionist spell lists. Bards can counter the effects of sound-based attacks by playing their instrument. This applies to the attacks of harpies, shriekers, banshees and the like. Bards are immune to sound-based attacks.

Berserker (Fighter)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Neutral or chaotic. Berserkers cannot be lawful.
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	Berserker is an option much like paladin and avenger. A berserker cannot be lawful. The berserker's special ability is rage . If the berserker decides to rage, he receives a +2 to attack rolls and must attack an opponent once per round, fighting to the death. If no enemies are available to attack, the berserker must attack allies. The berserker must make a saving throw vs. spells to come out of a rage once it is begun. The berserker may decide to come out of a rage at any time after initiating it. Berserkers may become land-owning or traveling fighters at 9th level or above but never any of the fighter sub-class options (such as knight, avenger, or ranger).

Druid (Cleric)

Prime Requisites:	Wisdom.
Experience Bonus:	If Wis is 13 or better, +5%; if Wis is 16 or better, +10%. If Wis is 6-8, -10%; if Wis is 3-5, -20%.
Standard Hit Dice:	d6 with +1 per level after 9th.
Higher Hit Dice:	d8 with +2 per level after 9th.
Maximum Level:	36th, use cleric advancement charts.
Alignment:	Neutral only. Druids cannot be lawful or chaotic.
Armor:	Leather armor, shield permitted if made of only wood and leather (but see below).
Weapons:	No edged or pointed weapons; all other weapons permitted as long as they are not made of metal (but see below). Racial limitations apply.
Attack Progression:	As cleric.
Saving Throws:	As cleric.
Special Abilities:	See the Rules Cyclopedia for most rules concerning druids. There are a few changes, however. Druids have the ability to use polymorph self (as the magic-user spell) a number of times per day equal to their level divided by three (round down). When using this special ability, druids are limited to taking the forms of normal animals, giant animals, prehistoric animals, humanoids, dragons, or lowlives. All of the druid's equipment melds into the new form, unless it is made of "dead" material. Contrary to what is listed in the Rules Cyclopedia, druids can use "dead" weapons and armor, but are loath to do so because of this limitation. Refer to the Rules Cyclopedia for additional details on the druid class.

Illusionist (Magic-user)

Prime Requisites:	Intelligence and Dexterity.
Experience Bonus:	If Int and Dex are 13 or better, +5%; if both are 16 or better, +10%. If at least one prime requisite is 6-8, -10%; if at least one is 3-5, -20%.
Standard Hit Dice:	d4 with +1 per level after 9th.
Higher Hit Dice:	d4 with +1 per level after 9th.
Maximum Level:	36th, use magic-user advancement charts.
Alignment:	Lawful, chaotic, or neutral.
Armor:	None, no shield permitted.
Weapons:	Dagger only.
Attack Progression:	As magic-user.
Saving Throws:	As magic-user.
Special Abilities:	As magic-user of the same level. However, illusionists have their own spell list, which is distinct from that of magic-users. DMs can use either the AD&D illusionist spell list, with appropriate conversions or the Labyrinth Lord Advanced Edition Companion illusionist spell list. At any rate, "standard" illusionist spells of 8th and 9th level are not readily available in the campaign world as illusionists are a secretive lot and do not ever reveal the exact nature of their most powerful spells. Player character illusionists are encouraged to conduct spell research to fill their spellbooks with 8th or 9th level spells when they reach appropriate experience levels.

Knight (Fighter)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Lawful, chaotic, or neutral.
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopeda for most rules concerning knights. One additional special ability applies. As the most elite of fighters, knights use the monster attack tables when wielding melee weapons. Treat a knight's level as his "hit dice" and use the attack roll table for monsters. If the knight has a Constitution bonus (a positive modifier) then use the "plus" row. For example, a 1st level knight with Constitution 13 uses the "1+ to 2" row and needs an 18 to hit armor class zero with melee weapons. All other rules concerning knights from the Rules Cyclopeda applies.

Paladin (Fighter)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Lawful only. Paladins are almost always "good" as well.
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	See the Rules Cyclopeda for rules concerning paladins.

Ranger (Fighter)

Prime Requisites:	Strength.
Experience Bonus:	If Str is 13 or better, +5%; if Str is 16 or better, +10%. If Str is 6-8, -10%; if Str is 3-5, -20%.
Standard Hit Dice:	d8 with +2 per level after 9th.
Higher Hit Dice:	d10 with +3 per level after 9th.
Maximum Level:	36th, use fighter advancement charts.
Alignment:	Neutral only. Rangers are almost always "good" as well.
Armor:	Any, shields allowed.
Weapons:	Any. Racial limitations apply.
Attack Progression:	As fighter.
Saving Throws:	As fighter.
Special Abilities:	Ranger is an option much like paladin and avenger. The prerequisites and special abilities of the ranger are listed below: <ol style="list-style-type: none">1. The ranger makes a pact of mutual aid and protection with a neutral druidical order. A ranger must always remain neutral.2. The ranger gains the ability to detect danger (as the druid spell) as often as once per round simply by concentrating.3. The ranger gains spellcasting ability as a druid of one-third his fighter level (round down) if his Wisdom is 13 or better.4. Rangers gain no ability to turn undead.5. A ranger can travel with a number of hirelings equal to or less than his druid spellcasting level.6. A ranger must assist decent and honest folk (as paladins do). Although he is neutral with respect to law and chaos, he is still good-hearted.7. The DM may determine that the ranger gains additional special abilities that relate to overland travel and woodcraft.

Using Races, Classes, Multi-Classes, and Class Options

During character generation, the player has a lot more options now when using the Rules Cyclopedia. Players must choose a race for their character as well as a class or multi-class. Furthermore, there are various class options, normally available at 9th level, that should be considered at start.

Implement these options in the following manner:

1. Choose a race for your character.
2. Decide whether you want a character with a single class or two classes.
3. Choose your class or multi-class.
4. Once you have chosen your class or classes, decide if you want to choose one (or two) option(s) for your character's class(es).

