

THE TOMES

By FrankTrollman and K

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1.1 The Basics

1.1.1 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.

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If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail. ===== If the result equals or exceeds the target number, often called a Difficulty Class or DC, your character succeeds. If the result is lower than the target number, you fail. llllllll .r141

1.1.2 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.

1.1.3 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.

1.1.4 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 (2) and a double (2) applied to the same number results in a triple (3, because $2 + 1 = 3$).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply

its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of $\times 4$), rather than as 3 squares (adding 100% twice).

1.2 Ability Scores

1.2.1 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.)

		Table 1.1: Bonus Spells by Level									
Score	Modifier	<i>Bonus Spells by Spell Level</i>									
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5										
2-3	-4										
4-5	-3										
6-7	-2										
8-9	-1										
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
32-33	+11	-	3	3	3	2	2	2	2	1	1
34-35	+12	-	3	3	3	3	2	2	2	2	1
36-37	+13	-	4	3	3	3	3	2	2	2	2
38-39	+14	-	4	4	3	3	3	3	2	2	2
40-41	+15	-	4	4	4	3	3	3	3	2	2
42-43	+16	-	4	4	4	4	3	3	3	3	2
44-45	+17	-	4	4	4	4	4	3	3	3	3

1.2.2 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).

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, Open Lock, Ride, Sleight of Hand, Sneak, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

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.
- 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.
- Some classes cast spells based on Intelligence. The minimum Intelligence score needed to cast a spell for such a class is 10 + the spell’s level.
- An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

WISDOM (WIS)

Wisdom describes a character’s willpower, common sense, perception, and intuition. While Intelligence represents one’s ability to analyze information, Wisdom represents being in tune with and aware of one’s surroundings. Wisdom is 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, Profession, Sense Motive, Sense, and Survival checks. These are the skills that have Wisdom as their key ability.
- Some classes cast spells based on Wisdom. The minimum Wisdom score needed to cast a spell for such a class is 10 + the spell’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.
- Some classes cast spells based on Charisma. The minimum Charisma score needed to cast a spell for such a class is $10 + \text{the spell's level}$.

Altering an Ability Score: 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.

CHARACTER CREATION

2.1 Generating Your Stats

The first step of character creation is to generate the six ability scores that your character will have. There are two basic methods for doing this: Rolling and Point Buy. Check with your Game Master to see what method you should use to make your character.

2.1.1 Rolling

Rolling for your ability scores involves rolling a number of d6's and assigning the result to the desired ability.

- **3d6:** Roll and total 3d6 of six times.
- **4d6 Drop Lowest:** Roll 4d6 and drop the lowest dice six times.
- **4d6, Reroll Ones, Drop Lowest:** Roll 4d6, reroll any ones, and drop the lowest dice six times.

Once you've generated six totals you can assign them to the desired ability score. Some GM's may use different numbers of dice to in order to generate ability scores.

2.1.2 Point Buy

The other method for generating ability scores is to 'buy' a certain score for each of your ability scores by 'spending' a pool of points in order to determine your starting ability scores. All racial modifiers are applied after you have bought scores for every attribute. To use this method each of your scores starts out at 8, and you can buy a score with your points according to the table. A 'low-power' campaign may use as few as 15 points, a 'challenging' campaign 22 points, a 'tough' campaign 28 points, and a 'high-powered' campaign may use 32 or more. If the Game Master decides to use point buy, he ultimately decides how many points characters receive to buy their ability scores.

Score	Cost	Score	Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

2.2 Choose a Race

The second step after generating and assigning your ability scores is to choose what race you want your character to be. Your race determines your size, speed, type, and forms of vision. Your race may also give you bonuses to certain ability scores, skills, grant you bonus feats, or give you many other sorts of bonuses and abilities.

Languages: Every Race has languages indicated as ‘Automatic’ and ‘Bonus.’ Every character of a given race can speak and write in the listed Automatic Languages, for every point of Intelligence bonus that character possesses above +0 you may select one additional language from the list of Bonus Languages.

Chapter three contains many races to choose from. Your GM may allow races from other sources.

2.3 Choose an Alignment

Alignment is a broad categorization that encompasses your characters outlook on morality. There are nine alignments derived from the axes of “Law and Chaos” and of “Good and Evil”. Listed here are the default interpretations of alignment. Your GM or gaming group may have selected to treat “Good and Evil” or “Law and Chaos” in a way other than the defaults presented here, however, and the following may not apply (see the chapter on Alignment options for more information).

- **Lawful Good:** 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.
- **Neutral Good:** 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.
- **Chaotic Good:** 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 hes 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.
- **Lawful Neutral:** 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.
- **Neutral:** A neutral character does what seems to be a good idea. She doesnt 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, shes 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.
- **Chaotic Neutral:** A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesnt 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.
- **Lawful Evil:** 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.
- **Neutral Evil:** 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 doesnt have the restless nature or love of conflict that a chaotic evil villain has.
- **Chaotic Evil:** 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.

Your character begins the game as the alignment of your choice, though the GM may decide that it changes through the course of play because of your actions.

2.4 Choose a Class

Your class is the primary method by which your character advances. You start off with one level in a class of your choice. Every time you gain a level in a class you gain all the features indicated in that classes table for that level. This includes Base Attack Bonus, bonuses to your Saves, Hit Dice, Skill Points, and other class features. Chapter 4 includes all the base classes you can take.

When you gain a new level you can take the next level of a class you already have levels in, or you can get the features from the first level of a new class. The total of all the levels you have taken is your character level.

At first level you gain quadruple normal skill points for the class and get the maximum hit points possible for you classes hit die.

At higher levels you may begin qualifying for prestige classes. You gain levels in prestige classes the same way you do base classes with the exception that your character must meet the listed prerequisites for the class in order to begin taking levels.

2.5 Skills

Every class gives you a certain number of skill points that you can assign to skills. Each point buys you one rank of a skill and every rank adds a +1 bonus to rolls involving the skill. The maximum number points that you can invest in a class skill is your character level + 3, and the maximum ranks you can invest in a cross-class skill is half of your class skill maximum.

2.6 Feats

At first level, third level, and every third level thereafter your character gains a feat. Feats represent abilities your character has but are not directly related to your class. Many, but not all, feats scale to one of your characters features. [Combat] feats scale to your base attack bonus, [Skill] feats scale to ranks in a specific skill, and [Magic] feats scale to the highest level spell you can cast, other types of feats may scale to other attributes. [General] and [Metamagic] feats do not scale to any attribute. Some feats have requirements that must be met in order to take them.

2.7 Equipment

Your character starts with a certain amount of gold that can be used to buy equipment that it will start with. Later in the game you will gain access to powerful magic items and whatnot.

3.1 Unusual Races

For a long time, there has been a definite pro-prettiness bias in the rules of D&D. That is, elves (who are pretty) get a much better deal as player characters than do hobgoblins (who are ugly). This dates back to when races had mandatory alignments and people wanted to discourage Evil player characters from coming in and ruining games (which let's face it, a lot of evil PCs do). And while this has had the desired effect of keeping the number of orc player characters down and their impact minimal, it hasn't been good for game balance at all. Some people really want to be a gray skinned dude with shark's teeth, and they'll play whatever game mechanics are given to them. These players will be playing at the same level as other characters, and that means that they should be playing at the same power level! Really, all the unusual races are optional, so there's no purpose served in screwing them over. In the past, many races have simply been given insufficient goodies to be worth playing (Half-Orcs), or were given good enough abilities but then over-charged in levels for them so horribly as to make the character unplayable (Hobgoblins). We don't hold with that at all. If you don't want someone to play an ogre or goblin in your game, just don't let them play one. It's seriously not even a deal.

Furthermore, for some reason there has been a massive fear of giving straight statistic enhancements to characters without a level adjustment. I don't even understand that, because Halflings already get all that and more. Really, a character who gets +2 to two attributes and a total of +4 to skills and darkvision isn't even impressive compared to a Deep Halfling, so the ginormous fear that people have of letting Hobgoblins and Aasimar into games is perplexing. That being said, what follows are write-ups for the following races playable as normal starting characters in a 1st level game:

3.1.1 Aasimar

"My ancestors were more beautiful than you can imagine."

Aasimar get a short stick from just about everyone. They get screwed as PCs by the Level Adjustment rules, and they get no respect from players. Frankly, Celestials just don't have a lot of dramatic tension most of the time. Sure you can have the occasional "Legacy" scenario where you couldn't possibly live up to your awesome ancestors, but generally when it's important that someone has powerful family members it's so that you can introduce evil family members, not additional heroes.

So here's the deal: Aasimar are the great grandchildren of beautiful outsiders. They aren't just for being dudes with Devas as ancestors, the same game stats represent characters who come from Erinyes or Marilith stock.

- Medium Size
- 30' movement.
- Outsider Type (Native and Human subtype)
- Darkvision
- +2 Charisma, +2 Wisdom
- Aasimar with a Charisma of at least 10 may cast light as a spell-like ability with a caster level equal to their character level once per day.
- +2 bonus to Spot, and Listen checks.

- Favored Classes: Paladin and Sorcerer
- Automatic Languages: Common
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Formian, Ignan, Slaad, Sylvan, Terran.

3.1.2 Drow

“Time to die for the Spider Queen.”

The Drow are perhaps the most overused bunch of villains ever. Their entire ability set is one that is supposed to neutralize the advantages of player characters so that characters can have mirror matches against NPC parties without doubling their treasure. With magic items that turn off once they are brought out of Drow controlled regions, spell-resistance, and spell-like abilities designed to specifically negate common player-character tactical advantages, they can easily compete with Player Characters with massively more permanent magical equipment. And that means that they can be fought and killed several times without supercharging party treasure.

But if you want to play a Drow character, you don’t want any of that crap. In fact, if you want a Drow character, probably the maxim you are looking for is “WWDD?” and the answer is probably “Fight with two scimitars.” But more than that, there are a number of abilities that Drow characters in stories exhibit that people want. And then there are the game mechanical abilities in the rulebook that the characters in stories obviously don’t have (like Touch of Fatigue, what’s up with that?) So here it is, the LA +0 Drow that people actually want to play:

- Medium Size
- 30’ movement.
- Humanoid Type (Elf subtype)
- Darkvision 120’
- +2 Dexterity, -2 Constitution
- Daylight Sensitivity: While in brightly lit surroundings (such as a daylight spell), a Drow suffers a -2 penalty to attack rolls and precision-based skill checks.
- Drow with a Charisma of at least 10 may cast deeper darkness (duration 4 hours), and fairie fire as spell-like abilities with a caster level equal to their character level once per day each.
- +2 bonus to saving throws against spells and spell-like abilities.
- +2 bonus to Spot, and Listen checks.
- Drow never sleep and are immune to sleep effects. Drow must still perform their 4 hour daily trance to stay coherent and rested.
- Drow live an exceedingly interesting life and every Drow has proficiency with the rapier and an exotic ranged weapon of their choice.
- Favored Classes: Cleric and Wizard
- Automatic Languages: Elvish
- Bonus Languages: Abyssal, Beholder, Common, Draconic, Drow Sign Language, Dwarvish, Gnome, Kuo-Toa, Terran, Undercommon.

3.1.3 Feytouched

“All my life, I have never fit in. Not in town, not in the forest. In some integral fashion I am unlike those around me, and I believe it is my fate to live and die alone.”

WotC has made no secret of the fact that they like doing bad things to the bad touched races. But if there was one Bad Touched race that is almost worth the level allowance, it would be the Feytouched. Every one of them looks completely different, but they all have the same power set: spell-like charm, and of course an Immunity to Mind Affecting effects. That goes a long way to being worth something, though of course there is no way you can survive as a character with a Level Allowance and a Constitution penalty – the very idea is absurd. So of course, the race has to be overhauled, because that just isn’t reasonable.

Now if you’re one of the people who wonders why a product of fairies and humans, who both conspicuously lack an immunity to mind affecting magic, would have an immunity to mind affecting magic – you aren’t alone. That question comes up about as often as any other with regards to the Feytouched. Of course, not all of those born to fey and human stock are immune to mind affecting magic, as you might expect from a group so diverse that some have bug parts and others are simply beautiful humans, while still others look like crazy rock men with teeth sticking out all kinds of places, the powers that a fey-touched is born with are extremely random. The powers of the fairies are more than a little bit chaotic in nature, and no two babes born to these couplings are the same. Unfortunately, these mulish offspring are also interesting both in the general sense and, much more to their detriment, to other fairies

in particular. The unmitigated interest of the fey is hard on a small child, so Feytouched who are not immune to compulsion effects are going to find themselves at the bottom of a pond or jumping out of a tall tree long before they reach adulthood. Indeed, Feytouched immune to compulsion effects are the only ones that ever reach maturity – the well meaning but deadly interest of the fairy family members simply weeds out any other possible results.

That’s not an excuse for the package presented in the Fiend Folio as a whole, that’s simply unplayable. But it’s close. Here’s our version:

- Fey Type
- 30 foot movement rate
- Low-Light Vision
- +2 Dexterity, +2 Charisma, -2 Constitution. Feytouched are graceful and those which are not beautiful are terrifying, but they are fragile like flowers.
- Immunity to [Compulsion] Effects
- Magic Affinity: Every Feytouched is different, and marked by the signature magics of the fey in a different manner. Every Feytouched has one spell that can be used once per day as a spell-like ability. This spell is chosen at 1st level and cannot be changed. Any 1st level Illusion or Enchantment spell from the Sorcerer/Wizard list is fair game, and the save DC is Charisma-based.
- Favored Class: Bard
- Feytouched speak Common and Sylvan. Bonus Languages may be selected from the following list: Aquan, Auran, Elvish, Draconic, Dwarvish, Druidic, Goblin, Gnoll, Gnome, Halfling.
- Level Adjustment: +0

3.1.4 Goblin

“You weren’t hired to think. You were hired because you have opposable thumbs.”

Goblins are the weakest and smallest of the Goblinoid races, and that means that in society in general they get a really crap deal. But that’s not really important for a Player Character, because player characters get access to classes like Rogue, Knight, and Wizard for whom being small is not a huge problem. Indeed, Goblins have a number of saving graces that in the wild barely keep them alive that when used by a player character can make them very effective. Naturally adept at stealth, Goblins are virtually made to be a Rogue or Wizard, and indeed most Goblins who have class levels are one or the other.

But the Goblins are also extremely gifted mounted combatants. And why is that? Because they are the smallest and weakest of the Goblinoids, the Worgs long ago enslaved the Goblin people. That’s right, the Worgs came in and imposed their dominion upon Goblins, not the other way around. But time does funny things... Worgs are pretty stupid, and they don’t have thumbs. So while they are individually powerful, eventually they were forced to have the Goblins do all the important stuff – like keep records and make decisions.

So now, the Worgs have gone many generations doing pretty much whatever it is that their “servants” tell them to do. Which means that really the Goblins are totally in control. And because of this, Goblin children are practically born into the saddle. Those rich enough to afford a wolf to ride (like well, player characters) can be devastatingly effective lancers.

- Small Size
- 30’ movement (despite small size).
- Humanoid Type (Goblinoid subtype)
- Darkvision
- +2 Dexterity, -2 Strength, -2 Charisma
- +4 bonus to Move Silently and Ride checks.
- Bonus Feat: Mounted Combat
- Goblins benefit from an ancient pact with the Worgs, and every Goblin receives a +2 bonus to any Bluff, Diplomacy, Handle Animal, Sense Motive, or Survival check made with respect to a Worg.
- Favored Classes: Rogue and Wizard
- Automatic Languages: Common, Goblin
- Bonus Languages: Draconic, Elvish, Dwarvish, Giant, Gnoll, Infernal, Orcish, Undercommon, and Worg.

3.1.5 Hobgoblin

“That’s some tough talk from a man who wears a basket on his head.”

Hobgoblins are totally awesome at everything they do. They don’t have any telling weaknesses, and their strengths are general enough that they excel at everything they put their mind to. And like humans, this can seem like they are overpowered. But the thing is, each character is made separately. While many of the armies of the world are created of a single race, each player character can be something unique and crazy. So for the Hobgoblin people there is a substantial advantage to being good at any class. But a player character probably never sees that. A Hobgoblin [anything] is a viable character, but if you want your mouth to taste like velveeta you’d make your Rogue a Deep Halfling, you’d make your Wizard a Gray Elf, and you’d make your Fighter a Dwarf.

But there’s more to being a Hobgoblin than being able to ably fill any party role without overpowering the world. You get to have orange or gray skin, sharp teeth, and depending upon which version of D&D Hobgoblin you’re using – either radically more or radically less body hair than a human. So what does that mean? It means that an influential Hobgoblin character in your campaign is going to be played by Robin Williams. But while that means that Hobgoblins can be portrayed in a humorous light, chances are that the humor is going to be more like that in *The Big White* or *Death to Smoochy*. These guys have an incredibly baroque system of laws and an interlocking system of fealties that are actually a parody of Feudal Japan.

- Medium Size
- 30’ movement.
- Humanoid Type (Goblinoid subtype)
- Darkvision
- +2 Dexterity, +2 Constitution
- +4 bonus to Move Silently checks.
- Favored Classes: Fighter and Samurai
- Automatic Languages: Common, Goblin
- Bonus Languages: Draconic, Elvish, Dwarvish, Giant, Gnoll, Ignan, Infernal, Orcish.

3.1.6 Orc

“Waaarrggghhhh!”

Orcs get the short end of the stick. They can eat pretty much anything and they have to because their race has lost every major war since... well, forever. Orcs are extremely specialized, and rarely see play as anything except a Barbarian. However, some players will want to diversify the concept into say... a Rogue, Assassin, or Fighter build. That works OK, but remember that an Orc always brings “hitting things really hard” to the party. The Orcs other limitations are pretty severe, so taking a class combination that doesn’t accentuate the narrow scope of Orc advantages is probably a mistake in the long run.

- Medium Size
- 30’ movement.
- Humanoid Type (Orc subtype)
- Darkvision 60’
- +4 Strength, -2 Intelligence, -2 Charisma, -2 Wisdom
- Daylight Sensitivity: While in brightly lit surroundings (such as a daylight spell), an Orc suffers the dazzled condition and is thus at a -1 penalty to attack rolls and precision-based skill checks.
- +2 bonus to saving throws vs. Poison and Disease.
- Immunity to ingested poisons.
- +2 to Jump and Survival checks.
- Favored Classes: Barbarian and Cleric
- Automatic Languages: Orc, Common
- Bonus Languages: Dwarvish, Elvish, Giant, Gnoll, Goblin, Sylvan, Undercommon.

3.1.7 Half-Orc

“I don’t fit in anywhere, but you may be surprised to know that this dagger fits all kinds of places.”

Ah, the Half-Orc. Has any race ever gotten quite as dusty a drumstick as they? The reason that we have half-orcs at all is because they were around in Tolkien. But they didn’t really do much in those books, they were just easily deluded villains who were borderline racist stereotypes and made us want to forget them altogether. But time moves on, and where once the Half-Orcs were debased and pathetic pawns of The Dark One, now we have them as a legitimate playable race. And yet, their game mechanics have never really been compatible with that.

Here’s what they’re supposed to be: Half-Orcs have the smarts of a human and the strength of an Orc. If people didn’t hate them so much, they’d rule everything. But people do hate them so much. And here’s why: Human women are, compared to Orcs, weak; Orcish women are, compared to Humans, gullible. Making Half-Orcs is easy, and since the modern Orc looks like an Orc from World of Warcraft more than a pig-man, perfectly understandable.

With all the wars that Orcs and Humans have, even periods of relative peace are rarely considered periods of friendship. So any time a Half-Orc happens, both races tend to consider it an abomination. It doesn’t matter that a Half-Orc is a better leader than any of the other Orcs. It doesn’t matter that the Half-Orc is tougher than any of the other Humans – he’s hated for his talents. And that makes him perversely really good at finding out things he wants to know from people. He’s dealt with prejudice all his life, and knows pretty much everything you’d want to know about working around it.

- Medium Size
- 30’ movement
- Humanoid Type (Orc and Human subtypes)
- Darkvision
- +2 Strength
- +2 to Intimidate, Gather Information, and Survival checks.
- Favored Classes: Assassin and Barbarian
- Automatic Languages: Orc, Common
- Bonus Languages: Any.

3.1.8 Tiefling

Tieflings are the most popular of the bad touched races, and for good reason. They are awesome. Not mechanically, they’re kind of unimpressive. But they have pizzazz as characters. They have fiendish ancestry, and that makes them great villains and great tortured heroes. What it doesn’t make them is particularly powerful. Tieflings aren’t actually that great. Darkness appears on some class lists as a cantrip, and that’s not an accident. Fundamentally, darkness just isn’t a good effect.

Tieflings are honestly somewhat less powerful than Aasimar are (having as they do, some reasonably annoying penalties), but they are descended from hideous monsters from all over the planes, and they are generally speaking more fun to play.

- Medium Size
- 30’ movement.
- Outsider Type (Native and Human subtype)
- Darkvision
- +2 Dexterity, +2 Intelligence, -2 Charisma
- Tieflings with a Charisma of at least 10 may cast darkness as a spell-like ability with a caster level equal to their character level once per day.
- +2 bonus to Bluff, Hide, and Move Silently checks.
- Favored Classes: Rogue and True Fiend
- Automatic Languages: Common
- Bonus Languages: Abyssal, Aquan, Auran, Celestial, Formian, Ignan, Slaad, Sylvan, Terran.

3.2 Powerful Races

Level adjustments don't work at all. Characters end up with skill rank maximums that prevent them from taking prestige classes appropriate to their level and they have hit dice that are low enough that they end up getting caught by spells like cloudkill that are designed to keep the henchmen out of a climactic battle, and so on and so forth. Furthermore, while the concept is busted, the implementation is even worse. Characters end up getting LAs assigned to them based on the sum total of their abilities (disregarding hit dice) and then having them added on to the hit dice (disregarding abilities). Monstrous creatures end up paying for rather minor abilities more than once and the end result is that characters who really aren't good at anything end up being counted as being higher level than "normal" characters who can outperform them in every way. That has to stop. In general, a monster that is built like a PC is about 1 CR better than one right out of the Monster Manual. CR really is supposed to equal Level, so we're going to be running with the races which are playable under that rubric: Powerful Monsters As PCs, or "Beholder Mages That Don't Make Us Cry."

Monsters need to be able to be easy blends of character levels and monster stats. We know that its completely awesome to fight evil mastermind wizards that might just be beholders or giants or some other big monster, and its equally neat to play a cursed vampire warriors who's trying to redeem his soul. Designers up to this point have attempted to stop players from doing both by making these options unplayable or "the suck", so its time to right this wrong. To start, let us be perfectly honest about two things:

1. We want to play monsters.
2. We know that the current ECL (Effective Character Level), LA (Level Adjustment), monster PrCs, and monster progression systems don't work... like, at all.

Ok, now that we've cleared that up, we can begin. [I could get into elaborate explanations of why these separate systems don't work, but lets just say that the flaws are self-evident if you put a PC frost giant with only Wizard levels up against an NPC frost giant with only Wizard levels and CRed at the PC's level, or you try to play a Vampire with its +8 level adjustment and minimum character level of 5. We don't even have to talk about the Beholder Mage, an atrocity against the D&D community in both its incarnations.]

Monsters tend to be build along four kinds of design philosophies.