Allowed Race, Class, Multi-Class, and Class Option Combinations

Race

Under these basic rules, there are no racial limitations on class selection. Your DM may have restrictions depending on the nature of the campaign world. Some typical restrictions are listed below.

Dwarf	Limited to cleric, fighter, and thief.
Elf	Limited to cleric, fighter, magic-user, and thief.
Gnome	Limited to cleric, fighter, illusionist (magic-user option), and thief.
Halfling	Limited to cleric, fighter, and thief.
Half-Elf	Limited to cleric, fighter, magic-user, and thief.
Half-Orc	Limited to cleric, fighter, and thief.
Humans	All classes (cleric, fighter, magic-user, mystic, and thief).

Non-humans may choose any multi-class based on two classes that are permitted. A typical restriction for humans is that they may not pursue a multi-class. It is worth repeating that these are merely typical restrictions based on previous versions of D&D. This document does not necessarily advocate using these restrictions.

Multi-Class

Any two of the cleric, fighter, magic-user, and thief classes may be combined as a multi-class. It is suggested that due to the nature of the mystic class, no character should pursue a multi-class option using mystic. However, if the DM desires to use multi-class mystics, then the mystic can take the place of the fighter class in any multi-class combination. Use the appropriate advancement charts (such as "F/M" for mystic/magic-users and "F/C" for mystic/clerics). If the DM allows the fighter/mystic multi-class, then use the "C/M" advancement charts.

Class Options

All class options are listed below:

Cleric	Land-Owning Cleric, Traveling Cleric, and Druid. These three are mutually exclusive. This means that a cleric can choose only one of these options.
Fighter	Land-Owning Fighter, and Traveling Fighter (Paladin, Knight, Avenger, Berserker, or Ranger). Land-Owning and Traveling are mutually exclusive. Paladin, Knight, Avenger, Berserker, and Ranger are mutually exclusive. This means that a fighter can choose to be a paladin, knight, avenger, berserker, ranger or (eventually) a land-owning fighter, but can choose only one of these options.
Magic-user	Independent Wizard, Magist, and Magus. These three are mutually exclusive. Any of these can be coupled with illusionist, however.
Thief	Land-Owning Thief and Traveling Thief. These two are mutually exclusive. A thief also has the options of being an assassin, bard, or remaining a classic thief. These options are also mutually exclusive. An option from the first set can be combined with an option from the second set, such as "land-owning assassin" and "traveling bard."
Mystic	Mystics have no class options.

Class Options and Multi-Classes

A character with a multi-class can choose one class option for each of his classes unless the DM deems the two options incompatible. Some examples of possible incompatibility include: choosing a land-owning option from one class and a traveling option from the other; choosing two options with seemingly incompatible alignments (such as paladin/assassin and druid/avenger); and choosing two options that don't "feel right" together (like berserker/magic-user or druid/knight). DMs, as always, reserve the right to allow or forbid any combination of options.

Examples

A simple list of character type examples might prove helpful. Note that these represent just a few of the many options available.

1. Dwarven berserker (a dwarf fighter with the berserker option)
2. Elven druid/magic-user (an elven cleric/magic-user with the druid option)
3. Gnomish illusionist/assassin (a gnomish character that has taken two options)
4. Halfling ranger/thief (a halfling fighter/thief with the ranger option)
5. Half-elven paladin/cleric (a half-elven fighter/cleric with the paladin option)
6. Half-orc fighter (just a straight up half-orc fighter. He can be a land-owner at higher levels)
7. Human illusionist (a human character with the illusionist option)
8. Half-orc avenger/assassin (a nasty character)
9. Human mystic/magic-user (unarmored, unarmed, and exceptionally deadly)

There are many, many combinations and character types that can be created with this system. The DM exercises final authority on what's allowed in the campaign, as ever.

Human Advancement Charts

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,500	2,000	2,500	1,200	4,500	3,500	3,200	4,000	2,700	3,700
3	3,000	4,000	5,000	2,400	9,000	7,000	6,400	8,000	5,400	7,400
4	6,000	8,000	10,000	4,800	18,000	14,000	12,800	16,000	10,800	14,800
5	12,000	16,000	20,000	9,600	36,000	28,000	25,600	32,000	21,600	29,600
6	25,000	32,000	40,000	20,000	72,000	57,000	52,000	65,000	45,000	60,000
7	50,000	64,000	80,000	40,000	144,000	114,000	104,000	130,000	90,000	120,000
8	100,000	120,000	150,000	80,000	270,000	220,000	200,000	250,000	180,000	230,000
9	200,000	240,000	300,000	160,000	540,000	440,000	400,000	500,000	360,000	460,000
10	300,000	360,000	450,000	280,000	810,000	660,000	640,000	750,000	580,000	730,000
11	400,000	480,000	600,000	400,000	1,080,000	880,000	880,000	1,000,000	800,000	1,000,000
12	500,000	600,000	750,000	520,000	1,350,000	1,100,000	1,120,000	1,250,000	1,020,000	1,270,000
13	600,000	720,000	900,000	640,000	1,620,000	1,320,000	1,360,000	1,500,000	1,240,000	1,540,000
14	700,000	840,000	1,050,000	760,000	1,890,000	1,540,000	1,600,000	1,750,000	1,460,000	1,810,000
15	800,000	960,000	1,200,000	880,000	2,160,000	1,760,000	1,840,000	2,000,000	1,680,000	2,080,000
16	900,000	1,080,000	1,350,000	1,000,000	2,430,000	1,980,000	2,080,000	2,250,000	1,900,000	2,350,000
17	1,000,000	1,200,000	1,500,000	1,120,000	2,700,000	2,200,000	2,320,000	2,500,000	2,120,000	2,620,000
18	1,100,000	1,320,000	1,650,000	1,240,000	2,970,000	2,420,000	2,560,000	2,750,000	2,340,000	2,890,000
19	1,200,000	1,440,000	1,800,000	1,360,000	3,240,000	2,640,000	2,800,000	3,000,000	2,560,000	3,160,000
20	1,300,000	1,560,000	1,950,000	1,480,000	3,510,000	2,860,000	3,040,000	3,250,000	2,780,000	3,430,000
21	1,400,000	1,680,000	2,100,000	1,600,000	3,780,000	3,080,000	3,280,000	3,500,000	3,000,000	3,700,000
22	1,500,000	1,800,000	2,250,000	1,720,000	4,050,000	3,300,000	3,520,000	3,750,000	3,220,000	3,970,000
23	1,600,000	1,920,000	2,400,000	1,840,000	4,320,000	3,520,000	3,760,000	4,000,000	3,440,000	4,240,000
24	1,700,000	2,040,000	2,550,000	1,960,000	4,590,000	3,740,000	4,000,000	4,250,000	3,660,000	4,510,000
25	1,800,000	2,160,000	2,700,000	2,080,000	4,860,000	3,960,000	4,240,000	4,500,000	3,880,000	4,780,000
26	1,900,000	2,280,000	2,850,000	2,200,000	5,130,000	4,180,000	4,480,000	4,750,000	4,100,000	5,050,000
27	2,000,000	2,400,000	3,000,000	2,320,000	5,400,000	4,400,000	4,720,000	5,000,000	4,320,000	5,320,000
28	2,100,000	2,520,000	3,150,000	2,440,000	5,670,000	4,620,000	4,960,000	5,250,000	4,540,000	5,590,000
29	2,200,000	2,640,000	3,300,000	2,560,000	5,940,000	4,840,000	5,200,000	5,500,000	4,760,000	5,860,000
30	2,300,000	2,760,000	3,450,000	2,680,000	6,210,000	5,060,000	5,440,000	5,750,000	4,980,000	6,130,000
31	2,400,000	2,880,000	3,600,000	2,800,000	6,480,000	5,280,000	5,680,000	6,000,000	5,200,000	6,400,000
32	2,500,000	3,000,000	3,750,000	2,920,000	6,750,000	5,500,000	5,920,000	6,250,000	5,420,000	6,670,000
33	2,600,000	3,120,000	3,900,000	3,040,000	7,020,000	5,720,000	6,160,000	6,500,000	5,640,000	6,940,000
34	2,700,000	3,240,000	4,050,000	3,160,000	7,290,000	5,940,000	6,400,000	6,750,000	5,860,000	7,210,000
35	2,800,000	3,360,000	4,200,000	3,280,000	7,560,000	6,160,000	6,640,000	7,000,000	6,080,000	7,480,000
36	2,900,000	3,480,000	4,350,000	3,400,000	7,830,000	6,380,000	6,880,000	7,250,000	6,300,000	7,750,000

Dwarf and Half-orc Advancement Charts

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,700	2,200	2,700	1,400	4,700	3,700	3,400	4,200	2,900	3,900
3	3,400	4,400	5,400	2,800	9,400	7,400	6,800	8,400	5,800	7,800
4	6,800	8,800	10,800	5,600	18,800	14,800	13,600	16,800	11,600	15,600
5	13,000	17,000	21,000	10,600	37,000	29,000	26,600	33,000	22,600	30,600
6	28,000	35,000	43,000	23,000	75,000	60,000	55,000	68,000	48,000	63,000
7	56,000	70,000	86,000	46,000	150,000	120,000	110,000	136,000	96,000	126,000
8	120,000	140,000	170,000	100,000	290,000	240,000	220,000	270,000	200,000	250,000
9	230,000	270,000	330,000	190,000	570,000	470,000	430,000	530,000	390,000	490,000
10	340,000	400,000	490,000	320,000	850,000	700,000	680,000	790,000	620,000	770,000
11	450,000	530,000	650,000	450,000	1,130,000	930,000	930,000	1,050,000	850,000	1,050,000
12	560,000	660,000	810,000	580,000	1,410,000	1,160,000	1,180,000	1,310,000	1,080,000	1,330,000
13	680,000	800,000	980,000	720,000	1,700,000	1,400,000	1,440,000	1,580,000	1,320,000	1,620,000
14	860,000	1,000,000	1,210,000	920,000	2,050,000	1,700,000	1,760,000	1,910,000	1,620,000	1,970,000
15	1,040,000	1,200,000	1,440,000	1,120,000	2,400,000	2,000,000	2,080,000	2,240,000	1,920,000	2,320,000
16	1,220,000	1,400,000	1,670,000	1,320,000	2,750,000	2,300,000	2,400,000	2,570,000	2,220,000	2,670,000
17	1,400,000	1,600,000	1,900,000	1,520,000	3,100,000	2,600,000	2,720,000	2,900,000	2,520,000	3,020,000
18	1,580,000	1,800,000	2,130,000	1,720,000	3,450,000	2,900,000	3,040,000	3,230,000	2,820,000	3,370,000
19	1,760,000	2,000,000	2,360,000	1,920,000	3,800,000	3,200,000	3,360,000	3,560,000	3,120,000	3,720,000
20	1,940,000	2,200,000	2,590,000	2,120,000	4,150,000	3,500,000	3,680,000	3,890,000	3,420,000	4,070,000
21	2,120,000	2,400,000	2,820,000	2,320,000	4,500,000	3,800,000	4,000,000	4,220,000	3,720,000	4,420,000
22	2,300,000	2,600,000	3,050,000	2,520,000	4,850,000	4,100,000	4,320,000	4,550,000	4,020,000	4,770,000
23	2,480,000	2,800,000	3,280,000	2,720,000	5,200,000	4,400,000	4,640,000	4,880,000	4,320,000	5,120,000
24	2,660,000	3,000,000	3,510,000	2,920,000	5,550,000	4,700,000	4,960,000	5,210,000	4,620,000	5,470,000
25	2,840,000	3,200,000	3,740,000	3,120,000	5,900,000	5,000,000	5,280,000	5,540,000	4,920,000	5,820,000
26	3,020,000	3,400,000	3,970,000	3,320,000	6,250,000	5,300,000	5,600,000	5,870,000	5,220,000	6,170,000
27	3,200,000	3,600,000	4,200,000	3,520,000	6,600,000	5,600,000	5,920,000	6,200,000	5,520,000	6,520,000
28	3,380,000	3,800,000	4,430,000	3,720,000	6,950,000	5,900,000	6,240,000	6,530,000	5,820,000	6,870,000
29	3,560,000	4,000,000	4,660,000	3,920,000	7,300,000	6,200,000	6,560,000	6,860,000	6,120,000	7,220,000
30	3,740,000	4,200,000	4,890,000	4,120,000	7,650,000	6,500,000	6,880,000	7,190,000	6,420,000	7,570,000
31	3,920,000	4,400,000	5,120,000	4,320,000	8,000,000	6,800,000	7,200,000	7,520,000	6,720,000	7,920,000
32	4,100,000	4,600,000	5,350,000	4,520,000	8,350,000	7,100,000	7,520,000	7,850,000	7,020,000	8,270,000
33	4,280,000	4,800,000	5,580,000	4,720,000	8,700,000	7,400,000	7,840,000	8,180,000	7,320,000	8,620,000
34	4,460,000	5,000,000	5,810,000	4,920,000	9,050,000	7,700,000	8,160,000	8,510,000	7,620,000	8,970,000
35	4,640,000	5,200,000	6,040,000	5,120,000	9,400,000	8,000,000	8,480,000	8,840,000	7,920,000	9,320,000
36	4,820,000	5,400,000	6,270,000	5,320,000	9,750,000	8,300,000	8,800,000	9,170,000	8,220,000	9,670,000