- **Characters:** This is the "as a character" philosophy, which makes monsters at a certain CR where they are perfectly suited to fight parties of characters at that level, but might overpower a weaker party or single character or be a total pushover to more powerful individuals or parties. Giants, gnolls, yuan-ti, goblinoids and other monsters who are expect to use PC-level tactics and equipment fall into this category.
- **Glass Jaws and Sucker Punches AKA Suckers:** These monsters, which we'll just call "Suckers" for their ability to suck and sucker punch. Usually they have an extremely powerful attack that can sucker punch a party, but they have some glaring weakness that means that they will go down extremely quickly if you exploit this weakness. Sprites, with their fabulously low HPs and powerful magic are a fine example of this monster. "Closet trolls" like trolls and Pouncing dire animals fall into this category because they are extremely dangerous in enclosed spaces (better than any three fighting characters of their CR), but they die easily if you can attack them at range and stay at a distance.
- **Puzzle Monsters:** These monsters are in fact more puzzle than monster. They usually are unbeatable unless you know their one weakness, meaning that players who don't know the right Monster Manual by heart usually die to these things. Classic examples from old editions of D&D like the Windwalkers would only die to a single spell from the spell list which you may or may not know or have on hand, but 3.x has from eased away from this level of arbitrariness. Now we have monsters like Swarms and incorporeal monsters who may be immune to all your normal weapon attacks (a killer for a party without a damage-capable spellcaster) and several kind of plants or oozes that seem to have random and crazy defenses when you attack them (like splitting into more monsters).
- **Awesome Because Its Awesome AKA Player Killers (PKs):** Some Monsters are just built to make players cry. Dragons are the classic example, as they are traditionally CRed about two to four lower than they should be, and some other monsters have also been unofficially given the [awesome] subtype, meaning that players will always remember these monsters for being Party Killers. Angels, beholders, monsters with PC spellcasting, and drow typically fall into this category.

Can you see the problem with making these creatures into playable and balanced characters? Character monsters and PKs can be easily modified into playable characters by modifying raw stats, but Suckers and Puzzle Monsters need massive rewrites before they can be playable characters.

3.3 Converting Monsters Into Characters

3.3.1 Method 1: The Easy Way

Assume that a monster is a character of its CR+1(modified if it is a monster with the [Awesome] tag), and that its stat modifiers are derived from the assumption that the base monster was built using the Elite Array (highest monster stat – highest elite stat, then repeat for next lowest, etc). For level-dependant effects like skill point maxes, feat prereqs, etc, use the monster's CR+1. Round ability stat mods down to nearest multiple of 2(negative mods up to multiple of 2), and CRs down to nearest whole number.

The nice part of this method is that it is easy, fast, and you can get to playing a monster immediately without as lot of DM intervention or paperwork. The downside is that you might get an underpowered or overpowered monster character if you are not careful (like you forgot that Dragons are actually CRed two less than they should be, or that Sprites are unplayable).

Here's two examples:

- **Minotaur:** Its Base CR is 4, and add +1 for being a PC. Its stat mods are (monster-elite array) Str 19-15=+4, Con 15-14=+0(rounded down) Dex 10-13=-2 (rounded) Wis 10-12= -2 Int 10, Cha 8-10= -2 Int 8-7=+0, for a total of +4 Str, -2 Dex, -2 Int, -2, Cha -2 Wis, which is perfectly reasonable. It's a level 5 PC with skill rank maxes of 8 and 6 monster HD. Frankly, it's a warrior class with a little bit of punch from natural armor, small stat mods from its size, and some fun but not good noncombat abilities. It's nothing to write home about as a 5th level character, and that's much more reasonable than the ECL 8 the MM would have you play it at.
- **Succubus:** CR 7, +1 for being a PC. Stat mods equal Cha 26-15=+10(rounded), Int 16-14=+2, Wis 14-13=+0(rounded), Str 13- 12=+2, Con 12- 10= +2, Dex 12-8=+4 for a +10 Cha, +2 Int, +2 Str, +2 Con, +4 Dex. It's an 8th level character who is almost as good as a Warlock of its level. Generally, it's a far better 8th level character than the than the ECL 14 the MM would have you pay. The fact that its abilities will never grow in power is offset by the fact that it has a high Cha, and so good DCs on its spell-likes.

3.3.2 Method 2

This method is the same as Method 1, but it goes a bit further by converting HD to actually appropriate HD by giving the monster the HD that equals its CR and BAB. This corrects problems just as excess HD from giants and undead.

Basically, look that the monster's HD and BAB. What kind of HD would it need to keep about the same BAB and HPs, but would give it the appropriate number of HD to fit its CR/level (which also fixes Saves to reasonably levels). Assign it that HD, and move on with your life.

Here's an example: Fire Giant. Ok, the Fire Giant is a CR 11 as a PC, and notice that it has a BAB of 11, Great! Normally, it has 15 HD which leads to some craziness if he ever gets a Con boost and it has saves that are a little too big, so lets convert it. Lets give it 11 Barbarian HD(d12s, +1 BAB, good Fort save). We see that he keeps his BAB of 11, his HPs change from 142 to 133, and its base saves are Fort +7, Will/Ref +3 like an actual 11th level character instead of Fort +9, Will/Ref +5.

3.3.3 Method 3

This Method is being saved for our upcoming Tome of Tiamat. Lets just say that is the version of monster progression classes that you actually wanted to be written.

3.3.4 Sample conversions

Here are some relatively simple character conversions:

Gnoll (Minimum Level 2)

Lazy Hyena men filled with awesome? Where do I sign!?

- Medium Size
- 30' movement
- Humanoid Type (Gnoll subtype)
- Darkvision 60'
- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma
- Proficiency in Light Armor, Shields, Simple and Martial Weapons, and the Flindbar.
- +1 level in the first Divine Spellcasting class a Gnoll takes.
- Scent.
- +1 Natural Armor.
- Favored Classes: Ranger and Druid
- Automatic Languages: Gnoll, Common
- Bonus Languages: Abyssal, Blink Dog, Giant, Goblin, Infernal, Loxo, Orc, Sphinx, Sylvan, Worg.
- 2 Starting Hit Dice (2d8 HP; 4 + Int Bonus x 5 skill points; +3 Fort Save; +1 BAB)

Bugbear (Minimum Level 3)

- Medium Size
- 30' movement
- Humanoid Type (Goblinoid subtype)
- Darkvision 60'
- +4 Strength, +2 Constitution, +2 Dexterity, -2 Charisma
- Proficiency in Light Armor, Shields, Shuriken, and all Rogue Weapons.
- +2 levels in the first Sneak Attack or Sudden Strike class a Bugbear takes.
- +3 Natural Armor.
- +4 Racial bonus on Move Silently checks.
- Favored Classes: Rogue and Ninja
- Automatic Languages: Goblin, Common
- Bonus Languages: Abyssal, Draconic, Elvish, Giant, Gnoll, Orc, Undercommon.
- 3 Starting Hit Dice (3d8 HP; 4 + Int Bonus x 6 skill points; +1 Fort, +3 Reflex, +1 Will; +2 BAB)

Ogre (Minimum Level 4)

Giants, even the lowly Ogre, are very specialized creatures. They dominate melee at their level, and really suck at everything else. As monsters, that makes them dangerous. While their glass jaws often leave them in situations that they cannot survive or even put up a decent showing, their laser-like focus can allow them to brutalize characters higher level than themselves if the lighting is just right. As characters, though, this makes them somewhat underwhelming. The ability to win super hard in one encounter only to die horribly in the next is worth less than nothing in a campaign game. An Ogre is a vulnerable and weak character for his level, but he does shine brightly if he can sucker opponents into melee. As such, Ogres really only do well in large, highly varied parties. As long as the remaining characters have potential bases covered extremely well, the fact that a single Ogre can't always pull his weight won't matter as much. For this reason, an Ogre often makes a better cohort than he does a primary character.

- Large Size
- 40' movement
- Giant Type
- Low-light vision and Darkvision (60')
- +6 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence, -4 Charisma.
- +5 Natural Armor
- Proficiency in Light Armor, Medium Armor, Martial Weapons, and Simple Weapons.
- Favored Classes: Barbarian and Ranger
- Automatic Languages: Giant, Common
- Bonus Languages: Draconic, Dwarvish, Goblin, Halfling, Orc, Terran.
- 4 Starting Hit Dice (4d10; 4 + Int Bonus x 7 skill points; +4 Fort, +1 Reflex, +1 Will; +4 BAB)

Frost Giant (Minimum Level 10)

Right out of the box, the Frost Giant is a bad dude capable of rescuing the head of state from ninjas. Based largely on Norse mythology, these bad boys are big and bad. In fact, at 15 feet tall, they are about as big as you can get and still count as a large creature. That makes it pretty hard for them to find mounts, or fit into small buildings, and do all kinds of other crap that adventurers want to do. But it's not impossible. A Frost Giant isn't a Cloud Giant, he doesn't need people to make new doors to accommodate him, he just needs special doors to get through without it being really inconvenient.

A frost giant gets by in human society mostly because most people wouldn't dare mess with him. And that makes for a decent enough 10th level character.

- Large Size
- 40' movement
- Giant Type (Cold subtype)
- Low-light vision
- +12 Strength, +8 Constitution, +2 Wisdom
- +9 Natural Armor
- Proficiency in Light Armor, Medium Armor, Shields, Simple Weapons, and Martial Weapons.
- Rock Throwing and Catching (a Frost Giant's rocks have a range increment of 120 feet).
- Favored Classes: Fighter and Barbarian
- Cold Immunity and Fire Vulnerability
- Automatic Languages: Giant, Common
- Bonus Languages: Abyssal, Aquan, Auran, Draconic, Dwarvish, Gnoll, Orc.
- 10 Starting Hit Dice (10d10; 4 + Int Bonus x 13 skill points; +7 Fort, +3 Reflex, +3 Will; +10 BAB)

ALIGNMENT

4.1 Alignment

Alignment has historically been the source of significant disagreement and headaches. It is possible to play games without using it at all, and plenty of people are perfectly happy doing just that. If you're going to use alignment though, it's a good idea to consider it's ramifications and to get the whole group on the same page.

4.1.1 Good and Evil: How Black is the Night?

The central moral question surrounding fiends is not particularly obvious, but in no way unimportant to your game. We *know* that a Gelugon is Evil, he's got a *subtype* that denotes him as being specifically Evil, that's not the question. What we don't know is *how* Evil he is. That's a central question that has to be addressed within the context of each game. Let's face it, a lot of people really aren't comfortable with villainy more pernicious than the antagonists in a Saturday morning cartoon. Other people have a different and equally valid hang-up: they aren't comfortable having their characters stab enemies in the face repeatedly until they bleed to death unless those enemies are *extremely bad people*. As so frequently happens, the rules for Dungeons and Dragons are written to accommodate both play styles, which in reality ends up including *nothing*. Perhaps unfortunately, you *must* come to a table-wide consensus about what your gaming is not doing before you can have your game do anything at all. Keep in mind that none of these play styles are "worse" or "better".

Moral Option 1: A Worthy Opponent

"Fools! You have interfered with my plans for the last time!"

For many games, the fact that the bad guys are bad is pretty much sufficient. Like the villains in Saturday Morning Cartoons, their villainy requires – and gets – no explanation. Actual villainy is fairly upsetting to contemplate, and a lot of people don't want to do it. I don't blame them, cannibalism, deliberate infliction of pain, and exploitation of the innocent are *unpleasant*. Talking about secret prisons where torture is conducted night and day without respite or reason is *super depressing*.

Implications: The biggest implication here is that since Evil and Good are basically just political parties or ethnic hats, it is perfectly OK to have mixed alignment parties *or* to ban mixed alignment parties. You're never going to have a serious discussion about what it is that Evil people do, so it's actually not important how you handle them. You can even switch how you're handling it in the middle for no reason. One day, the Atomic Skull can just chip in to save the world from Darkseid. Another day you can go kill the Atomic Skull without feeling bad. It's very liberating, because you can tell a lot of stories – so long as none of those stories involve actual evil actions happening on camera.

Pit Falls: While it is certainly a load off the mind to not be constantly reminded of child abuse, torture, and sexual misconduct, bear in mind that this is Dungeons and Dragons – your foes are more than likely going to be killed with extreme stabination. Possibly in the face. Possibly more than once. If the villains *aren't* doing anything overwhelmingly bad, it's entirely possible that it won't seem like they *deserve* being killed. If subjected to enough

analysis, one might even find that your own “heroes” appear to be the villains in your cooperative storytelling adventure. Certainly, He-Man never took that sword and chopped Skeletor into chunks. Star Wars: Episode One was such an unsatisfying movie in no small part because the villains never did anything bad.

Glossing over the villainous activities of the bad guys should go hand in hand with all of the players acknowledging and understanding what you are doing and why you are doing it. As long as everyone is making the active and informed choice to not deal with the heavy moral questions – it’s all good.

Moral Option 2: The Banality of Evil

“It’s 9 o’clock, time to get back to some Evil.”

Many DMs will want to play their fiends pretty much like Nazis – their agenda is hateful, but in their off time they go hang out at the pub just like everyone else. You could even sit there with them and drink together unless you happen to be a Jew. This is the default assumption of a lot of Planescape literature, for example. An Evil creature is Evil because it *ever* does Evil things, not because it’s necessarily doing any Evil *right now*. Darkness and light are, in this model, pretty ephemeral concepts – characters who wish to save their own sanity will end up either paying perhaps too much attention or ignoring them completely often as not.

Implications: Since bad guys (and presumably good guys as well) spend most of their time being regular guys and only infrequently perform acts worthy of praise or scorn, it’s extremely easy for heroes to fall to Evil and extremely easy for villains to be redeemed for full value. People on both sides of the Good/Evil axis are doing pretty unexceptional stuff most of the time, so the allegiance that even Evil Clerics have to darkness is pretty tenuous.

This way of handling things is so much better at handling mysteries than are other morality systems that it may as well be a requirement if you ever want to play a “who-done-it” adventure. Since the good guys and bad guys spend most of their day being actually indistinguishable one from another, it makes distinguishing them actually difficult – and that has to happen if there is to be any question of who the PCs are supposed to stab.

Pit Falls: Be wary of over-humanizing the villains. In many stories, the bad guys are a lot more interesting than the white hats; and that can seriously derail a campaign if it happens in a role playing scenario. Beware also of the fact that if the Evil Overlord is mostly chillin’ like a villain with his family and having brews with his bros, it’s going to be pretty hard to justify it when you inevitably stab him right in the face. Also remember that while The Banality of Evil is great for mysteries, it’s actually so good for mysteries that the game can bog down. Players can get caught up in the minor goings-on of characters you don’t even care about. Paranoia can be paralyzing when any scullery maid could really just go Evil at any time and poison your food to try to get your wallet. It can be realistic, but realism takes place in real time. That’s not good if you’re trying to raise hippogriffs as steeds.

Moral Option 3: The Face of Horror.

“I think I have Evil sand. In my pants.”

Many DMs will want to make their Evil as **Evil** as possible. That can get... pretty Evil. It can actually get so Evil that people who *overhear* you playing the game will get a very bad impression about your group and the things you talk about. The starker the contrast between Good and Evil, the more righteous the acts of heroism the players commit. Tales of monstrous action are fascinating and the horrid and disgusting can hold people’s interest indefinitely. By having the forces of Evil disembowel people in loving detail you can capture the imaginations of your players with actually relatively little creative work on the part of the DM. There have been over 10 Jason movies because those things practically write themselves, and people keep watching them because they genuinely are as intriguing as the are revolting.

Implications: With the forces of Evil running around doing actual stomach churning crime, having Evil and Good “team up” is essentially implausible. In fact, having Good and Evil characters in the same party is pretty much a non-starter. When playing with The Face of Horror the universe is essentially a cosmic battle between Good and Evil, the forces of Law and Chaos have some fights too, but essentially that’s just crime compared to the world shaking conflict of darkness and light.

Further, while Good and Evil being as immiscible as Rubidium and Water makes for a well defined party demographic, it also has other far reaching consequences. When you go to the Abyss, the sand itself is Evil. Once you’ve made the determination that this means more than that Paladins can find every grain – you’ve bought yourself into the determination that beaches in the Abyss are themselves morally reprobate somehow.

Pit Falls: While The Face of Horror ends up making Good and Evil a much more important distinction than Law vs. Chaos, that’s not really a *problem*. Sure, it’s not reciprocal or equivalent and that’s a breach of the Great Wheel tirade, but that’s not really important to the game. Let’s face it, when was the last time you saw a statted up enemy prepared to cast *dictum*? No, the problem is that if you make Evil as nasty as it can be made, it’s really nasty. It makes other people in the game uncomfortable, and it disturbs people who hear portions of your game

out of context. People like talking about stabbing their sword into an evil monster, that's all heroic and crap, but actually looking at sword wounds is icky. People don't want to do it.

Evil, if defined as “things we don't like,” is pretty much exclusively composed of things we *don't like*. That means that the more we focus our attention on the details of what's going on, the more we'll want to clean our eyes out with soap. And while skirting that line can make a story grimly compelling, remember always that different people have different tolerances for this sort of thing. Just because something is gross enough to catch your prurient interest without wrecking your lunch doesn't mean that it isn't so nasty as to drive other people away. Tolerance for discussing child murder in the context of a story is not a virtue, and there is absolutely nothing wrong with the people who don't enjoy watching movies in the splatter horror genre.

Moral Option 4: Perfection in Balance

“What use is the light that casts not a shadow?”

In this model, evil is a force that sits diametrically opposed to good. In order for one to exist, the other must exist as well. Evil is what gives good its meaning, and in fact one can simply define one by the other: to be good is not-evil, and to be evil is to be not-good. When playing with this option, evil plays a vital role in society and cannot be eliminated without dire consequences. For example, when the Jedi eliminate the Sith Lords, they set themselves up for an even more powerful Sith Lord to rise and kill them all, ushering in a new order of Evil, which is in turn later demolished by the calling out of a powerful Jedi who can defeat it. Neutrality is the rule of the day in this model, in the sense that evil and good will always be in the midst of trumping each other in an effort to “win”, a goal that is as meaningless as it is impossible.

What does that mean for your game? In this model, evil will always be the fly in your ointment and the piss in your cheerios, and good will always be the silver lining in the stormcloud and the complementary bag of nuts in your red-eye flight. Even the most powerful and good organization of clerics in your world will have a cruel inquisitor, and even the most death-hungry cabal of necromancers will have a guy who is kind to puppies and little children. Organizations and people will be “mostly” one thing or the other, but not all of anything, and people will be OK with that. Kind kings will be mostly good, but will have no problem massacring an entire generation of goblinkind in an effort to keep the roads safe, and liches who eat souls will defend the land from rampaging chimera without reward in an effort to keep the peace.

Implications: In a sense, this is the easiest of moral options, as you won't need to really keep track of what's going on with alignments. People will occasionally do things out of character, and that's fine. Society will be quite tolerant, as they completely think it's OK for there to be a Temple Street with a shrine for Orcus worshippers competing for space with a hospital sponsored by the clergy of Pelor. When one organization for good or evil gets stomped down, another one will pop up to replace it in an endless game of cosmic whack-a-mole.

For character with alignment related class features, *atonement* is a far easier process. Occasional deeds that violate your alignment are tolerated, as long as attempts at acts of *atonement* are made in a reasonable time frame. The Paladin that kills an innocent to defeat a powerful demon may have to visit the innocent's family and make restitution after the battle, and the Cleric of Murder who defends the king from an assassin may have to seek out several of the King's loved one's in order to rededicate himself to his dark god.

Pit Falls: It can be pretty cool to have a party that has an assassin, a druid, and a champion of light in it – there's a lot of early D&D that has that as virtually the iconic party – but if the great game between Good and Evil is an inherently *pointless* game, that can make the story of your characters seem pretty banal. It's a line that can be hard to walk. It's just plain difficult to simultaneously have any individual attempt to destroy the world be important while having it be built into the contract that there will be another one tomorrow.

4.1.2 Law and Chaos: Your Rules or Mine?

Let's get this out in the open: Law and Chaos do not have any meaning under the standard D&D rules.

We are aware that especially if you've been playing this game for a long time, you personally probably have an understanding of what you *think* Law and Chaos are supposed to mean. You possibly even believe that the rest of your group thinks that Law and Chaos mean the same thing you do. But you're probably wrong. The nature of Law and Chaos is the source of more arguments among D&D players (veteran and novice alike) than any other facet of the game. More than attacks of opportunities, more than weapon sizing, more even than spell effect inheritance. And the reason is because the “definition” of Law and Chaos in the Player's Handbook is written so confusingly that the terms are not even mutually exclusive. Look it up, this is a written document, so it's perfectly acceptable for you to stop reading at this time, flip open the Player's Handbook, and start reading the alignment descriptions. The Tome of Fiends will still be here when you get back.

There you go! Now that we're all on the same page (page XX), the reason why you've gotten into so many arguments with people as to whether their character was Lawful or Chaotic is because absolutely every action that any character ever takes could logically be argued to be **both**. A character who is honorable, adaptable, trustworthy, flexible, reliable, and loves freedom is a basically stand-up fellow, and meets the check marks for being "ultimate Law" and "ultimate Chaos". There aren't any contradictory adjectives there. While Law and Chaos are *supposed* to be opposed forces, there's nothing antithetical about the descriptions in the book.

Ethics Option 1: A level of Organization.

Optimal span of control is 3 to 5 people. Maybe Chaotic characters demand to personally control more units than that themselves and their lack of delegation ends up with a quagmire of incomprehensible proportions. Maybe Chaotic characters refuse to bow to authority at all and end up in units of one. Whatever the case, some DMs will have Law be well organized and Chaos be poorly organized. In this case, Law is objectively a virtue and Chaos is objectively a flaw.

Being disorganized doesn't mean that you're more creative or interesting, it just means that you accomplish less with the same inputs. In this model pure Chaos is a destructive, but more importantly *incompetent* force.

Ethics Option 2: A Question of Sanity.

Some DMs will want Law and Chaos to mean essentially "Sane" and "Insane". That's fine, but it doesn't mean that Chaos is *funny*. In fact, insanity is generally about the least funny thing you could possibly imagine. An insane person reacts inappropriately to their surroundings. That doesn't mean that they perform *unexpected* actions, that's just surrealist. And Paladins are totally permitted to enjoy non sequitur based humor and art. See, insanity is when you perform the same action over and over again and expect different results.

In this model we get a coherent explanation for why, when all the forces of Evil are composed of a multitude of strange nightmarish creatures, and the forces of Good have everything from a glowing patch of light to a winged snake tailed woman, every single soldier in the army of Chaos is a giant frog. This is because in this model Limbo is a place that is *totally insane*. It's a place where the answer to every question *really is* "Giant Frog". Creatures of Chaos then proceed to go to non Chaotically-aligned planes and are disappointed and confused when doors have to be pushed and pulled to open and entrance cannot be achieved by "Giant Frog".

If Chaos is madness, it's not "spontaneous", it's "non-functional". Actual adaptability is **sane**. Adapting responses to stimuli is what people are supposed to do. For reactions to be sufficiently inappropriate to qualify as insanity, one has to go pretty far into one's own preconceptions. Actual mental illness is very sad and traumatic just to watch as an outside observer. Actually living that way is even worse. It is strongly suggested therefore, that you don't go this route at all. It's not that you can't make D&D work with sanity and insanity as the core difference between Law and Chaos, it's that in doing so you're essentially making the Law vs. Chaos choice into the choice between good and bad. That and there is a certain segment of the roleplaying community that cannot differentiate absurdist humor from insanity and will insist on doing annoying things in the name of humor. And we hate those people.

Ethics Option 3: The Laws of the Land.