Elf Advancement Charts

Level	Cleric	Fighter	M-U	Thief	F/M†	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	2,000	2,500	3,000	1,700	4,000	4,000	3,700	4,500	3,200	4,200
3	4,000	5,000	6,000	3,400	8,000	8,000	7,400	9,000	6,400	8,400
4	8,000	10,000	12,000	6,800	16,000	16,000	14,800	18,000	12,800	16,800
5	16,000	20,000	24,000	13,600	32,000	32,000	29,600	36,000	25,600	33,600
6	33,000	40,000	48,000	28,000	64,000	65,000	60,000	73,000	53,000	68,000
7	70,000	84,000	100,000	60,000	120,000	134,000	124,000	150,000	110,000	140,000
8	150,000	170,000	200,000	130,000	250,000	270,000	250,000	300,000	230,000	280,000
9	250,000	290,000	350,000	210,000	450,000	490,000	450,000	550,000	410,000	510,000
10	350,000	410,000	500,000	330,000	650,000	710,000	690,000	800,000	630,000	780,000
11	450,000	530,000	650,000	450,000	850,000	930,000	930,000	1,050,000	850,000	1,050,000
12	600,000	700,000	850,000	620,000	1,100,000	1,200,000	1,220,000	1,350,000	1,120,000	1,370,000
13	750,000	870,000	1,050,000	790,000	1,350,000	1,470,000	1,510,000	1,650,000	1,390,000	1,690,000
14	900,000	1,040,000	1,250,000	960,000	1,600,000	1,740,000	1,800,000	1,950,000	1,660,000	2,010,000
15	1,050,000	1,210,000	1,450,000	1,130,000	1,850,000	2,010,000	2,090,000	2,250,000	1,930,000	2,330,000
16	1,200,000	1,380,000	1,650,000	1,300,000	2,100,000	2,280,000	2,380,000	2,550,000	2,200,000	2,650,000
17	1,350,000	1,550,000	1,850,000	1,470,000	2,350,000	2,550,000	2,670,000	2,850,000	2,470,000	2,970,000
18	1,500,000	1,720,000	2,050,000	1,640,000	2,600,000	2,820,000	2,960,000	3,150,000	2,740,000	3,290,000
19	1,650,000	1,890,000	2,250,000	1,810,000	2,850,000	3,090,000	3,250,000	3,450,000	3,010,000	3,610,000
20	1,800,000	2,060,000	2,450,000	1,980,000	3,100,000	3,360,000	3,540,000	3,750,000	3,280,000	3,930,000
21	1,900,000	2,180,000	2,600,000	2,100,000	3,300,000	3,580,000	3,780,000	4,000,000	3,500,000	4,200,000
22	2,000,000	2,300,000	2,750,000	2,220,000	3,500,000	3,800,000	4,020,000	4,250,000	3,720,000	4,470,000
23	2,100,000	2,420,000	2,900,000	2,340,000	3,700,000	4,020,000	4,260,000	4,500,000	3,940,000	4,740,000
24	2,200,000	2,540,000	3,050,000	2,460,000	3,900,000	4,240,000	4,500,000	4,750,000	4,160,000	5,010,000
25	2,300,000	2,660,000	3,200,000	2,580,000	4,100,000	4,460,000	4,740,000	5,000,000	4,380,000	5,280,000
26	2,400,000	2,780,000	3,350,000	2,700,000	4,300,000	4,680,000	4,980,000	5,250,000	4,600,000	5,550,000
27	2,500,000	2,900,000	3,500,000	2,820,000	4,500,000	4,900,000	5,220,000	5,500,000	4,820,000	5,820,000
28	2,600,000	3,020,000	3,650,000	2,940,000	4,700,000	5,120,000	5,460,000	5,750,000	5,040,000	6,090,000
29	2,700,000	3,140,000	3,800,000	3,060,000	4,900,000	5,340,000	5,700,000	6,000,000	5,260,000	6,360,000
30	2,800,000	3,260,000	3,950,000	3,180,000	5,100,000	5,560,000	5,940,000	6,250,000	5,480,000	6,630,000
31	2,900,000	3,380,000	4,100,000	3,300,000	5,300,000	5,780,000	6,180,000	6,500,000	5,700,000	6,900,000
32	3,000,000	3,500,000	4,250,000	3,420,000	5,500,000	6,000,000	6,420,000	6,750,000	5,920,000	7,170,000
33	3,100,000	3,620,000	4,400,000	3,540,000	5,700,000	6,220,000	6,660,000	7,000,000	6,140,000	7,440,000
34	3,200,000	3,740,000	4,550,000	3,660,000	5,900,000	6,440,000	6,900,000	7,250,000	6,360,000	7,710,000
35	3,300,000	3,860,000	4,700,000	3,780,000	6,100,000	6,660,000	7,140,000	7,500,000	6,580,000	7,980,000
36	3,400,000	3,980,000	4,850,000	3,900,000	6,300,000	6,880,000	7,380,000	7,750,000	6,800,000	8,250,000

†Note that Elven Fighter/Magic-users use the "legacy" advancement chart, which is more favorable.

Gnome and Halfling Advancement Charts

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,500	2,000	2,500	1,200	4,500	3,500	3,200	4,000	2,700	3,700
3	3,000	4,000	5,000	2,400	9,000	7,000	6,400	8,000	5,400	7,400
4	6,000	8,000	10,000	4,800	18,000	14,000	12,800	16,000	10,800	14,800
5	12,000	16,000	20,000	9,600	36,000	28,000	25,600	32,000	21,600	29,600
6	25,000	32,000	40,000	20,000	72,000	57,000	52,000	65,000	45,000	60,000
7	50,000	64,000	80,000	40,000	144,000	114,000	104,000	130,000	90,000	120,000
8	100,000	120,000	150,000	80,000	270,000	220,000	200,000	250,000	180,000	230,000
9	260,000	300,000	360,000	220,000	600,000	500,000	460,000	560,000	420,000	520,000
10	540,000	600,000	690,000	520,000	1,050,000	900,000	880,000	990,000	820,000	970,000
11	820,000	900,000	1,020,000	820,000	1,500,000	1,300,000	1,300,000	1,420,000	1,220,000	1,420,000
12	1,100,000	1,200,000	1,350,000	1,120,000	1,950,000	1,700,000	1,720,000	1,850,000	1,620,000	1,870,000
13	1,380,000	1,500,000	1,680,000	1,420,000	2,400,000	2,100,000	2,140,000	2,280,000	2,020,000	2,320,000
14	1,660,000	1,800,000	2,010,000	1,720,000	2,850,000	2,500,000	2,560,000	2,710,000	2,420,000	2,770,000
15	1,940,000	2,100,000	2,340,000	2,020,000	3,300,000	2,900,000	2,980,000	3,140,000	2,820,000	3,220,000
16	2,220,000	2,400,000	2,670,000	2,320,000	3,750,000	3,300,000	3,400,000	3,570,000	3,220,000	3,670,000
17	2,500,000	2,700,000	3,000,000	2,620,000	4,200,000	3,700,000	3,820,000	4,000,000	3,620,000	4,120,000
18	2,780,000	3,000,000	3,330,000	2,920,000	4,650,000	4,100,000	4,240,000	4,430,000	4,020,000	4,570,000
19	2,960,000	3,200,000	3,560,000	3,120,000	5,000,000	4,400,000	4,560,000	4,760,000	4,320,000	4,920,000
20	3,140,000	3,400,000	3,790,000	3,320,000	5,350,000	4,700,000	4,880,000	5,090,000	4,620,000	5,270,000
21	3,320,000	3,600,000	4,020,000	3,520,000	5,700,000	5,000,000	5,200,000	5,420,000	4,920,000	5,620,000
22	3,500,000	3,800,000	4,250,000	3,720,000	6,050,000	5,300,000	5,520,000	5,750,000	5,220,000	5,970,000
23	3,680,000	4,000,000	4,480,000	3,920,000	6,400,000	5,600,000	5,840,000	6,080,000	5,520,000	6,320,000
24	3,860,000	4,200,000	4,710,000	4,120,000	6,750,000	5,900,000	6,160,000	6,410,000	5,820,000	6,670,000
25	4,040,000	4,400,000	4,940,000	4,320,000	7,100,000	6,200,000	6,480,000	6,740,000	6,120,000	7,020,000
26	4,220,000	4,600,000	5,170,000	4,520,000	7,450,000	6,500,000	6,800,000	7,070,000	6,420,000	7,370,000
27	4,400,000	4,800,000	5,400,000	4,720,000	7,800,000	6,800,000	7,120,000	7,400,000	6,720,000	7,720,000
28	4,580,000	5,000,000	5,630,000	4,920,000	8,150,000	7,100,000	7,440,000	7,730,000	7,020,000	8,070,000
29	4,760,000	5,200,000	5,860,000	5,120,000	8,500,000	7,400,000	7,760,000	8,060,000	7,320,000	8,420,000
30	4,940,000	5,400,000	6,090,000	5,320,000	8,850,000	7,700,000	8,080,000	8,390,000	7,620,000	8,770,000
31	5,120,000	5,600,000	6,320,000	5,520,000	9,200,000	8,000,000	8,400,000	8,720,000	7,920,000	9,120,000
32	5,300,000	5,800,000	6,550,000	5,720,000	9,550,000	8,300,000	8,720,000	9,050,000	8,220,000	9,470,000
33	5,480,000	6,000,000	6,780,000	5,920,000	9,900,000	8,600,000	9,040,000	9,380,000	8,520,000	9,820,000
34	5,660,000	6,200,000	7,010,000	6,120,000	10,250,000	8,900,000	9,360,000	9,710,000	8,820,000	10,170,000
35	5,840,000	6,400,000	7,240,000	6,320,000	10,600,000	9,200,000	9,680,000	10,040,000	9,120,000	10,520,000
36	6,020,000	6,600,000	7,470,000	6,520,000	10,950,000	9,500,000	10,000,000	10,370,000	9,420,000	10,870,000