Any region that has writing will have an actual code of laws. Even oral traditions will have, well, *traditions*. In some campaigns, following these laws makes you Lawful, and not following these laws makes you Chaotic. This doesn't mean that Lawful characters necessarily have to follow the laws of Kyuss when you invade his secret Worm Fort, but it does mean that they need to be an "invading force" when they run around in Kyuss' Worm Fort. Honestly, I'm not sure what it even *means* to have a Chaotic society if Lawful means "following your own rules". This whole schema is workable, but only with extreme effort. It helps if there's some sort of divinely agreed upon laws somewhere that nations and individuals can follow to a greater or lesser degree. But even so, there's a lot of hermits and warfare in the world such that whether people are following actual laws can be just plain hard to evaluate.

I'd like to endorse this more highly, since any time you have characters living up to a specific arbitrary code (or not) it becomes a lot easier to get things evaluated. Unfortunately, it's really hard to even imagine an entire nation fighting for not following their own laws. That's just... really weird. But if you take Law to mean law, then you're going to have to come to terms with that.

Ethics Option 4: My Word is My Bond.

Some DMs are going to want Law to essentially equate to following through on things. A Lawful character will keep their word and do things that they said they were going to. In this model, a Lawful character has an arbitrary code

of conduct and a Chaotic character does not. That's pretty easy to adjudicate, you just announce what you're going to do and if you *do it*, you're Lawful and if you *don't* you're not.

Here's where it gets weird though: That means that Lawful characters have a *harder time* working together than do non-lawful characters. Sure, once they agree to work together there's some Trust there that we can capitalize, but it means that there are arbitrary things that Lawful characters won't do. Essentially this means that Chaotic parties order one mini-pizza each while Lawful parties have to get one extra large pizza for the whole group – and we know how difficult that can be to arrange. A good example of this in action is the Paladin's code: they won't work with Evil characters, which restricts the possibilities of other party members.

In the world, this means that if you attack a Chaotic city, various other chaotic characters will trickle in to defend it. But if you attack a Lawful city, chances are that it's going to have to stand on its own.

Adherence to Self: Not a Rubric for Law

Sometimes Lawfulness is defined by people as adhering to one's personal self. That may *sound* very "Lawful", but there's no way that makes any sense. Whatever impulses you happen to have, those are going to be the ones that you act upon, *by definition*. If it is in your nature to do random crap that doesn't make any sense to anyone else – then your actions will be contrary and perplexing, but they will still be completely consistent with your nature. Indeed, there is literally nothing you can do that isn't what you would do. It's circular.

Rigidity: Not a Rubric for Law

Sometimes Lawfulness is defined by people as being more "rigid" as opposed to "spontaneous" in your action. That's crap. Time generally only goes in one direction, and it generally carries a one to one correspondence with itself. That means that as a result of a unique set of stimuli, you are *only going to do one thing*. In D&D, the fact that other people weren't sure what the one thing you were going to do is handled by a Bluff check, not by being Chaotic.

4.1.3 To Triumph Over Evil

Equally important to the place of ultimate Evil in your game is the activities of Good in your game. Like Evil, the designers have tried to run the spectrum of possible interpretations of righteousness... and the results are that the overlap of actions depicted as Good with those described as Evil is almost total. Ultimately, your campaign is going to have to come to a consensus over what you are going to accept as Good. Most importantly, the inverse of Evil *is not Good*. It really takes a lot less harm to be Evil than it takes aid to be Good. If you fix twenty people's roofs, you're Jimmy the Helpful Thatcher. But if you eat your neighbor's daughter, you're Jimmy the Cannibal – and no additional carpentry assistance will change that. This is why the Book of Exalted Deeds is such an unsatisfying read... you can't just take the material in the Book of Vile Darkness and multiply by negative one to get Good.

The Importance of Consequentialism

Every action has motivations, expectable results, and actual results. In addition, every action can be described with a verb. In the history of moral theory (a history substantively longer than *human* history) it has at times been contested by otherwise bright individuals that any of those (singly or collectively) could be used as a rubric to determine the rightness of an action. D&D authors agreed. With all of those extremely incompatible ideas. And the result has been an unmitigated catastrophe. No one knows what makes an action Good in D&D, so your group is ultimately going to have to decide for yourselves. Is your action Good because your intentions are Good? Is your action Good because the most likely result of your action is Good? Is your action Good because the actual end result of that action is Good? Is your action Good because the verb that best describes your action is in general Good? There are actually some very good arguments for all of these written by people like Jeremy Bentham, Immanuel Kant, and David Wasserman – but there are many other essays that are so astoundingly contradictory and ill-reasoned that they are of less help than reading nothing. Unfortunately for the hobby, some of the essays of the second type were written by Gary Gygax.

This is not an easy question to answer. The rulebooks, for example, are no help at all. D&D at its heart is about breaking into other peoples' homes, stabbing them in the face, and taking all their money. That's very hard to rationalize as a Good thing to do, and the authors of D&D have historically not tried terribly hard.

Godliness isn't Goodliness

Whatever religion you personally have, the religion in D&D revolves around a set of gods both Good and Evil of equal strength and importance. Most modern day religions have however many gods they worship be of sufficient

goodness that they are at least worthy of respect – so it can be hard to remember that in D&D the gods as a whole are precisely zero sum on any issue. Being “divine” doesn’t make you Good in D&D, it just makes you more. If you’re Good it makes you more Good, but if you’re Evil it makes you more Evil. Clerics detect strongly of whatever alignment they have, but there’s nothing Good about priests as a whole. Turning your back on the gods isn’t a bad thing in D&D, it’s a perfectly valid *and neutral* choice. If Ur Priests are to have any alignment restriction at all, it should be the same as Druids – stealing from the gods is a profoundly neutral act, not Good and not Evil.

There is no Salvation or Redemption in D&D

All of the major religions of our world that utilize the concepts of Ultimate Good and Ultimate Evil use the concept of Redemption (that people have a state of innocence that they can lose and perhaps regain through *atonement*) or Salvation (that people have a state of inherent unworthiness that they can overcome). D&D, despite having a spell called *atonement* actually has neither of those concepts. The *atonement* spell actually dedicates (or rededicates) a character to any alignment, Good or Evil, Law or Chaos. Baby kobolds are not born into original sin and baby elves are not born in a state of grace, D&D doesn’t even have those concepts. Creatures with an alignment subtype (most Fiends, for example) are born into that alignment and are only going to stray from it if subjected to powerful magic or arguments. Everyone else is born neutral.

In D&D, creatures do not “fall” into Evil. Being Evil is a valid choice that is fully supported by half the gods just as Good is. Those who follow the tenets of Evil throughout their lives are judged by *Evil Gods* when they die, and can gain rewards at least as enticing as those offered to those who follow the path of Good (who, after all, are judged by *Good Gods* after they die). So when sahuagin run around on land snatching children to use as slaves or sacrifices to Baatorians, they aren’t putting their soul in danger. They are actually keeping their soul *safe*. Once you step down the path of villainy, you get a *better deal* in the afterlife by being *more evil*.

The only people who get screwed in the D&D afterlife are traitors and failures. A traitor gets a bad deal in the afterlife because whichever side of the fence they ended up on is going to remember their deeds on the other side of the fence. A failure gets a bad deal because they end up judged by gods who wanted them to succeed. As such, it is *really hard* to get people to change alignment in D&D. Unless you can otherwise assure that someone will die as a failure to their alignment, there’s absolutely no incentive you could possibly give them that would entice them to betray it.

Code of Conduct: Paladins

Nothing causes more arguments in-game than Paladins. Can Paladins kill baby kobolds? What about baby mind flayers? Honestly, while these questions have generated a lot of ink and a lot of bad feelings, they aren’t important. Paladins are Lawful Good, but they aren’t “champions of Law and Good” – that’s an Archon. A Paladin doesn’t get Smite *Chaos*, they aren’t forced to abandon team members who behave in a Chaotic fashion (whatever that means, see below). Paladins are Champions of Good™ *and* they are required to be Lawful. Whether or not that makes any sense depends on how you’re handling Law and Chaos.

Paladins are as Good as any character can be, and they are required to follow a code of conduct. However, following this code is no what makes them Good, we know this because Clerics of Good (who detect as being just as Good as Paladins) don’t have to follow that code. The code is completely arbitrary, and has no bearing on the relative Goodness of a character. Paladins also lose their powers if they don’t drink for a few days, but that doesn’t put Blackguards in danger of losing their alignment when they quaff a glass of water.

The Paladin’s code is uncompromising, but it is also exhaustive about what it won’t allow:

- **The Use of Poison:** If a park ranger hits a bear with a tranq dart, that’s not an Evil act. Poison isn’t any more or less Evil than a blade. Paladins can’t use poison because they agreed not to – not because there’s anything wrong with poison. Maybe Paladins only get to keep their magically enhanced immune system so long as they don’t take it for granted by using things that would tax it on purpose. Maybe their concern for public safety is so great that they are only willing to use weapons that *look* like weapons. Whatever. The point is that Paladins have to be Good *and* they can’t use Poison, and these are separate restrictions.
- **Lies:** A Paladin can’t lie. Whether telling a lie is a good or evil act depends on what you’re saying and who you are saying it to. But a Paladin won’t do it. That means that if the Nazis come to the door and demand to know if the Paladin is hiding any Jews (she is), she can’t glibly say “No.” That does not mean that she has to say “Yes, they’re right under the stairs!” – it means that she has to tell the Nazis point blank “I’m not going to participate in your genocidal campaign, it’s wrong.” This will start a fight, and may get everyone killed, so the Paladin is well within her code to eliminate the middle man and just stab the Gestapo right there before answering. That’s harsh, but the Paladin’s code isn’t about doing what’s easy, or even what’s *best*. It’s about doing what you said you were going to.

- **Cheating:** Paladin's don't cheat. They don't have to keep playing if they figure out that someone else is cheating, but they aren't allowed to cheat at dice to rescue slaves or whatever. Again, there's nothing Good about not cheating, it's just something they have to do *in addition* to being Good all the time.
- **Association Restrictions:** Paladins are not allowed to team up with Evil people. They aren't allowed to offer assistance to Evil people and they aren't allowed to receive assistance *from* Evil people. Intolerance of this sort isn't Evil, but it isn't Good either. It's just another thing that Paladins have to do.

4.1.4 I Fought the Law

Regardless of what your group ends up meaning when they use the word “Law”, the fact is that some of your enemies are probably going to end up being Lawful. That doesn't mean that Lawful characters can't stab them in their area, whatever it is that you have alignments mean it's still entirely acceptable for Good characters to stab other Good characters and Lawful characters to stab other Lawful characters (oddly, no one even asks if it's a violation of Chaotic Evil to kill another Chaotic Evil character, but it isn't). There are lots of reasons to kill a man, and alignment disagreements don't occupy that list exclusively.

Code of Conduct: **Barbarian**

A Barbarian who becomes Lawful cannot Rage. Why not? There's no decent answer for that. Rage doesn't seem to require that you not tell people in advance that you're going to do it, nor does it actually force you to break promises once you're enraged. It doesn't force you to behave in any particular fashion, and no one knows why it is restricted.

Code of Conduct: **Bard**

If *anyone* can tell me why a concert pianist can't be Lawful I will personally put one thing of their choice into my mouth. Music is expressionistic, but it is also mathematical. Already there are computers that can write music that is indistinguishable from the boring parts of Mozart in which he's just going up and down scales in order to mark time.

4.1.5 Beating Back Chaos

Long ago “Law” and “Chaos” were used euphemisms by Pohl Anderson for Good and Evil, and that got taken up by other fantasy and science fiction authors and ultimately snow-balled into having a Chaos alignment for D&D. If you go back far enough, “Chaos” actually *means* “The Villains”, and when it comes down to it there's no logical meaning for it to have other than that – so the forces of Chaos really are going to show up at your door to take a number for a whuppin at some point. Depending upon what your group ends up deciding to mean by Chaos, this may seem pretty senselessly cruel. If the forces of Chaos are simply unorganized then you are essentially chasing down hobos and beating down the ones too drunk to get away. If Chaos is insanity than the Chaos Hunters in your game are essentially going door to door to beat up the retarded kids.

The key is essentially to not overthink it. Chaos was originally put into the fantasy genre in order to have bad guys without having to have black hatted madmen trying to destroy the world. So if Team Chaos is coming around your door, just roll with it. The whole point is to have villains that you can stab without feeling guilty while still having villains to whom your characters can *lose* without necessarily losing the whole campaign world.

Code of Conduct: **Knight**

Sigh. The Knight's code of conduct doesn't represent Lawful activity no matter what your group means by that term. They *can't* strike an opponent standing in a grease effect, but they *can* attack that same person *after they fall down in the grease!* They also are not allowed to win a duel or stake vampires (assuming, for the moment that you were using some of the house rules presented in The Tome of Necromancy that allow vampires to be staked by *anyone*). So the Knight's code is not an example of Lawfulness in practice, it's just a double fistful of stupid written by someone who obviously doesn't understand D&D combat mechanics. If you wanted to make a Knight's Code that represented something like “fighting fair”, you'd do it like this:

- May not accept benefit from Aid Another actions.
- May not activate Spell Storing items (unless the Knight cast the spell into the item in the first place).
- May not use poison or disease contaminated weapons.

But remember: such a code of fair play is no more Lawful than *not* having a code of fair play. Formians are the embodiment of Law, and they practically wrote the book on cooperation. So while a Knight considers getting help from others to be “cheating”, that’s not because he’s Lawful. He considers getting such aid to be cheating *and* he’s Lawful. What type of Lawful a Knight represents is determined by your interpretation of Law as a whole. Maybe a Knight has to uphold the law of the land (right or wrong). Maybe a Knight has to keep his own word. Whatever, the important part is that the arbitrary code that the Knight lives under is just that – *arbitrary*. The actual contents of the code are a separate and irrelevant concern to their alignment restriction.

Code of Conduct: Monk

Again with the sighing. No one can explain why Monks are required to be Lawful, least of all the Player’s Handbook. Ember is Lawful because she “follows her discipline”, while Mialee is not Lawful because she is “devoted to her art”. FTW?! That’s the same thing, given sequentially as an example of being Lawful and not being Lawful. Monk’s training requires strict discipline, but that has nothing to do with Lawfulness no matter what setup for Law and Chaos you are using. If Lawfulness is about organization, you are perfectly capable of being a complete maverick who talks to no one and drifts from place to place training constantly like the main character in Kung Fu – total lack of organization, total “Chaotic” – total disciplined Monk. If Law is about Loyalty, you’re totally capable of being treacherous spies. In fact, that’s even an example in the PHB “Evil monks make ideal spies, infiltrators, and assassins.” And well, that sentence pretty much sinks any idea of monks having to follow the law of the land or keeping their own word, doesn’t it? The only way monk lawfulness would make any sense is if you were using “adherence to an arbitrary self” as the basis of Law, and we already know that can’t hold.

Code of Conduct: Paladin Again

This has to be repeated: Paladins don’t get Smite Chaos. They are not champions of Law and Good, they are Champions of Good who are required to be Lawful. If your game is not using Word is Bond Ethics, Paladins have no reason to be Lawful. Paladins are only encouraged to follow the laws of the country they live in if those laws are Good. They are actually forbidden by their code of conduct from following the precepts of Evil nations. The Paladin shtick works equally well as a loner or a leader, and it is by definition distinctly disloyal. A Paladin must abandon compatriots.

4.2 The Morality of Necromancy: Black and Gray

If your games are going to include undead or Necromancy in general it’s a good idea to consider how those options work as well. There is a basic moral question regarding these dark beings and the magics that create them: namely, the fundamental decision for each game as to whether to treat Negative Energy as an objective force or an ultimate moral indictment. This is needed because despite (or let’s not kid ourselves, because *of*) the considerable amount of space spent given over to Necromancy in other products, the classical Necromancer and undead in general do not function very well under them. Vampires can’t run or be staked and honestly no one even knows how the basic necromancy spells work. Not because they are stupid, but because the rules for such things are contradictory in several key places and generally don’t match established genre conventions.

The rules of D&D attempt to be all things to all people, and unfortunately that just isn’t possible if you’re trying to make a system of objective morality. By trying to cater to two very different play styles as regards to the moral quandaries of the use of negative energy, the game ends up catering to neither – and this has been the cause of a great many arguments for which there actually are no possible resolutions. Ultimately therefore, it falls to every DM to determine whether in their game the powers of Necromancy are inherently evil, or merely extremely dangerous. That’s a choice which must be made, and has far reaching implications throughout the game. That’s an awful lot of work, and most DMs honestly just don’t care enough to be bothered with it, and I understand. Fortunately, we have collated those changes for you right here:

4.2.1 Moral Option 1: The Crawling Darkness

Many DMs will choose to have Negative Energy in general, and undead in particular, be inherently Evil. So much so that we can capitalize it: Evil. And say it again for emphasis: Evil. That means that when you cast a negative energy wave you are physically unleashing Evil onto the world. When you animate a corpse, you are creating a being whose singular purpose is to make moral choices which are objectionable on every level.

That's a big commitment. It means that anyone using Inflict Wounds is an awful person, at least while they are doing it. The Plane of Negative Energy is in this model the source of all Evil, more so than the Abyss or Hell. It's Evil without an opinion, immorality in its purest most undiluted form.

4.2.2 Moral Option 2: Playing with Fire

Many DMs will choose to have Negative Energy be a base physical property of the magical universe that the D&D characters live in – like extremes of Cold or Fire it is inimical to life, and it is ultimately no more mysterious than that. An animate skeleton is more disgusting and frightening to the average man than is a stone golem, but it's actually a less despicable act in the grand scheme of things because a golem requires the enslavement of an elemental spirit and a skeleton has no spirit at all.

The Plane of Negative Energy in this model is precisely the same as all the other elemental planes: a dangerous environment that an unprotected human has no business going to.

Implications

It's not actually enough to simply make a sweeping generalization about the morality of Negative Energy and leave it at that. Like a butterfly flapping its wings, such changes will eventually cause Godzilla to destroy Tokyo. Or something like that, I stopped math at Calculus.

4.2.3 Creatures

Some monsters have been written up with the (incorrect) assumption that either “The Crawling Darkness” or “Playing With Fire” was the general rule. Others have been written in such a fashion that is actually incompatible with any possible interpretation of morality in D&D.

Revenants

If Negative Energy is inherently Evil, Revenants are Lawful Evil. They are undead who live only to kill and survive on hatred and the desire for vengeance. While they are victims and their actions are understandable, the Justice of their actions makes them Lawful, but they are still Evil and can be treated accordingly.

With the Playing with Fire option, there is no change to the Revenant. All is fair in avenging your own death, and they are the unliving emissaries of the Balance in its pure form.

Skeletons

If Negative Energy is inherently Evil, Skeletons must be as well. That means that they actually do Evil things. An uncontrolled skeleton will find the nearest source of life and start ripping it to pieces. A skeleton does not need to be commanded to attack, but to stop tearing up your vegetable garden (assuming even that it had not already found a more vigorous source of life such as the family dog). A commanded skeleton is a vicious, unthinking killer on a chain – not an inert construct awaiting commands.

If Negative Energy isn't Evil by itself, neither are skeletons. As described they aren't moral agents. That means that they don't have an alignment other than Neutral. Like a viper or a scorpion, though they do things that a paladin wouldn't necessarily condone (such as use poison for the snake or move around after death for the skeleton), they aren't gifted with the ability to make moral choices and default to the same Neutrality of the animated cabinet. Ordering a skeleton around could be Good, Evil, or Neutral depending on whether you are telling it to save children from a burning house, throw bloated corpses into the town well, or just carry your swag out of your basement.

Vampires

Vampires are the rockstars of the undead world, but also the most affected by the gulf between Playing With Fire and Crawling Darkness Necromancy. Either vampires are tragically cursed Euro-trash with nice outfits or they are blood hungry princes of death ... heck, sometimes they are depicted as both, as in the case of the patron saint of D&D vampires, Strahd Von Zarovich.

Unlike most undead, vampires are morally affected by negative energy in a perversely contrary fashion; Zombies are evil if (and only if) negative energy makes zombies evil, but the opposite is true of the vampire. If Negative energy is a hungry and malevolent force that hungers for the light of the living, the vampire is a tragic figure compelled by

dark desires he cannot control. He can even just be Good, but that's not going to stop him from taking a nip from the farmer's daughter. If negative energy is an objective force, then being a vampire is actually an evil act since you don't have to eat babies for eternal life . . . you're just a jerk.

Zombies

Like Skeletons, Zombies must hunger for the flesh of the living or have no moral indictments. Either they sit and wait for their chance to devour your liver or they are Neutral. The Monster Manual version cannot stand. A zombie in the fields is either a figure of horror or comedy.

Energons

Eregons are actually made out of energy. So if Positive and Negative Energy have an alignment, so do they. If using the Crawling Darkness option, the Xag-Ya is Neutral Good, and the Xeg-Yi is Neutral Evil. If using the Playing With Fire option, both remain as printed – they are Neutral.

4.2.4 Spells

Animate Dead

If Negative Energy isn't Evil, this spell isn't either. Zombies and Skeletons are the only possible creations of this spell, so the alignment tag is contingent on Negative Energy itself being a moral choice. Interestingly, create undead and create greater undead stay [Evil] even if animate dead doesn't. Regardless of the moral inclinations of negative energy in general, Ghouls and shadows are just not nice people – they are a disease that exists for no purpose but to consume the living. So those [Evil] tags are on no matter what skeletons do with their free time.

Deathwatch

This spell doesn't even use Negative Energy, it allows you to see positive energy. There's no reason for this spell to be evil no matter what version you use – this is just a typographical error as far as we can tell. Maybe this evil tag was supposed to be on death knell.

Create Undead

While animate dead may or may not be evil depending upon your setup, create undead and create greater undead is an [Evil] spell regardless of the morality version you use. It creates evil creatures that unlive for nothing but to slay innocents, so it gets the Evil tag for the same reason that planar binding gets the [Evil] tag if it is used to call a Demon – it's bringing irredeemable evil into the world – the moral implications of the negative energy used are irrelevant.

CHARACTER BASE CLASSES

5.1 Core PC Classes

5.1.1 Assassin

“I kill people. Individually, you are a person. Collectively, I think you count as people.”

An assassin is a master of the art of killing, a vicious weapon honed by experience and inclination to learn the myriad ways to end a life. Unlike common warriors or rogues, an Assassin does not study various fighting arts or muddle his training with martial dirty tricks, he instead studies the anatomy of the various creatures of wildly different anatomies and forms of existence, and he uses this knowledge to place his blows in areas vital for biological or mystical reasons. Stealth and sudden violence are his hallmarks, and various exotic tools and killing methods become his tools.

While most societies consider assassination to be a vile art, or at best a dishonorable or unvalorous one, the reasons that drive these killers vary. Cold-hearted mercenaries share a skill set with dedicated demon-hunters, differing only in the application of their skills. Only the most naïve student of ethics believes that all killing is evil, or that nobility cannot be found in a mercifully quick death.

Alignment: An Assassin may be of any alignment.

Races: Any

Starting Gold: 6d4x10 gp (150 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Assassin’s skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skills/Level: 6 + Intelligence Bonus

All of the following are Class Features of the Assassin class.

Weapon and Armor Proficiency: Assassins are proficient with all Light Weapons, as well as simple weapons, repeating crossbows, and hand crossbows. At first level, an Assassin gains proficiency with one Exotic Weapon of her choice. Assassins are proficient with Light Armor but not with shields.

Spellcasting: The Assassin is an Arcane Spellcaster with the same spells per day and spells known progression as a Bard, except that he gains no more than three spell slots per level. An Assassin’s spells known may be chosen from the Sorcerer/Wizard list, and must be from the schools of Divination, Illusion, or Necromancy. To cast an Assassin spell, she must have an Intelligence at least equal to 10 + the Spell level. The DC of the Assassin’s spells is Intelligence based and the bonus spells are Intelligence based.

Poison Use (Ex): An Assassin may prepare, apply, and use poison without any chance of poisoning herself.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+2	+2	+0	Poison Use, Death Attack +3d6, Personal Immunity, Spellcasting
2nd	+1		+3	+3	+0	Uncanny Dodge, Death Attack +4d6
3rd	+2		+3	+3	+1	Hide in Plain Sight, Death Attack +5d6
4th	+3		+4	+4	+1	Cloak of Discretion, Death Attack +6d6
5th	+3		+4	+4	+1	Traps, Trapmaking, Death Attack +7d6
6th	+4		+5	+5	+2	Palm Weapon, Death Attack +8d6
7th	+5		+5	+5	+2	Full Death Attack, Death Attack +9d6
8th	+6/+1		+6	+6	+2	Nerve of the Assassin, Death Attack +10d6
9th	+6/+1		+6	+6	+3	Improved Uncanny Dodge, Death Attack +11d6
10th	+7/+2		+7	+7	+3	Skill Mastery, Death Attack +12d6
11th	+8/+3		+7	+7	+3	Poisonmaster, Death Attack +13d6
12th	+8/+3		+8	+8	+4	Personal Immunity, Death Attack +14d6
13th	+9/+4		+8	+8	+4	Exotic Method, Death Attack +15d6
14th	+10/+5		+9	+9	+4	Personal Immunity, Death Attack +16d6
15th	+11/+6/+6		+9	+9	+5	Killer's Proof, Death Attack +17d6
16th	+12/+7/+7		+10	+10	+5	Exotic Method, Death Attack +18d6
17th	+12/+7/+7		+10	+10	+5	Death by a Thousand Cuts, Death Attack +19d6
18th	+13/+8/+8		+11	+11	+6	Mind Blank, Death Attack +20d6
19th	+14/+9/+9		+11	+11	+6	Exotic Method, Death Attack +21d6
20th	+15/+10/+10		+12	+12	+6	Killing Strike, Death Attack +22d6

Death Attack (Ex): An Assassin may spend a full-round action to study an opponent who would be denied their Dexterity bonus if she instead attacked that target. If she does so, her next attack is a Death Attack if she makes it within 1 round. A Death Attack inflicts a number of extra dice of damage equal to her Assassin level plus two dice, but only if the target is denied its Dexterity Bonus to AC against that attack. Special attacks such as a coup de grace may be a Death Attack. Assassins are well trained in eliminating magical or distant opponents, and do not have to meet the stringent requirements of a sneak attack, though if a character has both sneak attack and death attack, they stack if the character meets the requirements of both. As long as the victim is denied their dexterity against attacks from the assassin during the study action and the attack itself, it counts as a death attack. An Assassin may load a crossbow simultaneously with his action to study his target if he has a Base Attack Bonus of +1 or more.

Personal Immunity (Ex): Choose four poisons, an Assassin is immune to all four of those poisons, even if they are made available in a stronger strength. At levels 5, 7, and 12 the Assassin may choose one more type of poison to become immune to. At level 14, an Assassin becomes immune to all poisons.

Uncanny Dodge (Ex): Starting at 2nd level, an Assassin can react to danger before his senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized. If an Assassin already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Hide in Plain Sight (Ex): A 3rd level Assassin can hide in unusual locations, and may hide in areas without cover or concealment without penalty. An Assassin may even hide while being observed. This ability does not remove the -10 penalty for moving at full speed, or the -20 penalty for running or fighting.

Cloak of Discretion (Su): At 4th level, an Assassin is protected by a constant *nondetection* effect, with a caster level equal to his character level.

Trapfinding: At 5th level, Assassins 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

	Assassin Spells Per Day							Assassin Spells Known						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	2	-	-	-	-	-	-	1	4	-	-	-	-	-
2	3	0	-	-	-	-	-	2	5	2	-	-	-	-
3	3	1	-	-	-	-	-	3	6	3	-	-	-	-
4	3	2	0	-	-	-	-	4	6	3	2	-	-	-
5	3	3	1	-	-	-	-	5	6	4	3	-	-	-
6	3	3	2	-	-	-	-	6	6	4	3	-	-	-
7	3	3	2	0	-	-	-	7	6	4	4	2	-	-
8	3	3	3	1	-	-	-	8	6	4	4	3	-	-
9	3	3	3	2	-	-	-	9	6	4	4	3	-	-
10	3	3	3	2	0	-	-	10	6	4	4	4	2	-
11	3	3	3	3	1	-	-	11	6	4	4	4	3	-
12	3	3	3	3	2	-	-	12	6	4	4	4	3	-
13	3	3	3	3	2	0	-	13	6	4	4	4	4	2
14	3	3	3	3	3	1	-	14	6	4	4	4	4	3
15	3	3	3	3	3	2	-	15	6	4	4	4	4	3
16	3	3	3	3	3	2	0	16	6	5	4	4	4	4
17	3	3	3	3	3	3	1	17	6	5	5	4	4	4
18	3	3	3	3	3	3	2	18	6	5	5	5	4	4
19	3	3	3	3	3	3	3	19	6	5	5	5	5	4
20	3	3	3	3	3	3	3	20	6	5	5	5	5	4

trap has a DC of 25 + the level of the spell used to create it. Assassins 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. An Assassin 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.

Trapmaking: At 5th level, the Assassin learns to build simple mechanical traps in out of common materials. As long as has access to ropes, flexible material like green wood, and weapon-grade materials like sharpened wooden sticks or steel weapons, he can build an improvised trap in 10 minutes. He can build any non-magical trap on the "CR 1" trap list that doesn't involve a pit. These traps have a Search DC equal to 20 + the Assassin's level, have a BAB equal to his own, and are always single-use traps. He may add poison to these traps, if he has access to it, but it will dry out in an hour.

Palm Weapon (Su): At 6th level, the Assassin learns to conceal weapons with supernatural skill. Any weapon successfully concealed with Sleight of Hand cannot be found with divination magic.

Full Death Attack: At 7th level, if the Assassin studies an opponent to perform a Death Attack, she can make a full attack during the next round where every attack inflicts Death Attack damage as long as the target was denied their Dexterity bonus to AC against the first attack in the full attack action.

Nerve of the Killer: At 8th level, an Assassin gains a limited immunity to compulsion and charm effects. While studying a target for a Death Attack, and for one round afterward, he counts as if he were within a *protection from evil* effect. This does not confer a deflection bonus to AC.

Improved Uncanny Dodge (Ex): An Assassin of 9th level or higher can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that provides sneak attack than the target. 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 required to flank the character.

Skill Mastery (Ex): At 10th level, an Assassin becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. When making a skill check with Climb, Disable Device, Hide, Move Silently, Search, Spellcraft, Use Magic Device, Use Rope, or Swim, she may take 10 even if stress and distractions would normally prevent her from doing so.

Poisonmaster: At 11th level, the Assassin learns alchemic secrets for creating short-term poisons. By expending an entire healer's kit worth of materials and an hour of time, he can synthesize one dose of any poison in the DMG. This poison degrades to uselessness in one week.

Exotic Method: At 13th, 16th, and 19th level the Assassin learns an exotic form of killing from the list below. Once chosen, this ability does not change:

- **Carrier:** Three times per day, the Assassin can cast *contagion* as a swift action spell-like ability.
- **Poison of the Cockatrice:** Twice per day, the Assassin can cast *flesh to stone* as a swift action spell-like ability.
- **Killer Faerie Arts:** Twice per day, the Assassin can cast *polymorph other* as a swift action spell-like ability.
- **Proxy Assassin:** Twice per day, the Assassin can cast *summon monster vii* as a spell-like ability. This effect lasts 10 minutes.
- **Death By Plane:** Once per day, the Assassin can cast *plane shift* as a spell-like ability.
- **Dimesional Rip:** Once per day, the Assassin can cast *implosion* as a spell-like ability. The duration of this effect is three rounds.
- **New School:** The Assassin may now choose spells known from a new school.

Killer's Proof (Su): At 15th level, the Assassin learns to steal the souls of those he kills. If he is holding an onyx worth at least 100 GP when he kills an enemy, he may place their soul within the gem as if he has cast *soul bind* on them at the moment of their death.

Death by a Thousand Cuts: At 17th level, the assassin has learned to kill even the hardest of foes by reducing their physical form to shambles. Every successful Death attack inflicts a cumulative -2 Dexterity penalty to the Assassin's victim. These penalties last one day.

Mind Blank (Su): At 18th level, the Assassin is protected by a constant *mind blank* effect.

Killing Strike (Su): At 20th level, the Assassin's Death Attacks bypass his victim's DR and hardness.

5.1.2 Barbarian

“My name is Sharptooth of the Wolf Tribe. Your women, lands, and riches are mine.”

Playing a Barbarian: Playing a Barbarian is actually very easy. In general, you hit things, and they fall down. A Barbarian’s action in almost any circumstance can plausibly be “I hit it with my great axe!” As such, a Barbarian character can be a good method to introduce a new player to the game or kill some orcs when you’ve had a few glasses of brew.

Alignment: Every alignment has its share of Barbarians, however more Barbarians are of Chaotic alignment than of Lawful Alignment.

Races: Anybody can become a barbarian, and in areas with little in the way of civilization, a lot of people do.

Starting Gold: 4d6x10 gp (140 gold)

Starting Age: As Barbarian.

Hit Die: d12

Class Skills: The Barbarian’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge: Nature (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rage, Fast Healing 1
2nd	+2	+3	+0	+0	Rage Dice +1d6, Combat Movement +5'
3rd	+3	+3	+1	+1	Battle Hardened
4th	+4	+4	+1	+1	Rage Dice +2d6, Combat Movement +10'
5th	+5	+4	+1	+1	Sidestep Hazards, Fast Healing 5
6th	+6/+1	+5	+2	+2	Rage Dice +3d6, Combat Movement +15'
7th	+7/+2	+5	+2	+2	Great Blows
8th	+8/+3	+6	+2	+2	Rage Dice +4d6, Combat Movement +20'
9th	+9/+4	+6	+3	+3	Great Life
10th	+10/+5	+7	+3	+3	Rage Dice +5d6, Combat Movement +25', Fast Healing 10
11th	+11/+6/+6	+7	+3	+3	Call the Horde
12th	+12/+7/+7	+8	+4	+4	Rage Dice +6d6, Combat Movement +30'
13th	+13/+8/+8	+8	+4	+4	Watched by Totems
14th	+14/+9/+9	+9	+4	+4	Rage Dice +7d6, Combat Movement +35'
15th	+15/+10/+10	+9	+5	+5	Primal Assault, Fast Healing 15
16th	+16/+11/+11/+11	+10	+5	+5	Rage Dice +8d6, Combat Movement +40'
17th	+17/+12/+12/+12	+10	+5	+5	Savagery
18th	+18/+13/+13/+13	+11	+6	+6	Rage Dice +9d6, Combat Movement +45'
19th	+19/+14/+14/+14	+11	+6	+6	One With The Beast
20th	+20/+15/+15/+15	+12	+6	+6	Rage Dice +10d6, Combat Movement +50', Fast Healing 20

All of the following are Class Features of the Barbarian class.

Weapon and Armor Proficiency: Barbarians are proficient with simple weapons, martial weapons, light armor, medium armor and with shields.

Rage (Ex): When doing melee damage to a foe or being struck by a foe, a Barbarian may choose to enter a Rage as an immediate action. While Raging, a Barbarian gains a +2 morale bonus to hit and damage in melee combat and may apply any Rage Dice he has to his melee damage rolls. He also gains a +2 to saves, a -2 to AC, and he gains DR X/- with “X” being equal to half his Barbarian level +2 (rounded down). For example, a 1st level Barbarian has DR 3/- while Raging and a 10th level Barbarian has DR 7/- while Raging. While Raging, a Barbarian may not cast spells, activate magic items, use spell-like abilities, or drop his weapons or shield. Rage lasts until he has neither struck an enemy for three consecutive rounds nor suffered damage from an enemy for three consecutive rounds. He may voluntarily end a Rage as a full-round action.

Fast Healing: Barbarians shrug off wounds that would cripple a lesser man, and have learned to draw upon deep reserves of energy and stamina. At 1st level, they gain Fast Healing 1. At 5th level this becomes Fast Healing 5, Fast Healing 10 at 10th level, Fast Healing 15 at 15th level, and Fast Healing 20 at 20th level. This healing only applies while he is not raging.

If a Barbarian ever multiclassed, he permanently loses this ability. A multiclass character does not gain this ability. A character with 4 or more levels of Barbarian gains this ability even if multiclassed.

Rage Dice: While Raging, a Barbarian may add these dice of damage to each of his melee attacks. These dice are not multiplied by damage multipliers, and are not applied to any bonus attacks beyond those granted by Base Attack Bonus. These dice are not sneak attack dice, and do not count as sneak attack dice for the prerequisites of prestige classes or feats.

Combat Movement: While Raging, a Barbarian moves faster in combat, and may add his Combat Movement to his speed when he takes a move action to move.

Battle Hardened: At 3th level, a Raging Barbarian's mind has been closed off from distractions by the depths of his bloodlust and battle fury. While Raging, he may use his Fortitude Save in place of his Will Save. If he is under the effects of a compulsion or fear effect, he may act normally while Raging as if he was inside a *protection from evil* effect.

Sidestep Hazards (Ex): At 5th level, a Raging Barbarian learns to sidestep hazards with an intuitive and primal danger sense. While Raging, he may use his Fortitude Save in place of his Reflex Save.

Great Blows (Ex): At 7th level, a Raging Barbarian's melee attacks are Great Blows. Any enemy struck by the Barbarian's melee or thrown weapon attacks must make a Fort Save or be stunned for one round. No enemy can be targeted by this ability more than once a round, and the save DC for this ability is 10 + half the Barbarian's HD + his Constitution modifier.

Great Life (Ex): While Raging, a 9th level Barbarian is immune to nonlethal damage, death effects, stunning, critical hits, negative levels, and ability damage (but not ability drain).

Call the Horde (Ex): An 11th level Barbarian becomes a hero of his people. He gains the Command feat as a bonus feat, but his followers must be Barbarians. In campaigns that do not use Leadership feats, he instead gains a +2 unnamed bonus to all saves.

Watched by Totems (Ex): At 13th level, a Barbarian may immediately reroll any failed save. He may do this no more than once per failed save.

Primal Assault (Ex): At 15th level, a Raging Barbarian may choose to radiate an effect similar to an *antimagic field* when he enters a Rage, with a caster level equal to his HD. Unlike a normal antimagic field, this effect does not suppress magic effects on him or the effects of magic items he is wearing or holding.

Savagery (Ex): At 17th level, a Raging Barbarian may take a full round action to make a normal melee attack that has an additional effect similar to a *mordenkainen's disjunction*. Unlike a normal *mordenkainen's disjunction*, this effect only targets a single item or creature struck.

One With The Beast: At 19th level, a Barbarian no longer needs to be in a Rage to use any Barbarian ability.

5.1.3 Cleric

"Fear my righteous shining holy beacon of... righteousness?"

Clerics are the holy (or unholy) warriors, standing fast against the darkness (or light). They are also made of cheese, and thus a prime target for minmaxers.

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.

Starting Gold: 5d4x10 gp (125 Gold)

Starting Age: As Cleric

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.

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
							0	1	2	3	4	5	6	7	8	9
1st	+0		+2	+0	+2	Turn or Rebuke Undead	3	1	-	-	-	-	-	-	-	-
2nd	+1		+3	+0	+3		4	2	-	-	-	-	-	-	-	-
3rd	+2		+3	+1	+3		4	2	1	-	-	-	-	-	-	-
4th	+3		+4	+1	+4		5	3	2	-	-	-	-	-	-	-
5th	+3		+4	+1	+4		5	3	2	1	-	-	-	-	-	-
6th	+4		+5	+2	+5		5	3	3	2	-	-	-	-	-	-
7th	+5		+5	+2	+5		6	4	3	2	1	-	-	-	-	-
8th	+6/+1		+6	+2	+6		6	4	3	3	2	-	-	-	-	-
9th	+6/+1		+6	+3	+6		6	4	4	3	2	1	-	-	-	-
10th	+7/+2		+7	+3	+7		6	4	4	3	3	2	-	-	-	-
11th	+8/+3		+7	+3	+7		6	5	4	4	3	2	1	-	-	-
12th	+8/+3		+8	+4	+8		6	5	4	4	3	3	2	-	-	-
13th	+9/+4		+8	+4	+8		6	5	5	4	4	3	2	1	-	-
14th	+10/+5		+9	+4	+9		6	5	5	4	4	3	3	2	-	-
15th	+11/+6/+6		+9	+5	+9		6	5	5	5	4	4	3	2	1	-
16th	+12/+7/+7		+10	+5	+10		6	5	5	5	4	4	3	3	2	-
17th	+12/+7/+7		+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18th	+13/+8/+8		+11	+6	+11		6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+9		+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+10		+12	+6	+12		6	5	5	5	5	5	4	4	4	4

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 deities 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 deities alignment (see the detect evil spell for details). Clerics who dont 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 clerics spell is 10 + the spell level + the clerics 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 clerics 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. 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), cant 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 (players 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 cant cast spells of an alignment opposed to his own or his deities (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 clerics 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.

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).

5.1.4 Druid

“Fly like a butterfly! Sting like a bee! Cast spells like a cleric!”

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Starting Gold: 2d4x10 gp (50 Gold)

Starting Age: As Druid

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) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

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 druids spell is 10 + the spell level + the druids 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

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1	2	3	4	5	6	7	8	9
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	+8/+3	+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/+6	+9	+5	+9	Timeless Body, Wild Shape (Huge)	6	5	5	5	4	4	3	2	1	-
16th	+12/+7/+7	+10	+5	+10	Wild Shape (Elemental 1/day)	6	5	5	5	4	4	3	3	2	-
17th	+12/+7/+7	+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18th	+13/+8/+8	+11	+6	+11	Wild Shape (6/day, Elemental 2/day)	6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+9	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+10	+12	+6	+12	Wild Shape (Elemental 3/day, Huge Elemental)	6	5	5	5	5	5	4	4	4	4

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.

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 Natures 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 forms 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 elementals extraordinary, supernatural, and spell-like abilities. She also gains the elementals 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.

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. A druid's animal companion is superior to a normal animal of its kind and has special powers.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

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

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st2nd	+0	+0	+0	1	Link, share spells
3rd5th	+2	+2	+1	2	Evasion
6th8th	+4	+4	+2	3	Devotion
9th11th	+6	+6	+3	4	Multiattack
12th14th	+8	+8	+4	5	
15th17th	+10	+10	+5	6	Improved evasion
18th20th	+12	+12	+6	7	

attack bonus is the same as that of a druid of a level equal to the animals HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animals HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monsters Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companions existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companions 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 dont require any training time or Handle Animal checks, and they dont count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they cant 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 doesnt 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 druids 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 companions 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.

5.1.5 Fighter

“I’ve seen this kind of fire-breathing chicken-demon before. We’re going to need more rope. Also a bigger cart.”

The Fighter is a versatile combatant who is able to actively disrupt the activities of his enemies. Fighters represent plucky heroes and grizzled veterans, but they always appear to surmount impossible odds. Which means in retrospect that the odds weren’t all that impossible. At least, not for someone with a Fighter’s talents.

Playing a Fighter: Fighters are often handed to beginning players in order to help them learn the ropes. This is a cruel practice that dates back to when the Fighter was explicitly a weak class that players were forced to play to the (quit proximate) death if for whatever reason they didn’t roll well enough on their stats to play a real character. The Fighter described here is not the hazing ritual of old, but it is a more complicated character than many others, being the non-magical equivalent to the Wizard. Beginning characters should probably be given a Barbarian, Conduit, or Rogue character to introduce them to the game mechanics of D&D.

A Fighter has an answer for virtually any circumstance and a great deal of adaptability and flexibility, and benefits greatly from being played by a player who actually knows how far a Roper's strands or a Beholder's rays reach. The Fighter character is archetypically a character who uses her opponent's limitations against them, and it really slows down play if the player needs to have those limitations explained during combat. As such, a full classed Fighter is recommended for experienced players of the game.

That being said, a level or two of Fighter can give some breadth and resilience to almost any martial build, and makes a good multiclassing dip even (sometimes especially) for inexperienced players.

Alignment: Every alignment has its share of Fighters, however more Fighters are of Lawful alignment than of Chaotic Alignment.

Races: Every humanoid race has warriors, but actual Fighters are rarer in societies that don't value logistics and planning. So while there are many Fighters among the Hobgoblins, Dwarves, and Fire Giants, a Fighter is rarely seen among the ranks of the Orcs, Gnomes, or Ogres.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Fighter.

Hit Die: d10

Class Skills: The Fighter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skills/Level: 6 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Weapons Training, Combat Focus
2nd	+2	+3	+3	+3	Bonus Feat
3rd	+3	+3	+3	+3	Problem Solver, Pack Mule
4th	+4	+4	+4	+4	Bonus Feat
5th	+5	+4	+4	+4	Logistics Mastery, Active Assault
6th	+6/+1	+5	+5	+5	Bonus Feat
7th	+7/+2	+5	+5	+5	Forge Lore, Improved Delay
8th	+8/+3	+6	+6	+6	Bonus Feat
9th	+9/+4	+6	+6	+6	Foil Action
10th	+10/+5	+7	+7	+7	Bonus Feat
11th	+11/+6/+6	+7	+7	+7	Lunging Attacks
12th	+12/+7/+7	+8	+8	+8	Bonus Feat
13th	+13/+8/+8	+8	+8	+8	Array of Stunts
14th	+14/+9/+9	+9	+9	+9	Bonus Feat
15th	+15/+10/+10	+9	+9	+9	Greater Combat Focus
16th	+16/+11/+11/+11	+10	+10	+10	Bonus Feat
17th	+17/+12/+12/+12	+10	+10	+10	Improved Foil Action
18th	+18/+13/+13/+13	+11	+11	+11	Bonus Feat
19th	+19/+14/+14/+14	+11	+11	+11	Intense Focus, Supreme Combat Focus
20th	+20/+15/+15/+15	+12	+12	+12	Bonus Feat

All of the following are Class Features of the Fighter class.

Weapon and Armor Proficiency: Fighters are proficient with all simple and Martial Weapons. Fighters are proficient with Light, Medium, and Heavy Armor and with Shields and Great Shields.

Weapons Training (Ex): Fighters train obsessively with armor and weapons of all kinds, and using a new weapon is easy and fun. By practicing with a weapon he is not proficient with for a day, a Fighter may permanently gain proficiency with that weapon by succeeding at an Intelligence check DC 10 (you may not take 10 on this check).

Combat Focus (Ex): A Fighter is at his best when the chips are down and everything is going to Baator in a handbasket. When the world is on fire, a Fighter keeps his head better than anyone. If the Fighter is in a situation that is stressful and/or dangerous enough that he would normally be unable to "take 10" on skill checks, he may spend a Swift Action to gain Combat Focus. A Fighter may end his Combat Focus at any time to reroll any die roll he makes, and if not used it ends on its own after a number of rounds equal to his Base Attack Bonus.

Problem Solver (Ex): A Fighter of 3rd level can draw upon his intense and diverse training to respond to almost any situation. As a Swift action, he may choose any [Combat] feat he meets the prerequisites for and use it for a number of rounds equal to his base attack bonus. This ability may be used once per hour.

Pack Mule (Ex): Fighters are used to long journeys with a heavy pack and the use of a wide variety of weaponry and equipment. A 3rd level Fighter suffers no penalties for carrying a medium load, and may retrieve stored items from his person without provoking an attack of opportunity.