Half-Elf Advancement Charts

Level	Cleric	Fighter	M-U	Thief	F/M	F/C	F/T	C/M	C/T	M/T
1	0	0	0	0	0	0	0	0	0	0
2	1,750	2,250	2,750	1,450	4,250	3,750	3,450	4,250	2,950	3,950
3	3,500	4,500	5,500	2,900	8,500	7,500	6,900	8,500	5,900	7,900
4	7,000	9,000	11,000	5,800	17,000	15,000	13,800	17,000	11,800	15,800
5	14,000	18,000	22,000	11,600	34,000	30,000	27,600	34,000	23,600	31,600
6	29,000	36,000	44,000	24,000	68,000	61,000	56,000	69,000	49,000	64,000
7	60,000	74,000	90,000	50,000	132,000	124,000	114,000	140,000	100,000	130,000
8	125,000	145,000	175,000	105,000	260,000	245,000	225,000	275,000	205,000	255,000
9	225,000	265,000	325,000	185,000	495,000	465,000	425,000	525,000	385,000	485,000
10	325,000	385,000	475,000	305,000	730,000	685,000	665,000	775,000	605,000	755,000
11	425,000	505,000	625,000	425,000	965,000	905,000	905,000	1,025,000	825,000	1,025,000
12	550,000	650,000	800,000	570,000	1,225,000	1,150,000	1,170,000	1,300,000	1,070,000	1,320,000
13	675,000	795,000	975,000	715,000	1,485,000	1,395,000	1,435,000	1,575,000	1,315,000	1,615,000
14	800,000	940,000	1,150,000	860,000	1,745,000	1,640,000	1,700,000	1,850,000	1,560,000	1,910,000
15	925,000	1,085,000	1,325,000	1,005,000	2,005,000	1,885,000	1,965,000	2,125,000	1,805,000	2,205,000
16	1,050,000	1,230,000	1,500,000	1,150,000	2,265,000	2,130,000	2,230,000	2,400,000	2,050,000	2,500,000
17	1,175,000	1,375,000	1,675,000	1,295,000	2,525,000	2,375,000	2,495,000	2,675,000	2,295,000	2,795,000
18	1,300,000	1,520,000	1,850,000	1,440,000	2,785,000	2,620,000	2,760,000	2,950,000	2,540,000	3,090,000
19	1,425,000	1,665,000	2,025,000	1,585,000	3,045,000	2,865,000	3,025,000	3,225,000	2,785,000	3,385,000
20	1,550,000	1,810,000	2,200,000	1,730,000	3,305,000	3,110,000	3,290,000	3,500,000	3,030,000	3,680,000
21	1,650,000	1,930,000	2,350,000	1,850,000	3,540,000	3,330,000	3,530,000	3,750,000	3,250,000	3,950,000
22	1,750,000	2,050,000	2,500,000	1,970,000	3,775,000	3,550,000	3,770,000	4,000,000	3,470,000	4,220,000
23	1,850,000	2,170,000	2,650,000	2,090,000	4,010,000	3,770,000	4,010,000	4,250,000	3,690,000	4,490,000
24	1,950,000	2,290,000	2,800,000	2,210,000	4,245,000	3,990,000	4,250,000	4,500,000	3,910,000	4,760,000
25	2,050,000	2,410,000	2,950,000	2,330,000	4,480,000	4,210,000	4,490,000	4,750,000	4,130,000	5,030,000
26	2,150,000	2,530,000	3,100,000	2,450,000	4,715,000	4,430,000	4,730,000	5,000,000	4,350,000	5,300,000
27	2,250,000	2,650,000	3,250,000	2,570,000	4,950,000	4,650,000	4,970,000	5,250,000	4,570,000	5,570,000
28	2,350,000	2,770,000	3,400,000	2,690,000	5,185,000	4,870,000	5,210,000	5,500,000	4,790,000	5,840,000
29	2,450,000	2,890,000	3,550,000	2,810,000	5,420,000	5,090,000	5,450,000	5,750,000	5,010,000	6,110,000
30	2,550,000	3,010,000	3,700,000	2,930,000	5,655,000	5,310,000	5,690,000	6,000,000	5,230,000	6,380,000
31	2,650,000	3,130,000	3,850,000	3,050,000	5,890,000	5,530,000	5,930,000	6,250,000	5,450,000	6,650,000
32	2,750,000	3,250,000	4,000,000	3,170,000	6,125,000	5,750,000	6,170,000	6,500,000	5,670,000	6,920,000
33	2,850,000	3,370,000	4,150,000	3,290,000	6,360,000	5,970,000	6,410,000	6,750,000	5,890,000	7,190,000
34	2,950,000	3,490,000	4,300,000	3,410,000	6,595,000	6,190,000	6,650,000	7,000,000	6,110,000	7,460,000
35	3,050,000	3,610,000	4,450,000	3,530,000	6,830,000	6,410,000	6,890,000	7,250,000	6,330,000	7,730,000
36	3,150,000	3,730,000	4,600,000	3,650,000	7,065,000	6,630,000	7,130,000	7,500,000	6,550,000	8,000,000

Illusionist Spell List

The illusionist spell list below is taken from the Labyrinth Lord Advanced Edition Companion. Because illusionists in this Rules Cyclopeda Addendum are modeled on the magic-user class, there are nine levels of spells for illusionists instead of seven. However, there are currently no spells of 8th or 9th level on the illusionist list. Player character illusionists can invent spells of such power using the normal spell research rules. Consult the Labyrinth Lord AEC for spell descriptions.

LEVEL 1

1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

LEVEL 2

1. Blindness
2. Blur
3. Deafness
4. Detect Magic
5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

LEVEL 3

1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection
8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

LEVEL 4

1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

LEVEL 5

1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

LEVEL 6

1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

LEVEL 7

1. Astral Spell
2. Limited Wish
3. Prismatic Spray
4. Prismatic Wall
5. Vision

Acrobatics

The mystic's acrobatics special ability can be added on to another class by raising the experience point total of that class' advancement table. Use the following additions. This would be especially appropriate for thieves if you want to simulate the thief-acrobat class.