Logistics Mastery (Ex): Fighters are excellent and efficient logisticians. When a Fighter reaches 5th level, he gains a bonus to his Command Rating equal to one third his Fighter Level.

Active Assault (Ex): A 5th level Fighter can flawlessly place himself where he is most needed in combat. He may take a 5 foot step as an immediate action. This is in addition to any other movement he takes during his turn, even another 5 foot step.

Forge Lore: A 7th level Fighter can produce magical weapons and equipment as if he had a Caster Level equal to his ranks in Craft.

Improved Delay (Ex): A Fighter of 7th level may delay his action in one round without compromising his Initiative in the next round. In addition, a Fighter may interrupt another action with his delayed action like it was a readied action (though he does not have to announce his intentions before hand).

Foil Action (Ex): A 9th level Fighter may attempt to monkeywrench any action an opponent is taking. The Fighter may throw sand into a beholder's eye, bat aside a key spell component, or strike a weapon hand with a thrown object, but the result is the same: the opponent's action is wasted, and any spell slots, limited ability uses, or the like used to power it are expended. A Fighter must be within 30 feet of his opponent to use this ability, and must hit with a touch attack or ranged touch attack. Using Foil Action is an Immediate action. At 17th level, Foil Action may be used at up to 60 feet.

Lunging Attacks (Ex): The battlefield is an extremely dangerous place, and 11th level Fighters are expected to hold off Elder Elementals, Hezrous, and Hamatulas. Fighters of this level may add 5 feet to the reach of any of their weapons.

Array of Stunts (Ex): A 13th level Fighter may take one extra Immediate Action between his turns without sacrificing a Swift action during his next turn.

Greater Combat Focus (Ex): At 15th level, a Fighter may voluntarily expend his Combat Focus as a non-action to suppress any status effect or ongoing spell effect on himself for his Base Attack Bonus in rounds.

Intense Focus (Ex): A 19th level Fighter may take an extra Swift Action each round (in addition to the extra Immediate Action he can take from Array of Stunts).

Supreme Combat Focus (Ex): A 19th level Fighter may expend his Combat Focus as a non-action to take 20 on any die roll. He must elect to use Supreme Combat Focus before rolling the die.

5.1.6 Paladin

“Act only according to that maxim whereby you can at the same time will that it should become a universal law.” - Immanuel Kant

A paladin believes in a set of duties based on a universal moral law. Whether paladins are right about this is a matter of dispute among philosophers to this day, but wise men don't raise the topic to a paladin's face. Despite this ideological inflexibility, most paladins are pretty nice people: they keep their promises, help the needy, and work to make the world a better place to live.

Playing a Paladin: Paladins excel at two things, slaying evil creatures and helping protect and heal their allies. While most new players can handle the former just fine, the latter benefits from a knowledge of monster attacks and appropriate defenses that new players won't have. Many of a paladin's abilities rely on appropriate use of their spells, adding to the class's complexity.

Alignment: Paladins must be Good: their powers come from their connection to the ideal of Good, and if they stray from that alignment, they lose most of their abilities. Many paladins are also Lawful because of the strictness of their philosophy, but there are Chaotic paladins who also uphold the code of conduct.

Races: Most paladins come from races where goodness is at least accepted, if not actively endorsed. However, evil races generate their share of renegades, some of whom find the paladin's philosophy to their liking.

Starting Gold: 6d6x10 gp (210 gold).

Starting Age: As paladin.

Hit Die: d10.

Class Skills: The paladin's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nobility

and royalty) (Int), Knowledge (religion), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Aura of good, code of conduct, Mounted Combat, spells, turn undead
2	+2	+3	+0	+3	Divine grace, smite evil +1d6
3	+3	+3	+1	+3	Aura of courage, divine health, divine inspiration
4	+4	+4	+1	+4	Smite evil +2d6
5	+5	+4	+1	+4	Aura of defiance, special mount
6	+6/+1	+5	+2	+5	Divine inspiration, smite evil +3d6
7	+7/+2	+5	+2	+5	Aura of resolve
8	+8/+3	+6	+2	+6	Smite evil +4d6, mettle
9	+9/+4	+6	+3	+6	Aura of health, divine inspiration, fast casting (0 and 1st)
10	+10/+5	+7	+3	+7	Smite evil +5d6
11	+11/+6/+6	+7	+3	+7	Aura of life, fast casting (2nd)
12	+12/+7/+7	+8	+4	+8	Divine inspiration, smite evil +6d6
13	+13/+8/+8	+8	+4	+8	Fast casting (3rd)
14	+14/+9/+9	+9	+4	+9	Aura of freedom, smite evil +7d6
15	+15/+10/+10	+9	+5	+9	Divine inspiration, fast casting (4th)
16	+16/+11/+11/+11	+10	+5	+10	Smite evil +8d6
17	+17/+12/+12/+12	+10	+5	+10	Aura of truth, fast casting (5th)
18	+18/+13/+13/+13	+11	+6	+11	Divine inspiration, smite evil +9d6
19	+19/+14/+14/+14	+11	+6	+11	Aura of forbiddance, fast casting (6th)
20	+20/+15/+15/+15	+12	+6	+12	Miracle, smite evil +10d6

All of the following are class features of the paladin class.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields and great shields.

Aura of Good (Ex): The power of a paladin's aura of good is equal to her paladin level.

Code of Conduct: Paladins follow a strict moral philosophy with two key features: only intentions, not consequences, matter; and any moral obligation applies to all rational creatures, at all times. Paladins derive their duties from considering if they would want everyone to act as they do all the time. If they would, that's a universal duty; if not, that action is forbidden. Paladins respect the autonomy and free wills of rational creatures, and treat all rational creatures, even evil ones, as ends in themselves, rather than as means to an end. Paladins imagine a hypothetical kingdom where all rational creatures both follow and create the laws, and choose laws based on what would make this kingdom a better place to live. Of course, since they believe that everyone should act this way too, they aren't much fun at cocktail parties.

While adventuring, paladins encounter a lot of creatures with alien mentalities and biologies. Most paladins consider monsters with incomprehensible or inflexible viewpoints outside the community of rational creatures, even if they're otherwise intelligent, so feel no obligation to treat them any differently from animals. Similarly, most paladins feel that creatures obligated to kill other rational creatures for sustenance, such as vampires and illithids, should voluntarily commit suicide, and that if they fail in this duty, other rational creatures may "assist" them in its performance.

The list that follows is some examples of how paladins interpret their code in practice. However, it's not exhaustive.

- Paladins may not lie or deceive. If no one told the truth, language would be useless.
- Paladins must fulfill their promises. If everyone broke promises, there would be no point in making them.
- Paladins may not use mind-affecting effects. Mind-affecting abilities destroy the autonomy of rational creatures.
- Paladins must slay evil when possible. Remember that not only does an afterlife exist, but one can go there and visit it to watch Evil souls receive rewards from Evil deities. Since killing Evil people makes both them and everyone else better off (because they're no longer around in life to do Evil), it is in fact a moral duty to send successful Evil to the afterlife expediently.
- Paladins may not steal. If everyone stole, the concept of property would be meaningless. This doesn't, however, prevent paladins from killing evil creatures, then taking their stuff.
- Paladins must offer reasonable aid to those needier than themselves. If no one gave appropriate charity, than they could not expect any assistance when they needed it.
- Paladins must seek to develop their talents; thus, most paladins are adventurers. If no one cultivated their abilities, the world would be a poorer place.

- Paladins must not treat animals and similar creatures with cruelty. Deliberate cruelty deadens the feeling of compassion that promotes moral behavior towards rational creatures.

Mounted Combat: A paladin gains Mounted Combat as a bonus feat at first level. If she already has Mounted Combat, she may gain any [Combat] feat she meets the prerequisites for instead.

Spells: A paladin casts divine spells which are drawn from the paladin spell list. When a paladin gain access to a new level of spells, she automatically knows all the spells for that level on the paladin spell list; essentially, her spell list is the same as her spells known list. In addition, her divine inspiration class feature (see below) allows her to add a small number of spells to her spell list. She can cast any spell she knows without preparing it ahead of time.

To cast a paladin spell, a paladin must have a Charisma score of 10 + the spell's level. The Difficulty Class of the saving throw against a paladin's spells are 10 + the spell's level + her Cha modifier. A paladin has the same number of spells per day as a bard, except that she never gains more than three spell slots per level. She gains bonus spells for a high Charisma.

A paladin's caster level is equal to her class level.

Paladin Spells:

0 Level (Orisons): *create water, cure minor wounds, detect evil, detect magic, detect poison, guidance, light, purify food and drink, read magic, resistance, virtue*

1st Level: *bless water, bless weapon, cure light wounds, detect undead, divine favor, endure elements, enlarge person, magic weapon, protection from evil, remove fear, shield of faith*

2nd Level: *bear's endurance, bull's strength, consecrate, cure moderate wounds, delay poison, eagle's splendor, magic circle against evil, remove disease, remove paralysis, lesser restoration, resist energy, shield other, status*

3rd Level: *continual flame, cure serious wounds, daylight, discern lies, dispel magic, divine power, haste, holy smite, keen edge, greater magic weapon, magic vestment, neutralize poison, remove blindness/deafness, remove curse, restoration*

4th Level: *atonement, break enchantment, cure critical wounds, dimensional anchor, dispel evil, disrupting weapon, mass enlarge person, heal mount, holy sword, mark of justice, spell immunity, stoneskin, righteous might*

5th Level: *mass cure light wounds, greater dispel magic, hallow, heroes' feast, holy word, regenerate, greater restoration, spell resistance*

6th Level: *greater spell immunity, heal, holy aura, mind blank, refuge, word of recall*

Aura of Defiance (Su): Beginning at 5th level, a paladin gains a second aura, which grants her immunity to charm effects. Each ally within 60 feet of her gains a +4 morale bonus on saving throws against charm effects.

While her aura of good is always active, she may only have one other aura active at any time. She may change which aura she has active as a swift action. All auras (except her aura of good) function only when she is conscious.

Special Mount: Starting at 5th level, a paladin gains the services of a level-appropriate cohort whom she rides into battle. This cohort does not gain XP and is always two levels lower than the paladin's character level. Typical choices include good-aligned dragons and magical beasts or quadruped outsiders with the [Good] subtype, but almost anything works so long as it's rational and willing to follow the paladin's code, and she can ride it.

The paladin and her mount share an empathic link out to a distance of up to 1 mile. 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.

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

Turn Undead (Su): A paladin can turn undead as a cleric. She may use this ability a number of times per day equal to 3 + her Charisma modifier.

Divine Grace (Su): Beginning at 2nd level, a paladin gains a sacred bonus to her saving throws equal to her Charisma bonus (if any).

Smite Evil (Su): Starting at 2nd level, a paladin deals 1d6 extra damage to any evil creatures she attacks in melee. These dice are not multiplied by damage multipliers, and are not applied to any bonus attacks beyond those granted by Base Attack Bonus. This damage increases by +1d6 every two levels thereafter.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 60 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 (Su): Starting at 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Divine Inspiration: At 3rd level, a paladin may add a single cleric spell from the abjuration, conjuration (healing), evocation, or transmutation schools, or a single spell with the [Good] descriptor, to her spell list. This spell must be of a level equal to or lower than the highest she can cast, and must not have the death, evil, or mind-affecting descriptors. She may add another spell to her spell list, subject to the same restrictions, at 6th, 9th, 12th, 15th, and 18th levels.

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.

Aura of Resolve (Su): Beginning at 7th level, a paladin gains the aura of resolve, which grants her immunity to compulsion effects. Each ally within 60 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

Mettle (Ex): Starting at 8th level, a paladin who succeeds on a Fortitude partial or Willpower partial save takes no effect, as if she had immunity.

Aura of Health (Su): Beginning at 9th level, a paladin gains the aura of health, which grants her immunity to all poisons. Each ally within 60 feet of her gains a +4 morale bonus on saving throws against poison.

Fast Casting: Starting at 9th level, a paladin can cast any paladin orison or 1st-level paladin spell as a swift action, as if she had applied the Quicken metamagic feat to the spell; if she wishes to add additional metamagic, it doesn’t increase the casting time beyond a swift action. Every two levels thereafter, the level of spells she can cast as a swift action increases by one.

Aura of Life (Su): Beginning at 11th level, a paladin gains the aura of life, which grants her immunity to death effects and negative energy. Each ally within 60 feet of her gains a +4 morale bonus on saving throws against death effects and negative energy effects.

Aura of Freedom (Su): Starting at 14th level, a paladin gains the aura of freedom, which grants her the effects of freedom of movement continuously. Each ally within 60 feet of her gains a +4 morale bonus on saving throws against effects that freedom of movement would prevent.

Aura of Truth (Su): Beginning at 17th level, a paladin gains the aura of truth, which grants her the effects of true seeing continuously. Each ally within 60 feet of her gains a +4 morale bonus on saving throws against illusions.

Aura of Forbiddance (Su): Starting at 19th level, a paladin gains the aura of forbiddance, which allows her to prevent any planar travel effect with 60 feet of her from occurring, at her option. No save is offered against this effect.

Miracle (Sp): Beginning at 20th level, a paladin may use miracle as spell-like ability once per day.

Ex-Paladins: A paladin who ceases to be 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.

5.1.7 Knight

“Do you hear me you big lizard? You unhand that young man this instant!”

Knights are more than a social position; in fact many knights don’t have any social standing at all. These knight errants uphold the values of honor, and make a name for themselves adventuring.

Playing a Knight: A Knight has the potential to dish out tremendous damage to a single opponent, and it is tempting to think of them as monster killers. However, it is best to realize in advance that the Knight does not often realize their tremendous damage output. The threat of the Knight’s Designate Opponent ability is just that – a threat. A Knight excels at defensive tasks, and attacking a Knight is often one of the least effective options an opponent might exercise.

So by making it be a logical combat action for your opponents to attack your party’s defensive expert, you’ve really contributed a lot to the party. A Knight can take a lot of the heat off the rest of the party. So don’t get frustrated if enemies constantly interrupt your Designate Opponent action – that’s the whole point. A Knight’s role is to protect others, and the best way you can do that is to provide a legitimate threat to your opponents.

Alignment: Many Knights are Lawful. But not all of them. You have to maintain your code of conduct, but plenty of Chaotic creatures can do that too.

Races: Knights require a fairly social background to receive their training. After all, a solitary creature generally has little use for honor. As such, while Knights often spend tremendous amounts of time far from civilization, they are almost exclusively recruited from the ranks of races that are highly urban in nature.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Fighter.

Hit Die: d12

Class Skills: The Knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (History, Nobility, and Geography) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+0	+0	+2	Designate Opponent, Mounted Combat, Code of Conduct
2nd	+2		+0	+0	+3	Damage Reduction
3rd	+3		+1	+1	+3	Energy Resistance, Speak to Animals
4th	+4		+1	+1	+4	Immunity to Fear, Knightly Spirit
5th	+5		+1	+1	+4	Command
6th	+6/+1		+2	+2	+5	Defend Others, Quick Recovery
7th	+7/+2		+2	+2	+5	Bastion of Defense, Draw Fire
8th	+8/+3		+2	+2	+6	Mettle, Spell Shield
9th	+9/+4		+3	+3	+6	Sacrifice
10th	+10/+5		+3	+3	+7	Knightly Order

All of the following are Class Features of the Knight class.

Weapon and Armor Proficiency: Knights are proficient with all simple weapons and Martial Weapons. Knights are proficient with Light, Medium, and Heavy Armor, Shields and Great Shields.

Designate Opponent (Ex): As a Swift Action, a Knight may mark an opponent as their primary foe. This foe must be within medium range and be able to hear the Knight's challenge. If the target creature inflicts any damage on the Knight before the Knight's next turn, the attempt fails. Otherwise, any attacks the Knight uses against the opponent during her next turn inflict an extra d6 of damage for each Knight level. This effect ends at the end of her next turn, or when she has struck her opponent a number of times equal to the number of attacks normally allotted her by her Base Attack Bonus.

Example: Vayn is a 6th level Knight presently benefiting from a haste spell, granting her an extra attack during a Full Attack action. On her turn she designates an Ettin as her primary opponent, and the Ettin declines to attack her during the ensuing turn. When her next turn comes up, she uses a Full Attack and attacks 3 times. The first two hits inflict an extra 6d6 of damage, and then she designates the Ettin as her opponent again. It won't soon ignore her!

Mounted Combat: A Knight gains Mounted Combat as a bonus feat at 1st level. If she already has Mounted Combat, she may gain any Combat feat she meets the prerequisites for instead.

Code of Conduct: A Knight must fight with honor even when her opponents do not. Indeed, a Knight subscribes to honor to a degree far more than that which is strictly considered necessary by other honorable characters. Actions which even hint at the appearance of impropriety are anathema to the Knight:

- A Knight must not accept undue assistance from allies even in combat. A Knight must refuse bonuses from Aid Another actions.
- A Knight must refrain from the use poisons of any kind, even normally acceptable poisons such as blade toxins.
- A Knight may not voluntarily change shape, whether she is impersonating a specific creature or not.
- A Knight may not sell Magic Items.

A Knight who fails to abide by her code of conduct loses the ability to use any of her Knightly abilities which require actions until she atones.

Damage Reduction (Ex): A Knight trains to suffer the unbearable with chivalry and grace. At 2nd level, she gains Damage Reduction of X/-, where X is half her Knight level, rounded down.

Energy Resistance (Ex): A Knight may protect herself from energy types that she expects. As a Swift Action, a 3rd level Knight may grant herself Energy Resistance against any energy type she chooses equal to her Knight Level plus her Shield Bonus. This energy resistance lasts until she spends a Swift Action to choose another Energy type or her Shield bonus is reduced.

Speak to Animals (Ex): A Knight can make herself understood by beasts. Her steed always seems to be able to catch the thrust of anything she says. A 3rd level Knight gains a bonus to any of her Ride and Handle Animal checks equal to half her Knight Level. In addition, there is no limit to how many tricks she can teach a creature, and her her Handle Animal checks are not penalized for attempting to get a creature to perform a trick it does not know.

Immunity to Fear (Ex): At 4th level, a Knight becomes immune to [Fear] effects.

Knightly Spirit (Ex): As a Move Equivalent Action, a 4th level Knight may restore any amount of attribute damage or drain that she has suffered.

Command: A Knight gains Command as a bonus feat at level 5.

Defend Others (Ex): A 6th level Knight may use her own body to defend others. Any ally adjacent to the Knight gains Evasion, though she does not.

Quick Recovery (Ex): If a 6th level Knight is stunned or dazed during her turn, that condition ends at the end of that turn.

Example: Vayn is hit by a mindblast and would be stunned for 7 turns. She misses her next action and then shakes off the condition ready to fight.

Bastion of Defense (Ex): A 7th level Knight can defend others with great facility. All adjacent allies except the Knight gain a +2 Dodge bonus to their Armor Class and Reflex Saves.

Draw Fire (Ex): A 7th level Knight can exploit the weaknesses of unintelligent opponents. With a Swift Action, she may pique the interest of any mindless opponent within medium range. That creature must make a Willpower Save (DC 10 + $\frac{1}{2}$ Hit Dice + Constitution Modifier) or spend all of its actions moving towards or attacking the Knight. This effect ends after a number of rounds equal to the Knight's class level.

Mettle (Ex): An 8th level Knight who succeeds at a Fortitude Partial or Willpower Partial save takes no effect as if she had immunity.

For example, if Vayn was hit with an inflict wounds spell and made her saving throw, she would take no damage instead of the partial effect in the spell description (half damage in this case).

Spell Shield (Ex): An 8th level Knight gains Spell Resistance of 5 + her character level. This Spell Resistance is increased by her shield bonus to AC if she has one.

Sacrifice (Ex): As an immediate action, a 9th level Knight may make herself the target of an attack or targeted effect that targets any creature within her reach.

Knightly Order: What is a powerful Knight without a descriptive adjective? Upon reaching 10th level, a Knight must join or found a Knightly order. From this point on, she may ignore one of the prerequisites for joining a Knightly Order prestige class. In addition, becoming a member of an order has special meaning for a 10th level Knight, and she gains an ability related to the order she joins. Some sample orders are listed below:

- **Angelic Knight:** The Angelic Knights are a transformational order that attempts to live by the precepts of the upper planes. An Angelic Knight gains wings that allow her to fly at double her normal speed with perfect maneuverability. Also an Angelic Knight benefits from protection from evil at all times.
- **Bane Knight:** The Bane Knights stand for running around burning the countryside with extreme burning. Bane Knights are immune to fire and do not have to breathe. In addition, a Bane Knight may set any unattended object on fire with a Swift Action at up to Medium Range.
- **Chaos Knight:** Chaos Knights stand for madness and Giant Frog. With the powers of Giant Frog, they can Giant Frog. Also their natural armor bonus increases by +5 and they are immune to sleep effects.
- **Dragon Knight:** Dedicated to the Platinum Dragon, the Dragon Knights serve love and justice in equal measure as dishes to those who need them. A Dragon Knight gains a +5 bonus to Sense Motive and any armor she wears has its enhancement bonus increased to +5 (it also gains a platinum sheen in the process, and as a side effect a Dragon Knight is never dirty for more than a few seconds).
- **Elemental Knight:** The Elemental Knights may be dedicated to a particular element, or somehow dedicated to all of them. An Elemental Knight can planeshift at will to any Inner plane or the Prime Material plane. Also, she is immune to stunning and always benefits from attune form when on any Inner Plane.
- **Fey Knight:** Using the powers of the Sprites, the Fey Knight has many fairy strengths. Firstly, she gains DR 10/Iron. Also, any of her attacks may do non-lethal damage at any time if this is desired. Also she never ages and does not need to drink.
- **Great Knight:** Clad in opulent armor, the Great Knight cares only for her own power. The Great Knight gains a +4 bonus on Disarm or Sunder tests, and gains a +4 Profane bonus to her Strength.
- **Hell Knight:** Forged in the sulphurous clouds of Baator, the Hell Knight is bathed in an evil radiance. In addition to being granted a ceremonial weapon made of green steel, a Hell Knight gains the coveted see in darkness ability of the Baatorians. Also, she has an inherent ability to know what every creature within 60' of finds most repugnant.
- **Imperial Knight:** The great Empire needs champions able to unswervingly support its interests, and the Imperial Knight is one of the best. She may impose a zone of truth at will as a Supernatural ability, and all of her attacks are Lawfully aligned. Also, she continuously benefits from *magic circle against chaos*.

5.1.8 Monk

“I am a Grand Master of Flowers. You are not.”

Fantasy literature’s view of the “martial artist” has about as much to do with a real martial artist as its view of salamanders has to do with real salamanders. But let’s face the facts: Monks are totally sweet. They flip out and kill people with their hands. A Monk does not practice any “real” martial art, we call those people “Fighters” – a Monk practices an entirely magical martial art that only works in areas where badgers can talk and winged horses can fly.

Every Monk follows a different martial path that involves jumping super high and having glowing things coming off of their hands when they perform their super moves. Some monks use weapons, but most just use their hands and feet to devastating effect. Some Monks shout the names of their techniques in battle to demoralize their opponents, others stay aloof and silent during even the toughest of challenges.

Alignment: Monks may be of any alignment. Really. If a bar brawl breaks out, some Monks will try to break it up, other Monks will join in. Whatever.

Races: Because the martial paths of a Monk embrace all manners of comportment, from Stoic Lawfulness to Boisterous Chaos, almost every sapient race has those who take up the monk’s path. With its lack of emphasis on ranged weaponry, few of the slower races turn towards these magical combat styles, and halflings and dwarves rarely become monks. The discipline emphasizes physical strength as much as it emphasizes perceptiveness and inner strength, so orcs are as likely to become monks as Kuo-Toa are.

Starting Gold: 2d4x10 gp (50 gold)

Starting Age: As Monk.

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 (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1st	+1	+2	+2	+2	Armored in Life, Fatal Strike, Willow Step, Fighting Style	+4
2nd	+2	+3	+3	+3	Rain of Flowers, Abundant Leap	+5
3rd	+3	+3	+3	+3	Fighting Style	+5
4th	+4	+4	+4	+4	Diamond Soul	+6
5th	+5	+4	+4	+4	Fighting Style	+6
6th	+6/+1	+5	+5	+5	Walk of a Thousand Steps	+7
7th	+7/+2	+5	+5	+5	Fighting Style	+7
8th	+8/+3	+6	+6	+6	Immaculate Diamond Soul	+8
9th	+9/+4	+6	+6	+6	Master Fighting Style	+8
10th	+10/+5	+7	+7	+7	Leap of the Clouds	+9
11th	+11/+6/+6	+7	+7	+7	Master Fighting Style	+9
12th	+12/+7/+7	+8	+8	+8	Master of the Four Winds	+10
13th	+13/+8/+8	+8	+8	+8	Master Fighting Style	+10
14th	+14/+9/+9	+9	+9	+9	Master of the Four Seasons	+11
15th	+15/+10/+10	+9	+9	+9	Grand Master Fighting Style	+11
16th	+16/+11/+11/+11	+10	+10	+10	Master of Diamond Soul	+12
17th	+17/+12/+12/+12	+10	+10	+10	Grand Master Fighting Style	+12
18th	+18/+13/+13/+13	+11	+11	+11	Perfect Mastery	+13
19th	+19/+14/+14/+14	+11	+11	+11	Grand Master Fighting Style	+13
20th	+20/+15/+15/+15	+12	+12	+12	Grand Master of Flowers	+14

All of the following are Class Features of the Monk class.

Weapon and Armor Proficiency: Monks are proficient with all simple weapons, as well any weapon defined as a special monk weapon, such as the sai, the nunchuka, the kama, the shuriken, and the triple staff. Monks are not proficient with any armor or shields of any kind.

Armored in Life (Su): A Monk has a special Armor bonus whenever they are not using armor or shields that he is not proficient in. This Armor Bonus applies against Touch Attacks and Incorporeal Touch Attacks, and has a value of +4. Every even numbered class level, the Armored in Life bonus increases by 1. If the Monk wears armor which he is proficient in (for example: normal clothing) that has an enhancement bonus, that enhancement bonus applies to his Armored in Life Armor Bonus.

Wilow Step (Su): A true monk does not seek to outrun the fist, but to anticipate it. If a Monk would be allowed to add his Dexterity modifier to a Reflex Save or Armor Class, he may add his Wisdom bonus (if positive) instead.

Fatal Strike (Su): A Monk has a natural weapon Slam in addition to whatever else he is capable of doing. As a natural slam attack, if he uses no other natural or manufactured weapons he adds his Strength and a half to damage and may make iterative attacks if he has sufficient BAB. If the slam is used with other weaponry, it becomes a secondary natural attack, suffers a -5 penalty to-hit, and adds only half his Strength modifier to damage. A monk's slam attack does a base of 1d8 damage for a medium sized monk and does more or less damage as appropriate if the Monk is larger or smaller than medium size.

Fighting Style (Su): At levels 1, 3, 5, and 7, the Monk learns a Fighting Style. Each Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Fighting Style Abilities:

- While Active, your Fighting Style provides a +4 Dodge Bonus to AC.
- While Active, your Fighting Style provides a +4 Dodge Bonus to Saving Throws.
- While Active, your Fighting Style forces any opponent struck by your slam attack to make a Fortitude Save (DC 10 + $\frac{1}{2}$ your character level + your Wisdom Modifier) or become stunned for one round.
- While Active, your Fighting Style allows you to make an attack of opportunity against any opponent who attacks you. This attack of opportunity must be a trip or disarm attempt.
- While Active, your Fighting Style provides you with concealment.
- While Active, your Fighting Style provides a +30' Insight Bonus to your movement rate.
- While Active, your Fighting Style allows your slam attacks to ignore hardness and DR.
- While Active, your Fighting Style provides any bonuses it gives to your slam attack to any attack you make with any weapon.
- While Active, your Fighting Style causes your slam attack to inflict piercing damage and to inflict 2 points of Constitution damage.
- While Active, your Fighting Style causes your slam attack to inflict slashing damage and to reduce your opponent's movement rate by 10' every time they suffer damage from it. This movement rate reduction can be healed like ability damage (treating 5' of movement as 1 point of ability damage).
- While Active, your Fighting Style allows you to move through occupied spaces as if they were unoccupied and you provoke no attacks of opportunity for your movement.

Rain of Flowers (Su): Any time a 2nd level Monk inflicts lethal damage, he may elect to inflict non-lethal damage instead. Any time a Monk inflicts non-lethal damage, he may elect to inflict lethal damage instead.

Abundant Leap (Su): At 2nd level, a Monk's ability to jump is unbounded by his height. In addition, the DC for any jump check is divided by two.

Diamond Soul (Su): At 4th level, the Monk gains Spell Resistance equal to 5 + his character level. At 8th level, his soul becomes immaculate and his Spell Resistance improves to 10 + character level, and at 16th level he masters his diamond soul and his spell resistance improves to 15 + character level.

Walk of a Thousand Steps: Once per day, a Monk of sixth level or higher may activate a Fighting Style and extend its duration to 1 round/level rather than 1 round. Activating this Fighting Style is still a Swift Action. Other Fighting Styles may be activated during this period, though their duration is normally going to be only 1 round.

Master Fighting Style (Su): At levels 9, 11, and 13, the Monk learns a Master Fighting Style. Each Master Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Master Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Master Fighting Style Abilities. When a Monk gains a new Master Fighting Style, he may replace one of his Fighting Styles with a different Fighting Style.

- While Active, your Master Fighting Style allows you to *teleport* yourself and everything you are physically carrying 60 feet in any direction as a free action usable once per round.
- While Active, your Master Fighting Style provides total concealment.
- While Active, your Master Fighting Style transforms your slam attacks into Force effects that inflict Force damage.

- While Active, your Master Fighting Style affects any creature struck with your slam attack with a *banishment* effect that transports it back to its home plane unless it succeeds at a Will save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier). Outsiders suffer a -4 penalty to their saving throw. A creature so banished, may not return to the plane it was banished from for a year.
- While Active, your Master Fighting Style forces any creature struck by your slam attack to make a Reflex Save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or be helpless for one round.
- While Active, your Master Fighting Style provides you the effect of an *air walk* spell, and gives you a +20' Competence bonus to your speed.
- While Active, your Master Fighting Style affects any opponent you successfully trip or bullrush with the violent thrust version of *telekinesis*, with a caster level equal to your character level. There is no saving throw against this effect.
- While Active, your Master Fighting Style allows you to shoot fire out of your hands or mouth as a standard action. The fire can be shot out to medium range, requires a ranged touch attack, and inflicts 1d6 of fire damage per character level if it hits.
- While Active, your Master Fighting Style causes your slam attack to inflict vile damage.
- While Active, your Master Fighting Style forces every creature within 10 feet of you to make a Will save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or become panicked for one minute.
- While Active, your Master Fighting Style affects any target you strike with your slam attack with a targeted version *greater dispelling* with a caster level equal to your character level.
- While Active, your Master Fighting Style causes 5d6 of Sonic damage to everything within 30 feet of you when you inflict damage with your slam attack against any target. You are immune to Sonic damage while your Master Fighting Style is active.
- Instead of gaining a Master Fighting Style Ability, you may choose two regular Fighting Style Abilities.

Leap of the Clouds (Su): At 10th level, the DC for any jump check is divided by 5.

Master of the Four Winds (Su): The Monk's breath of life is carried on the winds of fate. At 12th level, if the monk is restored to life, he doesn't lose a level for doing so.

Master of the Four Seasons: Time passes relentlessly in the world, but for a monk of 14th level, the change of seasons is as no change at all. He no longer appears to age, never accumulates any additional penalties for growing older and will never die of old age.

Grand Master Fighting Style (Su): At levels 15, 17, and 19, the Monk learns a Grand Master Fighting Style. Each Grand Master Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Grand Master Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Grand Master Fighting Style Abilities. When a Monk gains a new Grand Master Fighting Style, he may replace one of his Fighting Styles or Master Fighting Style with a different Style of the same type. Grand Master Fighting Style Abilities:

- While Active, your Grand Master Fighting Style makes you and everything you are carrying incorporeal, your slam attacks are incorporeal touch attacks.
- While Active, your Grand Master Fighting Style slows down time to the point where you can act twice each round, you do not gain an extra Swift Action during your extra actions.
- While Active, your Grand Master Fighting Style allows you to punch a hole through space and time, allowing you to open a travel version of *gate* with a slam attack.
- While Active, your Grand Master Fighting Style prevents all [Teleport] effects from entering or exiting within 1 mile of your location.
- While Active, your Grand Master Fighting Style causes your slam attacks to reduce the spell resistance of enemies by an equal amount to the damage the slam attack inflicts.
- While Active, your Grand Master Fighting Style forces every creature struck with your slam attack to make a Fortitude save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or die.
- While Active, your Grand Master Fighting Style affects any target you strike with your slam attack with a *disintegrate* effect, with a caster level equal to your character level (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier).
- While Active, your Grand Master Fighting Style causes you to regenerate. You recover a number of points of nonlethal damage each round equal to your character level. Unarmed or Slam attacks inflict regular damage.
- While Active, your Grand Master Fighting Style forces any opponent you strike with your slam attack to make a Willpower save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or become *feebleminded*.
- While Active, your Grand Master Fighting Style affects every target you strike with a slam attack with the violent thrust version of *telekinesis*, with a caster level equal to your character level. There is no saving throw against this effect.
- Instead of gaining a Grand Master Fighting Style Ability, you may choose two Master Fighting Style Abilities.

Naming your Soulmelds: Roll a d20, or choose an adjective, an animal, and a noun:

1	Running	1	Ox	1	Fist
2	Hungry	2	Tiger	2	Stance
3	Angry	3	Dragon	3	Spinning Kick
4	Naked	4	Crane	4	Attack
5	Drunken	5	Monkey	5	Technique
6	Fortunate	6	Turtle	6	Style
7	Lazy	7	Manticore	7	Dance
8	Swift	8	Serpent	8	Movement
9	Powerful	9	Hummingbird	9	Touch
10	Enlightened	10	Demon	10	Fu

Note from the authors: Feel free to add any adjectives, animals, or nouns that you want. There's no reason that your character's fighting style has to be called "Naked Tiger Stance" rather than "Astonished Centaur Defense".

Perfect Mastery: Once per day, a Monk of 18th level or higher may activate a Fighting Style, Master Fighting Style, or Grand Master Fighting Style and extend its duration to 1 round/level rather than 1 round. Activating this style is still a Swift Action. Other styles may be activated during this period, though their duration is normally going to be only 1 round.

Grand Master of Flowers: At 20th level, the Monk becomes an Outsider, and immortal of legend. He gains the augmented subtype of his previous type, and has Damage Reduction of 20/Epic.

5.1.9 Rogue

Alignment: Any.

Starting Gold: 5d4x10 gp (125 Gold)

Starting Age: As Rogue

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) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

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, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), 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.

Level	Base Bonus	Attack	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	+8/+3		+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/+6		+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+7		+5	+10	+5	Special ability
17th	+12/+7/+7		+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+8		+6	+11	+6	Trap sense +6
19th	+14/+9/+9		+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+10		+6	+12	+6	

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 traps 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.

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 rogues 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 character. This attack counts as the rogues 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 rogues 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.

5.1.10 Samurai

“My ancestors had words for people who would do such a thing. They were not nice words.”

The war torn countrysides of many a land are held together with tremendous amounts of dedicated work by masters of weaponry and honor. These martial specialists represent the structure of society by their very existence, and beat the living crap out of any who would dare to stand against it.

At least, that's the idea. In truth, there are those who take upon the mantle of the Samurai only to betray its ideals, those who trample the fabric of the social network they are supposedly sworn to protect.

Alignment: The Samurai can be of any alignment. All of them must maintain the veneer of honor and civility, though there is no reason that they have to actually be Lawful.

Races: The Samurai is primarily found in societies where the law of the land is held in primacy over other things. So while a Samurai himself does not have to be Lawful, Lawful races bear the vast majority of Samurai.

Starting Gold: 4d6x10 gp (140 gold), plus one masterwork weapon.

Starting Age: As Fighter.

Hit Die: d8

Class Skills: The Samurai'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 (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Samurai class.

Weapon and Armor Proficiency: Samurai are proficient with all simple and martial weapons, as well as a single Exotic weapon appropriate to the Samurai's tradition. Samurai are proficient with Light and Medium Armor, but not with shields of any kind.

Ancestral Weaponry: Every culture with a Samurai tradition has a signature weapon that Samurai from that culture use. Whether it is the Spiked Chain of the Hobgoblin Khanate of Khadun or the Katana of the Human Empire of Rokugan, the weapon serves as a symbol of the office and prowess of the Samurai.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Ancestral Weaponry, Pledge of Loyalty
2nd	+2	+0	+0	+3	Horde Breaker
3rd	+3	+1	+1	+3	Kiai!
4th	+4	+1	+1	+4	Whirlwind Attack
5th	+5	+1	+1	+4	Ancestral Guidance
6th	+6/+1	+2	+2	+5	Blindfighting, Terrible Blows
7th	+7/+2	+2	+2	+5	Iaijutsu
8th	+8/+3	+2	+2	+6	Parry Magic
9th	+9/+4	+3	+3	+6	Subtle Cut
10th	+10/+5	+3	+3	+7	Blade of Devastation
11th	+11/+6/+6	+3	+3	+7	Iaijutsu Focus
12th	+12/+7/+7	+4	+4	+8	Cut Magic
13th	+13/+8/+8	+4	+4	+8	Deny Arcane Defenses
14th	+14/+9/+9	+4	+4	+9	Final Cut
15th	+15/+10/+10	+5	+5	+9	Iaijutsu Master
16th	+16/+11/+11/+11	+5	+5	+10	Reflect Magic
17th	+17/+12/+12/+12	+5	+5	+10	Blade of Souls
18th	+18/+13/+13/+13	+6	+6	+11	Deny Armor
19th	+19/+14/+14/+14	+6	+6	+11	Iaijutsu Grandmaster
20th	+20/+15/+15/+15	+6	+6	+12	Scrolls of Wisdom

A samurai can only have one weapon designated as his Ancestral Weapon at a time, and this weapon must be a masterwork weapon exalted by the Samurai's warrior culture. He must perform a 24 hour ritual to call his ancestral spirits into the weapon and designate it as his Ancestral Weapon. This ritual costs 100 gp in incense and offerings, and once performed grants the following abilities:

- Counts as his Ancestral Weapon for all Samurai abilities.
- Has a minimum enhancement bonus to attack and damage equal to his level divided by three (maximum of +5 for a samurai of 20th level or lower).
- The Ancestral weapon has double HPs and +10 Hardness, and has the Ghost Touch special property.

Example: Bandy Humaido is a halfling samurai, and his people greatly extort the halfling skiprock as a weapon of war – but because the skiprock is thrown weapon ammunition, it is inappropriate as an Ancestral Weapon (which, of course, you could only have one of). As such, Bandy instead draws the power of his ancestors into a short sword.

Pledge of Loyalty: Samurai pledge their loyalty to a Lord, a figure of temporal power and head of a noble family or clan. To retain this Lord, they must follow this Lord's orders and uphold any Code of Conduct the Lord obeys. As long as a Samurai does these two things, he cannot be forced to act against his Lord or Lord's family by mind-affecting effects.

Samurai who have broken their vows to their lord are called ronin, while samurai who have never been pledged to a lord or are unwilling to do so are weaponmasters called kensai, sword saints, or simply "master swordsman" or other descriptive title. Regardless of their name, Samurai without a Lord receive a +4 bonus against mind-affecting effects.

Horde Breaker: A Samurai gains [Horde Breaker](#) as a bonus feat at 2nd level. If the Samurai already has this feat, he may choose a [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Kiai! (Ex): At 3rd level, a Samurai may convert a successful strike into a confirmed critical hit. He may use this ability a number of times per day equal to his half his Samurai level +2. This ability is a free action that is declared after the strike is rolled and confirmed as a hit, but before damage is rolled. This ability cannot be used on Attacks of Opportunity.

Whirlwind Attack: A Samurai gains [Whirlwind Attack](#) as a bonus feat at 4th level.

Ancestral Guidance(Sp): At 5th level, a Samurai may seek guidance from his ancestors. This counts as a *commune* effect that can be used once a day. A samurai can also seek guidance from other peoples' ancestors if they are available. This works like a *speak with dead* effect that may be used once per day.

Blindfighting: A Samurai gains [Blindfighting](#) as a bonus feat at 6th level. If the Samurai already has this feat, he may choose a [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Terrible Blows (Su): At 6th level, a Samurai's Ancestral Weapon bypasses Damage Reduction and ignores Hardness.

Iaijutsu (Ex): When a 7th level Samurai has the Edge on an opponent, he may take an attack of opportunity against that opponent as an immediate action at any time.

Parry Magic (Su): At 8th level, a Samurai may use his Ancestral Weapon to parry magic targeted at him with Attacks of Opportunity provoked by the targeted effect. If he can make an attack roll against an AC equal to the spell or effect's DC with this Attack of Opportunity, the effect is automatically dispelled.

Subtle Cut: A Samurai gains **Subtle Cut** as a bonus feat at 9th level. If the Samurai already has this feat, he may choose another [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Blade of Devastation (Su): At 10th level, the Samurai may attack enemies within his reach through objects and walls, his Ancestral Weapon automatically destroying any unattended object or wall in the way with a Hardness less than 20. As a result, enemies do not gain cover bonuses against an attacking Samurai. This effect can also pierce [force] effects.

As a standard action, he can also destroy unattended objects of any Hardness with a successful Ancestral weapon attack, or dispel up to a 10' by 10' section of a [force] effect.

Iaijutsu Focus (Ex): At 11th level, a Samurai may make up to his per round limit of Attacks of Opportunity against any opponent(s) that he threatens as an immediate action.

Cut Magic (Su): At 12th level, a Samurai may attack ongoing spell effects by attacking the square they are in for Area of Effect effects or the object or person for targeted effects (which does damage as normal to the object or person). This attack is handled like the Samurai's Parry Magic ability, but it only dispels a 10' by 10' section of an Area of Effect spell or spell-like ability.

Deny Caster Defenses (Ex): At 13th level, a Samurai attacking with his Ancestral Weapon ignores any AC bonuses on his targets that come from spells or spell-like abilities.

Final Cut(Ex): At 14th level, a Samurai's Ancestral Weapon gains the Vorpal Special quality, even if it is not a slashing weapon.

Iaijutsu Master(Ex): At 15th level, any enemy struck by a Samurai's Attacks of Opportunity must make a Fortitude save against a DC equal to 10 + half the Samurai's HD + the Samurai's Wisdom bonus or be dazed for one round. A successful save against this effect makes the enemy immune to this effect for five rounds.

Reflect Magic(Su) : At 16th level, an spell effect that would be dispelled by a successful use of the Samurai's Parry Magic ability can instead be reflected back on the caster, as per a spell turning effect.

Blade of Souls: At 17th level, any enemy killed by a Samurai's Ancestral Weapon has his soul sucked into it, and this enemy cannot be raised, resurrected, or otherwise returned to life until the Ancestral Blade is broken. Each time the Ancestral Weapon takes a soul, the Samurai gains a single bonus use of his Kiai! ability that must be used before the next sunrise.

Deny Armor(Su): At 18th level, a Samurai attacking with his Ancestral Weapon ignores any AC bonuses on his targets that come from armor or natural armor.

Iaijutsu Grandmaster (Ex): At 19th level, any Attack of opportunity made by the Samurai is automatically a confirmed critical hit.

Scrolls of Wisdom: At 20th level, the Samurai has reached the pinnacle of his art, and he may compose a treatise of his collected wisdom. If he spends one month composing this treatise, he may distribute it and spread his wisdom. Anyone who reads this treatise gains a +2 competence bonus to attack characters with Samurai levels, but a -8 penalty to attack the writer of the treatise.

In addition, a Samurai who writes his treatise no longer takes ability penalties for aging as long as one copy of the treatise exists.

5.1.11 Wizard

"Don't make this wizard mad, don't make this wizard pissed, I can kill a hill giant with a flick of my wrist!"

Alignment: Any.

Starting Gold: 3d4x10 gp (75 Gold)

Starting Age: As Wizard

Hit Die: d4.

Class Skills: The wizards 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). See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1	2	3	4	5	6	7	8	9
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

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 wizards 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 wizards spell is 10 + the spell level + the wizards 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 nights 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.

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.

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	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.

Use the basic statistics for a creature of the familiars kind, but make the following changes.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the masters character level or the familiars normal HD total, whichever is higher.

Hit Points: The familiar has one-half the masters total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the masters base attack bonus, as calculated from all his classes. Use the familiars Dexterity or Strength modifier, whichever is greater, to get the familiars melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiars kind.

Saving Throws: For each saving throw, use either the familiars base save bonus (Fortitude +2, Reflex +2, Will +0) or the masters (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesnt 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 masters skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiars total skill modifiers, some skills may remain beyond the familiars ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the masters 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 familiars existing natural armor bonus.
- **Int:** The familiars Intelligence score.
- **Alertness (Ex):** While a familiar is within arms 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 masters 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 familiars 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 familiars 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 masters 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 familiars 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.

Master Class Level	Natural Armor Adj.	Int	Special
1st2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd4th	+2	7	Deliver touch spells
5th6th	+3	8	Speak with master
7th8th	+4	9	Speak with animals of its kind
9th10th	+5	10	
11th12th	+6	11	Spell resistance
13th14th	+7	12	Scry on familiar
15th16th	+8	13	
17th18th	+9	14	
19th20th	+10	15	

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 casters 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.

5.2 Additional PC Classes

5.2.1 Curator

"These people are under my stewardship. Please handle them with care."

Starting Gold: 4d4*10 gp (100 gold)

Starting Age: As Cleric.

Hit Die: d8

Class Skills: The Curator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Magic Device (Cha)

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Curator class.

Weapon and Armor Proficiency: A Curator is proficient with simple weapons, with light and medium armor, and with shields (but not great shields).

Luminous Bolt (Su): As an attack action, a Curator may fire a bolt of light at her foes. This has a range of Close (25 feet + 5 ft./2 levels), does 1d6 light damage per two levels of Curator (rounded up), and requires a ranged touch attack to hit. Any creature damaged by this attack must make a Fortitude save (DC 10 + CHA + 1/2 your level) or be dazzled for one round. Undead and creatures specifically vulnerable to light take double damage, and incorporeal undead targeted by this effect have no miss chance due to incorporeality.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Luminous Bolt, Benediction
2nd	+1	+3	+0	+3	Sphere
3rd	+2	+3	+1	+3	Benediction
4th	+3	+4	+1	+4	Heal Injuries
5th	+3	+4	+1	+4	Benediction
6th	+4	+5	+2	+5	Sphere
7th	+5	+5	+2	+5	Benediction
8th	+6/+1	+6	+2	+6	One and All, Greater Luminous Bolt
9th	+6/+1	+6	+3	+6	Greater Benediction
10th	+7/+2	+7	+3	+7	Sphere
11th	+8/+3	+7	+3	+7	Greater Benediction
12th	+8/+3	+8	+4	+8	Perfect Preservation
13th	+9/+4	+8	+4	+8	Greater Benediction
14th	+10/+5	+9	+4	+9	Sphere
15th	+11/+6/+6	+9	+5	+9	Supreme Benediction
16th	+12/+7/+7	+10	+5	+10	Supreme Luminous Bolt
17th	+12/+7/+7	+10	+5	+10	Supreme Benediction
18th	+13/+8/+8	+11	+6	+11	Sphere
19th	+14/+9/+9	+11	+6	+11	Supreme Benediction
20th	+15/+10/+10	+12	+6	+12	Eternity

Once a Curator reaches 8th level, any creature that fails the Fortitude save when struck by her Luminous Bolt also becomes blinded for one round. When she reaches 16th level, a creature failing the save also becomes stunned for one round.