Level	XP Add-On						
1	+0	10	+90,000	19	+360,000	28	+630,000
2	+500	11	+120,000	20	+390,000	29	+660,000
3	+1,000	12	+150,000	21	+420,000	30	+690,000
4	+2,000	13	+180,000	22	+450,000	31	+720,000
5	+4,000	14	+210,000	23	+480,000	32	+750,000
6	+8,000	15	+240,000	24	+510,000	33	+780,000
7	+16,000	16	+270,000	25	+540,000	34	+810,000
8	+30,000	17	+300,000	26	+570,000	35	+840,000
9	+60,000	18	+330,000	27	+600,000	36	+870,000

Thus, the experience points required for a 36th level human thief-acrobat would be 3,400,000 XP plus 870,000 XP for a total of 4,270,000 XP. The experience point total for a 36th level halfling or gnome fighter/magic-user with acrobatics is 11,820,000 XP and is the most required for 36th level in the entire game.

Using Material from Other Editions of D&D

It is obvious that a wealth of information and additional gaming materials can be gleaned from other editions of D&D, *vis.* AD&D. What should be used from other editions, and how should it be used?

Spells

There are thousands of spells detailed for other editions of D&D. All difficulties in converting spells from AD&D or D&D Third Edition cannot be anticipated. When deciding to use a spell, the DM should read the spell description carefully and compare that spell to others in the Rules Cyclopeda of the same level and for the same class. Range, Duration, and Effect are the only spell statistics, all others should be ignored. These statistics should remain the same, if possible. If this is not possible, find spells that are close to the spell you want to use in your campaign and adjust the spell statistics accordingly. Make sure that the new spell is neither too weak nor too powerful and obeys all of the established conventions for spells in the Rules Cyclopeda.

All spells should convert to the same spell level as the source material. For 8th and 9th level cleric and druid spells converted from D&D Third Edition, use the following guideline. Make these spells 7th level and require the cleric or druid to be at least 22nd level to use spells that were formerly 8th level and 27th level to use spells that were formerly 9th level. The precedent for such a guideline is the cleric version of the **wish** spell on page 40 which requires that the cleric be 36th level.

Because the illusionist in this Addendum is based on the magic-user class, you may have some difficulty finding high level spells. Illusionists in AD&D have seven levels of spells, while specialist illusionists in D&D Third Edition have nine. The spell level of illusionist spells found in AD&D should take precedence over their equivalents in D&D Third Edition. Also check the effects of spells having the same name. The **shades** spell in AD&D is a 6th level illusionist spell and is the equivalent of **shadow conjuration, greater** in D&D Third Edition. The **shades** spell in Third Edition actually has no equivalent in other forms of D&D and would make a good 9th level spell for illusionists in this system. The 7th level illusionist spell **weird** in AD&D and the 9th level illusionist spell **weird** in Third Edition are entirely different spells and both can be used, for instance.

One last note, if the spell already has a version in the Rules Cyclopeda, use that version.

Monsters

When using a monster from another version of D&D, make sure that you keep its "power level" the same during the conversion. You can do this by first comparing the instances of one type of monster that appears in both versions (such as hill giant or chimera). The monster chosen should be roughly the same hit dice as the monster that you're converting. You can also check other monster types with similar abilities or roles. Another method is to find two monsters that have equivalents in both the Rules Cyclopeda and the system you're taking the new monster from. One monster should be slightly more powerful while the other slightly less. Once you've converted the monster for use with the Rules Cyclopeda make sure that your creation's power level is still in between the two monsters you chose for comparison.

If a monster already has a version in the Rules Cyclopeda, use that version. Appendix 2 in the Rules Cyclopeda offers good information on conversions from AD&D 2nd Edition.

Magical Items

It should be fairly easy to convert magical items from other forms of D&D. Many magical items are more complicated, but this should be a problem for most groups. As always, if an item already exists in the Rules Cyclopeda, just use that item. Experience points are never gained for magical items according to the Rules Cyclopeda.

Skills

If you wish to use the skills found in D&D Third Edition, then use the following guidelines. Assume that the character has the number of indicated ranks in each skill:

Class Skill Ranks = 3 + 1 rank per level (1st to 12th level) + 1 rank per three levels (13th to 36th)

Cross-Class Skill Ranks = 1 rank per two levels (1st to 12th) + 1 rank per six levels (13th to 36th)

The table below summarizes these formulae:

Level	Class Skill Ranks	X-Class Skill Ranks	Level	Class Skill Ranks	X-Class Skill Ranks	Level	Class Skill Ranks	X-Class Skill Ranks	Level	Class Skill Ranks	X-Class Skill Ranks
1	4	0	10	13	5	19	17	7	28	20	8
2	5	1	11	14	5	20	17	7	29	20	8
3	6	1	12	15	6	21	18	7	30	21	9
4	7	2	13	15	6	22	18	7	31	21	9
5	8	2	14	15	6	23	18	7	32	21	9
6	9	3	15	16	6	24	19	8	33	22	9
7	10	3	16	16	6	25	19	8	34	22	9
8	11	4	17	16	6	26	19	8	35	22	9
9	12	4	18	17	7	27	20	8	36	23	10

To determine whether a skill is a class skill or a cross-class skill, simply find the closest character class in Third Edition matching a character's class as detailed in this Addendum. For multi-classed characters, use the class lists from both classes, but subtract three from each class skill unless it appears on both class skill lists.

Feats and Class Special Abilities

Most feats from Third Edition are unnecessary, because the game presented in the Rules Cyclopeda is so different from that of Third Edition. However, you may wish to use certain class special abilities to further round out their equivalents in this addendum. Take care that you do not make one class dominate all others. For example, if you were to grant rangers all of the special abilities found in AD&D, they would instantly become better than any other fighting character class. Use class abilities sparingly, if at all, and always tie their acquisition to something actually occurring in the game world. For instance, perhaps a ranger character learns the secret of tracking from an extremely high level ranger and thus, you introduce "tracking" into your campaign.