Benedictions (Su): At levels 1, 3, 5, and 7, a Curator learns a Benediction. Each Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a faint glow while its effects persist.

Each Benediction has two effects, chosen from the following list:

- The target of your Benediction receives an amount of temporary HP equal to your ranks in the Heal skill.
- The target of your Benediction is cured of one of the following status effects: dazzled, shaken, sickened, or magical fatigue (your choice at time of use).
- The target of your Benediction receives a +2 morale bonus to AC.
- The target of your Benediction receives a +2 morale bonus to all saves.
- The target of your Benediction receives spell resistance equal to 5 + your character level.
- The target of your Benediction gains a +3 insight bonus to resist enemy bullrush, disarm, grapple, and trip attempts.
- The target of your Benediction gains a +5 insight bonus to Balance, Escape Artist, and Tumble checks.
- The target of your Benediction gains a +5 insight bonus to Climb, Jump, and Swim checks.
- The target of your Benediction gains a +5 insight bonus to Listen and Spot checks, and to resist enemy feints.
- The target of your Benediction gains blindsense out to 15'.
- The target of your Benediction gains a +10' insight bonus to move speed.
- Anyone attacking the target of your Benediction in melee must make a Fortitude save (DC 10 + CHA + $\frac{1}{2}$ your level) or be sickened for one round. This occurs before the attack is resolved.
- Anyone attacking the target of your Benediction in melee must make a Will save (DC 10 + CHA + $\frac{1}{2}$ your level) or be shaken for one round. This occurs before the attack is resolved.

Spheres: At 2nd level, and every 4 levels thereafter, the Curator gains basic access to a Sphere, which must be one of: Exorcism, Mystery, Piety, Restraint, Revelation, Splendor, or Vigor. If she selects a Sphere in which she already has basic access, she gains advanced access; if she already has advanced access, she gains expert access.

Heal Injuries (Sp): With a one minute ritual, a Curator of 4th level can heal a number of characters equal to her class level of a number of hit points of damage equal to her ranks in the Heal skill. This action may be taken a number of times per day equal to 3 + the Curators Charisma Modifier (if any), and all affected characters must be within close range of the Curator for the entire period.

One and All (Su): At 8th level, a Curator takes on wider responsibilities. Once per day, when she activates one of her Benedictions, she may apply its effects to herself and all allies within range, rather than just one target.

Greater Benedictions (Su): At levels 9, 11, and 13, a Curator learns a Greater Benediction. Each Greater Benediction requires an immediate action to activate, may target any creature the Curator can see within Close

range (including herself), and is usable at will. The effects of a Greater Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a warm glow while its effects persist.

When a Curator gains a Greater Benediction, she may replace one of her Benedictions with a different Benediction. Each Greater Benediction has two effects, chosen from the following list:

- The target of your Greater Benediction receives DR 8/-.
- The target of your Greater Benediction gains energy resistance 15 against one energy type you select at the time of use.
- The target of your Greater Benediction cannot be affected by poison, disease, fear or charm effects (this does not suppress or remove effects already present).
- The target of your Greater Benediction gains the benefits of a protection from alignment effect, using an alignment you choose at the time of use.
- The target of your Greater Benediction benefits from Evasion and Improved Uncanny Dodge.
- The target of your Greater Benediction benefits from blindsight out to 30'.
- The target of your Greater Benediction does not provoke the normal attacks of opportunity for movement, ranged attacks, spells, spell-like abilities, or using items.
- The target of your Greater Benediction benefits from a freedom of movement effect.
- Anyone attacking the target of your Greater Benediction in melee must make a Reflex save or be struck by a luminous pulse for 5d6 light damage (undead and light-vulnerable creatures take double damage). Each attacker is subjected to this effect only once per round.
- Anyone attacking the target of your Greater Benediction must make a Will save (DC 10 + CHA + $\frac{1}{2}$ your level) or fail, losing the action but not any resources (spell slots, components, XP, and the like) used to power it.
- Your Greater Benediction affects one additional target within range.
- Your Greater Benediction bestows any two effects from the Benediction Effects list.

Perfect Preservation(Ex): Once she reaches 12th level, a Curator is immortal. She may also care for a number of willing creatures equal to her charisma modifier, and prevent them from aging for as long as they receive care. Additionally, neither the Curator nor any creature under her care will lose a level if they die and are resurrected.

Supreme Benedictions (Su): At levels 15, 17, and 19, a Curator learns a Supreme Benediction. Each Supreme Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Supreme Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a strong glow while its effects persist.

When a Curator gains a Supreme Benediction, she may replace one of her Benedictions or Greater Benedictions with a different Benediction of the same type.

Each Supreme Benediction has two effects, chosen from the following list:

- The target of your Supreme Benediction is immune to fire, cold, electricity, acid, sonic, negative energy, and death effects.
- The target of your Supreme Benediction is immune to fatigue, exhaustion, fear affects, mind-affecting effects, dazing, stunning, sickening, and nausea, and all such effects are immediately removed from him.
- The target of your Supreme Benediction has total concealment.
- The target of your Supreme Benediction benefits from true seeing and blindsight to 120', and his attacks never suffer a miss chance due to concealment.
- The target of your Supreme Benediction may choose to teleport himself and everything he is physically carrying up to 100' in any direction as a free action once per round.
- Any creature damaging the target of your Supreme Benediction also damages itself for half that amount (this includes ability damage).
- Any creature forcing the target of your Supreme Benediction to make a saving throw must itself make a Fortitude save (DC 10 + CHA + $\frac{1}{2}$ your level) or be knocked unconscious for two rounds.
- Any hostile creature that meets the gaze of the target of your Supreme Benediction must make a Reflex save (DC 10 + CHA + $\frac{1}{2}$ your level) or be cowered until it loses sight of him.
- Any creature coming within 60' of the target of your Supreme Benediction with hostile intent must make a Will save (DC 10 + CHA + $\frac{1}{2}$ your level) or become helpless for one round. Each creature is only subjected to this effect once per round.
- The effects of your Supreme Benediction persist for one extra round.
- Your Supreme Benediction bestows any two effects from the Greater Benediction Effects list.

Eternity(Ex): Upon reaching 20th level, a Curator selects one Benediction or Greater Benediction that she knows. Thereafter, she enjoys its effects unceasingly and at all times.

5.2.2 Elementalist

“Feel the wrath of the natural order you have angered!”

Alignment: An prospective Elementalist must be of a neutral alignment (N, NG, NE, LN, or CN) in order to learn the secrets of Elementalism. Once a character already has at least one level of Elementalist, nothing prevents her from changing alignment.

Races: Every race has elementalists, but races that have more draconic heritage mixed in have decidedly more elementalists. Dwarves have a natural affinity for stone and often choose the route of the Elementalist. Kobolds are naturally inclined towards elementalism and only jealous guarding of the secrets of elementalism by

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Druid.

Hit Die: d6

Class Skills: The Elementalist’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), Search (Int), and Spellcraft (Int).

Skills/Level: 4 + Intelligence Bonus

	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+0		+0	+0	+2	Armored Casting, <i>create water</i>
2	+1		+0	+0	+3	Elemental Survival
3	+1		+1	+1	+3	Advanced Learning
4	+2		+1	+1	+4	<i>create air</i>
5	+2		+1	+1	+4	Elemental Faminilar, Advanced Learning
6	+3		+2	+2	+5	
7	+3		+2	+2	+5	Resistance to Energy: 5, Advanced Learning
8	+4		+2	+2	+6	
9	+4		+3	+3	+6	<i>create fire</i> , Advanced Learning
10	+5		+3	+3	+7	Timelessness
11	+5		+3	+3	+7	Advanced Learning, Elemental Traits
12	+6		+4	+4	+8	
13	+6		+4	+4	+8	Resistance to Energy: 10, Advanced Learning
14	+7		+4	+4	+9	<i>create wood</i>
15	+7		+5	+5	+9	Advanced Learning, Improved Summoning
16	+8		+5	+5	+10	Elemental Wildshape 1/day
17	+8		+5	+5	+10	<i>create earth</i> , Advanced Learning
18	+9		+6	+6	+11	Elemental Wildshape 2/day
19	+9		+6	+6	+11	Resistance to Energy: 15, Advanced Learning
20	+10		+6	+6	+12	Elemental Wildshape 3/day

All of the following are Class Features of the Elementalist class.

Weapon and Armor Proficiency: Elementalists are proficient with all simple weapons, as well as the scimitar, the battle axe, the trident, the pick (heavy and light), and the longbow (including composite longbows). Elementalists are proficient with light armor but not with shields of any kind.

Spellcasting: The Elementalist is an Arcane Spellcaster with the same spells per day progression as a Sorcerer. An Elementalist casts spells from the Elementalist Spell List (below). An Elementalist automatically knows every spell on her spell list. She can cast any spell she knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available.

To cast an Elementalist spell, she must have an Intelligence at least equal to 10 + the Spell level. The DC of the Elementalist’s spells is Wisdom based and the bonus spells are Intelligence based.

create water (su): An Elementalist can create water as a standard action at will as the spell create water with a caster level equal to her character level.

Armored Casting: An Elementalist casts arcane spells, but she is not affected by the arcane spell failure of any armor or shield she is proficient with. This ability only applies to her Elementalist spells, if she is able to cast any other arcane spells, they are affected by arcane spell failure normally.

Elemental Survival (Ex): An Elementalist of 2nd level or higher survives in elemental planes as easily as on the prime. Whenever on any elemental, paraelemental, or energy plane, she is able to ignore any harmful planar traits and moves through any of these planes without impediment.

Advanced Learning: At 3rd level and every two levels afterwards, the Elementalist may permanently add one spell to her spell list. This spell must be of a level she can already cast, and may not be of the Illusion or Necromancy school. Only spells from the Druid or Wu Jen spell list may be added in this way.

create air (su): At 4th level an Elementalist can create air at will as if she was an open Bottle of Air.

Elemental Familiar: At 5th level, an Elementalist can acquire a familiar in the same manner as a Sorcerer. Unlike a Sorcerer, the Elementalist has only 5 choices for her familiar:

- **Small Air Elemental:** +2 to Tumble and Jump Checks.
- **Small Earth Elemental:** +3 on Bullrush checks, whether the attacker or defender.
- **Small Fire Elemental:** +3 to Intimidate checks.
- **Small Water Elemental:** +4 bonus to Swim checks, you may take 10 on swim checks at any time.
- **Small Wood Elemental:** +2 to Survival and Climb checks.

Resistance to Energy (Ex): At 7th level, an Elementalist has accumulated an inherent resilience in the face of all manners of elemental adversity. She has an Energy Resistance of 5 against any form of energy damage she is exposed to. At 13th level, this general resistance increases to 10 points. At 19th level, the resistance increases to 15.

create fire (su): At 9th level, an Elementalist can set a creature or object on fire at will as a standard action. The target must be within short range, and suffers 2d6 of fire damage every round until the fire is extinguished. A victim can attempt to extinguish itself as a full-round action by making a Reflex Save (DC 15). The flames, once begun, are non-magical.

Timeless: At 10th level, an Elementalist is infused with the uncompromising nature of the raw elements themselves. She stops aging and never dies of old age.

Elemental Traits: At 11th level, an Elementalist attunes herself to a specific element, becoming in some way like the element of her choice:

- **Air Elemental:** Gains Air Mastery and a Flight Speed (perfect maneuverability) equal to her walking speed.
- **Earth Elemental:** Gains Earth Mastery, a 30' Tremorsense, and a Burrowing Speed equal to half her walking speed.
- **Fire Elemental:** Gains Immunity to Fire, and her body immolates whenever desired inflicting an additional 4d6 of fire damage on any creature struck with her unarmed strikes or which strike her with an unarmed strike.
- **Water Elemental:** Gains Water Mastery, the [Aquatic] subtype, and a swim speed equal to her walking speed.
- **Wood Elemental:** Gains Immunity to Polymorphing, a 60 foot Woodsense, and a Climb Speed equal to her walking speed.

create wood (su): At 14th level, an Elementalist can create a full sized tree as a standard action, as if using a Quaal's Feather Token (Tree). This is an at-will ability.

Elemental Wildshape (Su): At 16th level, the Elementalist can actually become an Elemental in a manner simply to wildshape. Once per day, an Elementalist can assume an Alternate Form of an Air Elemental, an Earth Elemental, a Fire Elemental, a Water Elemental, or a Wood Elemental as a standard action. The alternate form may be dismissed at will, but otherwise persists for 24 hours. Only True Elemental forms may be assumed, and the forms in question must be smaller than Elder (Small to Huge Size is acceptable). Every 2 levels, the Elemental Wildshape may be activated an extra time each day.

create earth (su): At 17th level, an Elementalist can create a wall of stone at any time as a standard action.

Elementalist Spell List:

0th level: *Attune Form, Caltrops, Detect Magic, Detect Poison, Light*

1st level: *Air Breathing, Entangle, Gust of Wind, Obscuring Mist, Pass Without Trace, Produce Flame, Speak With Plants, Stone Shatter, Summon Elemental I, Wall of Smoke, Water Breathing*

2nd level: *Binding Winds, Command Plants, Creeping Cold, Earth Bind, Earthen Grace, Fog Cloud, Heat Metal, Protection From Arrows, Soften Earth and Stones, Summon Elemental II*, Wall of Sand, Warp Wood, Wood Shape*

3rd level: *Blight, Control Water, Earth Reaver, Fire Shield, Fly, Plant Growth, Stone Shape, Stone Skin, Summon Elemental III*, Wall of Fire, Wall of Water, Wind Wall*

4th level: *Briar Web, Greater Stone Shape, Scry, Summon Elemental IV*, Wall of Stone*

5th level: *Animate Plants, Move Earth, Stone Tell, Summon Elemental V*, Wall of Thorns*

6th level: *Control Plants, Energy Immunity, Flesh to Stone, Stone to Flesh, Summon Elemental VI**

7th level: *Greater Scrying, Summon Elemental VII*, Transmute Rock to Lava*

8th level: *Summon Elemental VIII**

9th level: *Elemental Swarm, Summon Elemental IX*, Summon Elemental Monolith*

5.2.3 Fire Mage

“Burn, baby, burn.”

A Fire Mage is someone who burns their own soul out to burn the bodies of others. Tactically, they shine against groups of enemies, because fires spread across the battlefield like a plague. Oddly, they tend to have trouble when facing off against furnishings.

Playing a Fire Mage: The Fire Mage is a user of magic, and that magic is based on Charisma. But they are also a heavy user of ranged attacks, and at low to mid levels have some tricks that can be effective in melee, so a fire mage also wants a decent Dexterity and possibly Strength.

Alignment: Fire is a destructive force, and a lot of Fire Mages are Chaotic. But they don’t have to be.

Races: Fire Mages appear in all races, though significant portions of many races live in areas where being a Fire Mage is illegal.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Rogue.

Hit Die: d8

Class Skills: The Fire Mage’s class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Fire Resistance, Fire Burst, Fire Bolts, Impress Flames, Fire Magic
2nd	+1	+3	+3	+3	Ignite, Friend to Flames
3rd	+2	+3	+3	+3	Piercing Flames, Hand of Fire
4th	+3	+4	+4	+4	Fire Immunity, Smokeless Flame
5th	+3	+4	+4	+4	Great Balls of Fire
6th	+4	+5	+5	+5	Mindfire
7th	+5	+5	+5	+5	Visions of Flame, Fiery Reach
8th	+6/+1	+6	+6	+6	Soul of Cinders
9th	+6/+1	+6	+6	+6	Sculpt Flames
10th	+7/+2	+7	+7	+7	Conflagration
11th	+8/+3	+7	+7	+7	Beacon, Firewalk
12th	+9/+4	+8	+8	+8	Bond of Fire
13th	+9/+4	+8	+8	+8	Fire Clouds
14th	+10/+5	+9	+9	+9	Fiery Dawn, Ray of Light
15th	+11/+6/+6	+9	+9	+9	Sending, Rain of Fire
16th	+12/+7/+7	+10	+10	+10	Brain Burn, Blazing Speed
17th	+12/+7/+7	+10	+10	+10	Lord of Flames
18th	+13/+8/+8	+11	+11	+11	The Unforgettable Fire
19th	+14/+9/+9	+11	+11	+11	Spontaneous Combustion
20th	+15/+10/+10	+12	+12	+12	End in Flames, Holocaust

All of the following are Class Features of the Fire Mage class.

Weapon and Armor Proficiency: Fire Mages are proficient with all simple weapons, as well as the whip, all martial axes, and all sizes and varieties of scimitar (including falchions). Fire Mages are proficient with light armor but not with shields of any kind.

Fire Resistance (Ex): A Fire Mage has a Resistance to Fire equal to twice his level.

Fire Burst (Sp): As a standard action, a Fire Mage can emit a burst of flame from her body, striking all creatures and objects within 10' of her position except herself. This burst of flames inflicts 1d6 of fire damage + an additional 1d6 per two character levels beyond 1st (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th, etc) with an allowed Reflex Save for half (DC 10 + Level + Charisma Modifier).

Fire Bolts (Sp): A Fire Mage can throw bolts of fire as an attack action. A Fire Bolt travels out to short range, and inflicts 1d6 of Fire damage per character level. A Fire Bolt strikes its target with a ranged touch attack.

Impress Flames (Ex): Every time a Fire Mage inflicts Fire damage on any target, whether with her class abilities or another source of fire, she inflicts an amount of extra Fire Damage equal to her character level or her Charisma bonus, whichever is less.

Fire Magic (Ex): A Fire Mage is considered to have every spell with the Fire Descriptor on her spell list for the purpose of activating magic items or entering Prestige Classes. Spell-Like Abilities granted by the Fire Mage class are the equivalent level of the spell they duplicate, or if they do not duplicate a specific spell, they are the equivalent of a spell equal to half the class level at which they are gained (maximum 9th level).

Ignite (Sp): As a standard action, a 2nd level Fire Mage can cause any creature or object to burst into flame. A creature on fire suffers 1d6 of Fire damage per round (the Mage's Impress Flames ability applies to each round of course), and the creature can attempt to put itself out with a DC 15 Reflex save (see the DMG, p. 303). This ability can be used out to Medium range, and it always hits.

Friend to Flames (Ex): A fire mage of at least 2nd level adds half of her level to any Bluff, Diplomacy, Handle Animal, Intimidate, or Sense Motive check made to interact with a [Fire] creature.

Piercing Flames (Ex): From 3rd level on, a Fire Mage may choose to make any fire damage she deals into Piercing Flames. When she does so her fire damage cuts through Fire Resistance, hardness, and Immunity. No more than of the damage inflicted by her Piercing Flames can be negated by hardness or immunity or resistance to Fire. In addition, Piercing Flames ignores the first 5 points of Fire Resistance that a target has.

Hand of Fire (Su): A 3rd level Fire Mage can, as an immediate action, set fire to her own body, causing her to count as armed at all times, even with unarmed attacks. While using this ability the Fire Mage also causes an extra 1d6 of Fire damage with all melee attacks. She may dismiss this ability as a free action, but otherwise it lasts 1 round per character level.

Fire Immunity (Ex): At 4th level the Fire Mage becomes immune to Fire.

Smokeless Flames (Sp): A 4th level Fire Mage can create fires that produce no heat and do not burn. These fires can be anything from the size of a torch to a bonfire, and produce light accordingly. Each lasts until the next time the sun rises. Smokeless Flame can be created anywhere within Medium range.

Great Balls of Fire (Sp): A 5th level Fire Mage can hurl explosive fire anywhere within Long Range as a Full Round Action. This Fire explodes into a 20' radius burst and inflicts 1d6 of Fire Damage per character level. All creatures within the area are entitled to Reflex saves to halve damage (DC 10 + Level + Charisma Modifier).

Mindfire (Sp): A 6th level Fire Mage can start a Fire in a creature's mind, duplicating the effects of rage or confusion for a number of minutes equal to her Level. The victim must be within Medium Range, and is entitled to a Will Save to negate this effect (DC 10 + Level + Charisma Modifier). This is a Mind influencing Compulsion effect.

Visions of Flames (Sp): A 7th level Fire Mage can see through smoke and flame. She ignores any concealment or total concealment due to smoke, flame or [Fire] effects. Also, she sees into the heart of flames and may use *contact other plane* at will to communicate with the denizens of the Elemental Plane of Fire. A Fire Mage is in no danger of becoming insane or damaged by this experience.

Fiery Reach (Ex): At 7th level a fire mage gains an extra 5' of reach with any flaming melee weapon. This applies to magic weapons with the Flaming ability, flame blade and similar spells, and also to any of her own melee weapons while she is using her hand of fire ability.

Soul of Cinders (Sp): An 8th level Fire Mage has tempered her soul in fires hotter than Battor, and is no longer susceptible to Energy Drain or Fear.

Sculpt Flames (Sp): A 9th level Fire Mage can create delicate shapes and walls made of fire. The Fire is fully shapeable, but cannot pass through more than 2 squares per level. Any creature passing through a square with fire in it suffers 1d6 of fire damage per character level. A creature which is in a square that is being filled with fire is entitled to a Reflex Save (DC 10 + Level + Charisma Modifier) to move to the nearest non-flaming square as an immediate action. These fires persist for 1 round per level. Alternately, the Fire Mage can replicate a wall of fire which persists for 1 minute per level.

Conflagration (Sp): At 10th level, a Fire Mage can surround herself with a nimbus of flames that extends for 10' in all directions from his person. All other targets in this area suffer a d10 of Fire Damage per character level,

but are entitled to a Reflex Save (DC 10 + Level + Charisma Modifier). In addition, a 10th level Fire Mage is permanently treated as having a fireshield Warm Shield version upon her person whenever she wants.

Beacon (Sp): An 11th level Fire Mage can create a magically permanent bonfire as a standard action. She always knows exactly where each Beacon she has created is and will know if it is put out by any means.

Firewalk (Sp): At 11th level a Fire Mage can walk into any fire large enough to fit her person and appear in any other fire that is likewise of sufficient size anywhere on any plane of existence. The Fire Mage must know where the target fire is. The Fire Mage can take along any number of willing creatures or carried objects that are also able to fit in both flames.

Bonds of Fire (Sp): A 12th level Fire Mage can craft solid fire into restraints and entrap target within short range. The bonds will immobilize a creature which fails a Reflex Save (DC 10 + Level + Charisma Modifier), and will entangle the creature unless it succeeds in its save by more than 5. A creature can attempt to escape by taking a Full round action to make a Strength or Escape Artist test with a DC equal to the Use Rope Skill Result of the Fire Mage. The victim suffers 20 points of Fire Damage per round, and the bonds of fire last until the victim escapes or the Fire Mage dismisses them.

Fire Clouds (Sp): As a Full Round Action, a 13th level Fire Mage can create huge billowing clouds of Fire. The Fire Clouds must be created within Long range, and persist for 3 rounds whether they are still in range or not. The cloud is shapeable, and covers at most 3 10' cubes per Level. Each round, everyone and everything inside the cloud suffers 1d6 of Fire damage per character level, but is entitled to a Reflex save for half damage (DC 10 + Level + Charisma Modifier).