Alignment

If you wish to use the two-axis alignment system, you certainly can. Look to AD&D for inspiration on the new alignments for each of your monsters. The recommended alignments for character classes are listed below. You may, of course, allow any alignment desired.

Class	Recommended Alignments	Class	Recommended Alignments
Cleric	Any	Magic-user	Any
Druid	True Neutral	Illusionist	Any
Fighter	Any	Thief	Any (most are non-good)
Avenger	any chaotic (most are non-good as well)	Assassin	any evil
Berserker	any non-lawful	Bard	any neutral
Knight	Any	Mystic	Any (most are lawful)
Ranger	Neutral Good and True Neutral	Multi-classed	alignments that will meet both restrictions
Paladin	Lawful Good and Lawful Neutral		

Equipment

Equipment found in other editions should translate directly. If a player must have his fighter use a Bohemian Ear-Spoon, then let him. For weapons, always use the S-M damage. Keep in mind that the armor class system in the Rules Cyclopeda is slightly different than the system found in other forms of D&D. If you want to use an armor type found in another variant of D&D, make sure the AC of that type translates appropriately. Suggested armor classes are listed below. Costs should be based on the cost of the armor providing the same AC in the Rules Cyclopeda. For example, a chain shirt costs the same as scale mail. Encumbrance is likewise the same. Essentially, the game effects of other armor types are the same, it is the flavor that is different.

An unarmored character by the Rules Cyclopeda is AC 9. However, in other forms of D&D the unarmored character is AC 10. To account for this difference, two new armor types are created. Padded armor gives its wearer AC 8 and can be worn by all characters except for magic-users. However, AC 9 is granted by heavy clothing, an adventurer's outfit, heavy robes, and the like. It is assumed now that all "unarmored" characters are actually wearing this type of garment, which magic-users can take full advantage of. Thus the "unarmored" AC remains 9. However, for the truly unarmored (the naked, the scantily clad, or the pajama wearer) the DM should make that AC 10. Thus, the 10-point / 9-point AC discrepancy is solved.

Armor	Armor Class	Cost	Enc	Armor	Armor Class	Cost	Enc
Heavy Clothing	9	5 gp	50 cn	Elfin Chain Mail	5	--	200 cn
Padded	8	10 gp	100 cn	Splint Mail	4	50 gp	450 cn
Leather (<i>cuir bouilli</i>)	7	20 gp	200 cn	Banded Mail	4	50 gp	450 cn
Studded Leather	7	20 gp	200 cn	Bronze Plate Mail	4	50 gp	450 cn
Hide	7	20 gp	200 cn	Plate Mail	3	60 gp	500 cn
Ring Mail	7	20 gp	200 cn	Half-Plate	3	60 gp	500 cn
Chain Shirt	6	30 gp	300 cn	Field Plate	2	100 gp	550 cn
Scale Mail	6	30 gp	300 cn	Full Plate (3rd Ed.)	2	100 gp	550 cn
Chain Mail	5	40 gp	400 cn	Full Plate (UA)	1	150 gp	600 cn
Breastplate	5	40 gp	400 cn	Suit Armor	0	250 gp	750 cn

Game Settings

All of the other D&D game settings can be used with the Rules Cyclopeda coupled with this addendum. There is a class equivalent for all classes found in AD&D (original and 2nd Edition). You must keep in mind that high level characters in the Rules Cyclopeda have higher levels than those in other forms of D&D. After 12th level, a Rules Cyclopeda character has three levels for every level an AD&D character would have. Most classes from Third Edition are represented as well, though the sorcerer class poses some difficulty. All of the important monsters you need are listed in the Rules Cyclopeda. Most game settings contain flavor which can be used with any sort of rules system. Thus, a DM should have no difficulty running a Rules Cyclopeda campaign set in the World of Greyhawk, the Forgotten Realms, or even more exotic settings. Settings that are psionic-heavy, like Dark Sun, may not be especially suitable for a Rules Cyclopeda campaign, however.

Modules

Modules written for AD&D can be used almost as-is for a Rules Cyclopeda game. NPCs of all classes except for magic-user should have one hit point subtracted per hit die. Keep in mind that traits like ThAC0, saving throws, spells, AC, and other factors are slightly different between editions, but not frightfully so. Using modules from Third Edition would be a greater challenge because the game system is extremely different compared to other forms of D&D existing in the 20th century. For the most part, running an old module shouldn't be a problem.

Game Books

There are probably thousands of game books pertaining to D&D that can be used for inspiration. Actual changes in rules should not be used, but other types of information might prove useful. For instance, the AD&D 2nd Edition class kits may not be suitable from a rules standpoint, but may be useful for ideas for different character types that can be roleplayed.

Dragon Magazines

Another source of inspiration are the 360 or so issues of Dragon Magazine. These magazines contain countless character classes, spells, monsters, rulings, modules, and other game materials. Because the differences in earlier D&D are so miniscule, most material should be suitable for a game featuring the Rules Cyclopeda, if the DM wants to add complexity.

Final Word

The intent is not to make the D&D Rules Cyclopeda a lesser clone of AD&D. If you find that you're adding so many rules and drawing so many things from AD&D, you may just want to switch over to that system. The idea is that you start with a campaign that draws straight from the Rules Cyclopeda while adding one change - divorcing character race from character class. After that, as DM, add whatever elements you want to your particular game such that it represents exactly the kind of D&D you want to play. By starting with something simple, you can add complexity as the campaign progresses and as the players are ready for it. With this, you can essentially reinvent D&D, having the progress of your campaign mimic the slow incremental changes that the game has seen over four decades. What you end up with will be uniquely yours and your group's. By the end of a campaign, you will have made an entirely new game just for your group, with its own idiosyncrasies, house rulings, ideas, and flavor. This effort is not unlike the original campaigns that took place in the beginning days of Dungeons & Dragons.