Fiery Dawn (Sp): A 14th level Fire Mage can call levels of illumination that are painful and destructive as the unmitigated baleful glare of the sun itself. All darkness within 5 miles is dispelled, and everything is illuminated. All undead suffer a 10 points of damage per round. All creatures specifically vulnerable to light suffer 10 damage per round (thus, vampires suffer 20 damage per round). All creatures are dazzled. Creatures must pass a Fortitude save (DC 10 + Level + Charisma Modifier) every minute or become blind for the remainder of the effect. Creatures that are blinded when the effect ends are entitled to another Fort save to get their vision back, but if they fail this save the blinding is permanent. This effect lasts until the Fire Mage dismisses it or becomes incapacitated.

Ray of Light (Sp): As an attack action, a 14th level Fire Mage can fire a ray of Light at any target within Short Range. It inflicts 1d6 of Light Damage per character level if it hits with a Ranged Touch Attack. Undead take 10 extra damage. Creatures specifically vulnerable to Light suffer an additional 10 damage.

Sending (Sp): A 15th level Fire Mage can send a message, as the sending spell to any creature on any plane of existence with a standard action and receive a reply even if they are on different planes of existence.

Rain of Fire (Sp): At 15th level, the Fire Mage can open the skies and dump raw inferno upon all who would oppose her. The fires inflict 1d6 of Fire Damage per character level, and victims are permitted a Reflex save (DC 10 + level + Charisma Modifier) for half damage. The Fire Mage chooses which squares are struck with fire, and the only limits to how many squares can burn is how many squares the Fire Mage can see. There are no range limits to this power save line of sight.

Brain Burn (Sp): A 16th level Fire Mage can set a creature's mind ablaze, with a standard action, she may duplicate the effects of greater heroism or insanity. The target must be within Medium Range, and is entitled to a Will Save to negate this effect (DC 10 + Level + Charisma Modifier). This is a Mind influencing Compulsion effect.

Blazing Speed (Ex): At 16th level, the Fire Mage gains the ability to use her abilities with the speed of a wildfire. She may now use an immediate action to activate any Fire Mage class ability which would otherwise require a Standard or Attack Action to activate.

Lord of Flames (Sp): At 17th level, the Fire Mage gains the ability to compel creatures of fire. This works as per dominate monster save that it can only effect creatures of the [Fire] subtype but can effect [Fire] subtype creature types normally immune to mind-affecting effects, such as Undead and Constructs. A target may negate this with a Will Save (DC 10 + 1/2 Level + Charisma Modifier) a creature that successfully saves cannot be affected again by the same Fire Mage's use of this ability for 24 hours.

The Unforgettable Fire (Sp): At 18th level, the Fire Mage gains the ability to use discern location at will to learn the location of any creature or object to whom she has previously dealt fire damage.

Spontaneous Combustion (Sp): At 19th level, the Fire Mage gains the ability to make enemies 'asplode with a thought. As a standard action she forces one creature or object in short range to make a Fortitude Save (DC 10 + 1/2 Level + Charisma Modifier). Creatures who fail this save die instantly, objects which fail are reduced to smoke and ash. Creatures and objects who succeed on this save still take 1d6 Fire damage per character level. Any creatures slain by this ability can only be restored to life via true resurrection, miracle, or using a wish followed by resurrection.

End in Fire (Su): At 20th level, the Fire Mage exhibits a splendor like the radiance of a thousand suns bursting at once and has become a shatterer of worlds. As a full round action, she may destroy any demiplane she occupies. Doing this shunts all occupants of the demiplane to the parent plane, but utterly destroys any non-attended object of less than artifact status (no save).

Holocaust: at 20th level, the Fire Mage Wins D&D.

5.2.4 Jester

“Well no, but if I was doing it to anyone else, you’d think it was funny.”

To be a Jester is to see the joke in every tragedy. For them, life’s a party, and most poor bastards are not invited. They live hard, play hard, and laugh hard knowing that at any moment their life might be cut short by an uncaring world. Jesters may play at being buffoons, but each is a student of life and of people, and they understand not only what makes people laugh, but what makes them cry. As adventurers, they often appreciate baubles and magical trinkets as much as anyone else, but their main goal is to have fun. When fighting enemies, their sense of humor takes a macabre and dark turn, becoming cruel and vicious to better demoralize their foe. As followers of the Laughing God Who Has No Temples, they are generally disrespectful atheists who wander the world looking for excitement and amusement, righting wrongs or committing crimes as the mood takes them.

Alignment: A Jester may be of any non-Lawful alignment.

Races: Jesters appear in all cultures and all races have need of buffoons.

Starting Gold: 6d4x10 gp (150 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Jester’s skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skills/Level: 6 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day							
							0	1	2	3	4	5	6	
1st	+0		+0	+2	+0	Harlequin's Mask, Ignore Components, Poison Use	2	-	-	-	-	-	-	
2nd	+1		+0	+3	+0	Laugh It Off	3	0	-	-	-	-	-	
3rd	+2		+1	+3	+1	+1d6 Sneak Attack, Power Slide	3	1	-	-	-	-	-	
4th	+3		+1	+4	+1	Jester's Fient	3	2	0	-	-	-	-	
5th	+3		+1	+4	+1	Cruel Comment	3	3	1	-	-	-	-	
6th	+4		+2	+5	+2	+2d6 sneak Attack	3	3	2	-	-	-	-	
7th	+5		+2	+5	+2	Sight Gag	3	3	2	0	-	-	-	
8th	+6/+1		+2	+6	+2	Low Comedy, Slapstick	3	3	3	1	-	-	-	
9th	+6/+1		+3	+6	+3	+3d6 sneak Attack	3	3	3	2	-	-	-	
10th	+7/+2		+3	+7	+3	Jack-in-the-Box King	3	3	3	2	0	-	-	
11th	+8/+3		+3	+7	+3	+4d6 sneak Attack	3	3	3	3	1	-	-	
12th	+8/+3		+4	+8	+4	Killer Clown	3	3	3	3	2	-	-	
13th	+9/+4		+4	+8	+4	+5d6 sneak Attack	3	3	3	3	2	0	-	
14th	+10/+5		+4	+9	+4	Annoy the Gods	4	3	3	3	3	1	-	
15th	+11/+6/+6		+5	+9	+5	+6d6 sneak Attack	4	4	3	3	3	2	-	
16th	+12/+7/+7		+5	+10	+5	Prat Fall	4	4	4	3	3	2	0	
17th	+12/+7/+7		+5	+10	+5	+7d6 sneak Attack	4	4	4	4	3	3	1	
18th	+12/+7/+7		+5	+10	+5	Last Trick	4	4	4	4	4	3	2	
19th	+14/+9/+9		+6	+11	+6	+8d6 sneak Attack	4	4	4	4	4	4	3	
20th	+15/+10/+10		+6	+12	+6	Eternal Trickster	4	4	4	4	4	4	4	

All of the following are Class Features of the Jester class.

Weapon and Armor Proficiency: Jesters are proficient with light armor but not with shields of any kind. A Jester is proficient with no weapons, but suffers no attack penalty for using a weapon with which they are not

proficient or which is made for a character of a different size than themselves. Even, perhaps especially, improvised weapons may be used without the usual -4 penalty.

Spellcasting: The Jester is an Arcane Spellcaster with the same spells per day progression as a Bard. A Jester casts spells from the Jester Spell List (below). A Jester automatically knows every spell on his spell list. He can cast any spell he knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available. To cast a Jester spell, he must have a Charisma at least equal to 10 + the Spell level. The DC of the Jester's spells is Charisma based and the bonus spells are Charisma based.

Jester Spells:

0th Level: *Alarm, Detect Magic, Detect Poison, Grease, Unseen Servant, Ventriloquism.*

1st Level: *Fire Trap, Glitterdust, Magic Mouth, Misdirection, Pyrotechnics, Reduce Person, Sleet Storm, Tasha's Uncontrollable Hideous Laughter, Teleport Trap, Touch of Idiocy.*

2nd Level: *Baleful Transposition, Explosive Runes, Glyph of Warding, Rage, Rope Trick, Secret Page, Sepia Snake Sigil, Unluck.*

3rd Level: *Feeblemind, Minor Globe of Invulnerability, Modify Memory, Mordenkainen's Faithful Hound, Nightmare, Servant Horde, Shrink Item.*

4th Level: *Globe of Invulnerability, Greater Glyph of Warding, Insect Plague, Persistent Image, Sword of Deception, Symbol of Weakness, Tree Shape, Wood Rot.*

5th Level: *Bigby's Interposing Hand, Energy Immunity, Eyebite, Repulsion, Screen, Symbol of Insanity, Telekinesis.*

6th Level: *Creeping Doom, Insanity, Refuge, Symbol of Sleep, Symbol of Stunning, Temporal Stasis.*

5', 10', or 15' at his choice).

Sneak Attack (Ex): At 3rd level, a Jester gains the ability to make sneak attacks as a rogue would. At 3rd level, his sneak attacks inflict 1 extra d6 of damage, and this increases by 1d6 at levels 6, 9, 11, 13, 15, 17, and 19.

Jester's Feint (Ex): At 4th level, a Jester learns to shock and unnerve his enemies by throwing unexpected objects at them. At a swift action, he may toss a brightly colored object in the square of an enemy with a Sleight of Hand Check opposed by the enemy's Spot check. If it succeeds, the enemy is denied his Dex bonus for the Jester's next attack.

Some Jesters use objects with magical or alchemic effects that act in an enemy's square to use with this ability, while others use colored balls, fruit, pieces of cloth or scarves, or other cast-off materials that fit the requirement of being brightly colored. Wealthy, desperate, or foolish Jesters sometime used coins or gems.

Cruel Comment (Ex): At 5th level, the Jester has learned to say extremely funny but hurtful things about others. As a swift action, the Jester can make a Bluff check opposed by the target's level plus Charisma check. If the target fails this check, he suffers a -4 to attack rolls, saves, and all other checks. This effect lasts 3 rounds. This is a language-dependant ability.

Sight Gag: At 7th level, the Jester may apply the Silent Spell and Still Spell metamagics spontaneously to his spells, but only if he casts them as full-round actions. This ability only works with spells on the Jester list, and it does not increase the spell's level or slot used.

Low Comedy (Ex): By using this ability, a Jester of 8th level or higher can double the armor check penalty of an opponent within 50 feet that he hits with a ranged touch attack. Using this ability is an attack action and counts as a thrown weapon. The penalty can be restored to its normal value with 10 minutes and a bar of soap.

Slapstick (Ex): At 8th level, any successful sneak attack also inflict a -2 Dex penalty to an enemy for one round.

Jack-in-the-Box King (Sp): Twice per day, a 10th level Jester may use *fabricate* or *major creation* as a spell-like ability, but only if he is constructing weapons or traps.

Poison Use (Ex): A Jester may prepare, apply, and use poison without any chance of poisoning himself.

Ignore Components: A Jester may cast spells from the Jester list without using material components, regardless of whether they are costly or not. This has no effect on any spells that a Jester casts from any other spell-list.

Harlequin's Mask (Ex): As long as a Jester's face is painted, masked, or adorned in the manner of a harlequin or other comedic figure, he is immune to compulsion effects.

Laugh It Off (Ex): Fate protects fools and little children, and Jesters certainly adopt the role of fools. At 2nd level, a Jester may add his Charisma modifier as a morale bonus to his saves.

Power Slide (Ex): If a 3rd level Jester takes damage from an attack, he may allow himself to be flung backwards, thereby lessening the impact. He may make a Balance check with a DC equal to the damage inflicted and if he succeeds, he suffers only half damage. This is a skill check, not a Saving Throw, so abilities such as Evasion do not apply. He is moved away from the source of damage by 5' for every 5 points of damage (or part thereof) negated in this way. If there is not enough space for him to move, he suffers a d6 of damage for each square not moved. If he passes through an occupied square, the Jester would have to make a tumble check to avoid attacks of opportunity.

If this ability is gained from another class, then the Jester may choose to increase or decrease the total distance moved by 50% (so a Power Slide that negated 12 points of damage can cause him to move

Killer Clown (Ex): At 12th level, so long as he meets the requirements of his Harlequin's face ability, the Jester can make a special Intimidate check as a move action. If successful, this check causes the enemy to suffer the panicked condition for a round per Jester level. This is a mind-affecting fear effect.

Annoy the Gods (Su): As world-class pranksters, Jesters must learn to avoid the curses and transformations of enemies with a sense of humor. Any time a 14th level Jester has spent at least one round as the victim of an effect that could be removed by a *break enchantment* effect, the effect is removed.

Prat Fall (Ex): At 16th level, any time a Jester strikes an enemy with a sneak attack, the Jester can make a free Trip attack that does not provoke an Attack of Opportunity. This ability cannot be used on any one enemy more than once a round. The Jester may not be tripped if this fails, and it may be used with ranged sneak attacks. The Jester may substitute his Dexterity modifier for his Strength modifier for the opposed test to trip his foe.

Last Trick (Su): At 18th level, the Jester can turn even his death into a joke. Any time the Jester is killed or knocked unconscious, one of his spells known is cast as if it were spell in a *contingency* effect.

Eternal Trickster (Ex): At 20th level, the Jester can become a personification of the Laughing God Who has No Temples. While meeting the requirements of his Harlequin's Mask ability, he does not age and is under the effects of a *mind blank* effect.

5.2.5 Marshall

"The Jarls of Niefelheim think to banish our summers to a land of darkness. If they succeed there will be no second chances, no future generations. We will stop them here. For if our children's children are to even exist, they must remember our bravery on this day!"

The Marshall is a leader of men. Whether a member of a squad of Halfling special forces or the head of a rampaging horde of Bugbears, the Marshall's true home is the battlefield.

Alignment: Leaders arise on every aspect of the wheel. From the hordes of the Orcs to the formations of the Dwarves, there is almost always a charismatic leader at the head of any serious army. Serious armies are often employed by the forces of Law, as the forces of Chaos are often wont to be embodied by individuals pillaging without reference one to another. But the forces of Chaos have their share of tyrants as well.

Races: Almost all Marshalls are humanoids. There are few races of Giants or Magical Beasts that form warbands sufficient to warrant military leadership.

Attributes: Charisma is of prime importance to a Marshall. Other than that, a Marshall spends a lot of time yelling in plain view of enemies, so Constitution is of perhaps greater importance for them than it is to many other classes.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Paladin.

Hit Die: d12

Class Skills: The Marshall's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge [Any] (Int), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Marshall class.

Weapon and Armor Proficiency: Marshalls are proficient with all simple and Marshall weapons, as well as any Exotic Weapons appropriate to their race, religion, or culture. Marshalls are proficient with light, Medium, and Heavy armor as well as Shields and Great Shields.

Battle Shout (Ex): With a Swift Action, a Marshall may scream super loud and work up his allies for battle. All allies within short range gain a Morale Bonus to attack and damage rolls for 10 rounds. This bonus is half the Marshall's class level (rounded up) or the Marshall's Charisma modifier, whichever is less. Allies must be able to see and hear the Marshall for this bonus to take effect.

Heal Injuries (Sp): The blood of an army is the life of its men, and soldiers who cannot fight are less than worthless. With a one minute ritual, a Marshall can heal a number of characters equal to his class level of a number of hit points of damage equal to his ranks in the Heal skill. This action may be taken a number of times per day equal to 3 + the Marshall's Charisma Modifier (if any), and all affected characters must be within close range of the Marshall or the entire period.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Battle Shout, <i>heal injuries</i> , Inspire Bravery
2	+2	+3	+3	+3	Untiring, Magic Circle
3	+3	+3	+3	+3	Dispelling Glare, War Shout
4	+4	+4	+4	+4	Bolster Allies, Inspire Heroism
5	+5	+4	+4	+4	<i>aura of healing</i> , Project Voice
6	+6/+1	+5	+5	+5	Leadership, <i>restoration</i>
7	+7/+2	+5	+5	+5	<i>heal</i> , Terrible Shout
8	+8/+3	+6	+6	+6	Inspire Foolishness, Delaying Shout
9	+9/+4	+6	+6	+6	Inspire the Masses, <i>revive the dead</i>
10	+10/+5	+7	+7	+7	<i>mass heal</i> , Command Enemies
11	+11/+6/+6	+7	+7	+7	Massive Presence, Inspire Greater Heroism
12	+12/+7/+7	+8	+8	+8	Convert Opponents

Inspire Bravery (Ex): A Marshall's mere presence is a boon to the morale of his compatriots. All allies within short range of a Marshall may add the Marshall's Charisma modifier to their saves against [Fear] effects.

Untiring (Ex): A 2nd level Marshall need not ever sleep and is immune to any effects which cause *fatigue*, *exhaustion*, or *sleep*.

Magic Circle (Su): A 2nd level Marshall radiates a *magic circle* against an alignment of his choice at all times. He can end, resume, or change the alignment of his circle as a Swift action.

Dispelling Glare (Su): A 3rd level Marshall can attempt to destroy a magical effect by staring at it really hard. As a Swift Action, the Marshall may attempt to dispel a single magical effect or suppress a single magical item within medium range and line of sight. The dispelling effect and DC is as per *dispel magic*, and the Marshall's check is a d20 + Marshall Level.

War Shout (Ex): At 3rd level, a Marshall's Battle Shout effects all allies within Long Range. The allies must still be able to hear and see the Marshall as normal.

Bolster Allies (Ex): With a Swift action, a 4th level Marshall may assist all allies within short range of himself. These allies may each reroll one die roll made before the Marshall's next turn. They must be able to see and hear the Marshall when the reroll is called for.

Inspire Heroism (Ex): The allies of a 4th level Marshall are capable of heroic, even improbable feats so long as they can see and hear the Marshall. All allies within Short Range of the Marshall gain a +1 Luck bonus on attack rolls, skill and ability checks, and saves.

Aura of Healing (Su): A 5th level Marshall can activate an Aura of Healing as a Swift Action. This aura lasts for 10 rounds and may be activated a number of times per day equal to the Marshall's Charisma modifier. All allies within short range heal a number of hit points equal to the Marshall's ranks in Heal during the Marshall's turn while the aura is in effect.

Project Voice (Ex): The voice of a 5th level Marshall carries super far. In anything approaching normal conditions, the Marshall can project his voice out for a mile. The Marshall can automatically dispel a *silence* or similar effect as a Swift action.

Leadership: At 6th level, a Marshall gains a Leadership feat that he qualifies for as an additional feat.

Restoration (Sp): A 6th level Marshall can cast *restoration* as a spell-like ability at will.

Heal (Sp): A 7th level Marshall may use *heal* as a spell-like ability with a caster level equal to his Character Level. This may be used a number of times per day equal to his Charisma modifier.

Terrible Shout (Ex): A 7th level Marshall can spook all enemies within Medium range with a terrible war howl. Enemies who can see and hear the Marshall within range must make a Will save (DC 10 + 1/2 Level + Charisma Modifier) or become *frightened* for 10 rounds. This is a [Fear] effect and only affects creatures with an Intelligence score. Creatures who succeed in their save are unaffected for the next 24 hours.

Inspire Foolishness (Ex): People do dumb stuff for an 8th level Marshall. All allies within Short Range of a Marshall are immune to Fear so long as they can see and hear the Marshall.

Delaying Glare (Ex): An 8th level Marshall can trip up and delay enemies with a steady Glare and an intimidating stance. With a Swift Action, the Marshall may force all enemies within Medium Range to make a Will save (DC 10 + 1/2 Level + Charisma Modifier) or become *slowed* for 10 rounds. Enemies must be able to see the Marshall, but they need not hear him.

Inspire the Masses (Ex): The Inspiration abilities of a 9th level Marshall extend to Long range, provided that the allies can still see and hear the Marshall.

Revive the Dead (Sp): A 9th level Marshall can refill the ranks of his army by returning the fallen to life. With a 10 minute ritual, the Marshall can return a dead creature back to life so long as it has died within a number of days equal to the Marshall's ranks in the Heal skill. The newly alive awaken with a number of hit points as if they had had zero and then rested for 1 day (usually 2 hit points per hit die). The Marshall may do this a number of times per day equal to his Charisma modifier. This ability does not affect a character's level, nor does it restore removed body parts.

Mass Heal (Sp): A 10th level Marshall can cast *mass heal* as a spell-like ability a number of times per day equal to his Charisma modifier.

Command Enemies (Ex): With a standard action, a Marshall can issue commands to opponents as the spell *greater command*. Unless enemies make a Will Save (DC 10 + 1/2 Level + Charisma Modifier), these commands are obeyed. This is a [Mind Affecting] [Language Dependant] ability.

Massive Presence (Su): An 11th level Marshall can grow one size category and emit light as a bonfire at will. In addition to making the Marshall stronger and more powerful as normal, the Marshall is of course much easier to see. This effect may be begun or ended as a Swift Action.

Inspire Greater Heroism (Ex): At 11th level, the Luck bonus provided by Inspire Heroism increases to +2. It still affects all allies who can see and hear him within Long Range (because of the Inspire the Masses ability).

Convert Opponents (Ex): A 12th level Marshall can make an opponent within Medium Range Friendly to himself and his cause with a Standard Action unless the creature makes a Will Save (DC 10 + 1/2 Level + Charisma Modifier). This is a [Mind Affecting] [Compulsion] effect, but any changes in attitude caused by subsequent Diplomacy or actions are not. In all other respects, this functions as *charm monster*. This ability may be used at will.

5.2.6 Monster Tamer

"I choose you!"

Playing a Monster Tamer: Monster Tamers do not make good front line fighters, although their short range thrown weapons can be devastating. They frequently need Fighting characters to soften up powerful Monsters for capture as well as to distract powerful Monsters long enough for a Monster Tamer to capture it. Sometimes a Monster Tamer will be attacked by creatures or adversity that are not Monsters, in such cases the abilities of Wizards and Sorcerers are invaluable - a Monster Tamer's relative dominance over Monsters can allow conventional spellcasters to save their powers for use against non-Monster foes. Monster Tamers can eventually heal their own Monsters fairly effectively - thus limiting their use for Clerics, however they cannot heal themselves. As a result Monster Tamers are sometimes seen to be both cowardly and ungrateful by their non-Monster companions.

Alignment: Most Monster Tamers have an extreme alignment, although many are kindly masters, others are vicious and cruel. Monster Tamers tend to shy away from neutrality as their constant battles of will with Monsters generally make them quite accustomed to choosing sides.

Races: Monster Tamers are usually Human, although there is a sizable number of Halfling Monster Tamers as well. Monster Tamers are usually not well thought of in Elven communities, and many turn to the road. In the depths of the Dwarven mountain halls Monster Tamers are seen as a valuable method of removing dangerous Monsters from the caverns but are also frequently shunned if they are seen training their Monsters. Gnomes are more likely to be scholars of Monsters than to attempt to capture any themselves. Amongst the savage humanoids Monster Tamers are usually laughed at and scorned until they can capture something large enough to frighten compliance out of others.

Religion: Monster Tamers have no special ties to particular deities. However, powerful Monster Tamers have significant dealings with the outer planes - and many become Clerics. Gods of Elemental or Alignment domains are frequent choices - as are Gods of Plant or Animal.

Background: Most Monster Tamers dedicate their lives to taming Monsters very early in life. Monster Tamers generally come from single parent homes or are orphans. Many Monster Tamers learn their skills because they love Monsters or are simply competitive - while others see Monsters as a relatively easy path to power and dominate their Monsters in order to fuel their lusts for eternal acquisitiveness. Such Monster Tamers may turn to theft or extortion to attempt to steal the Monsters of other Monster Tamers.

Races: Monster Tamers are usually Human, although there is a sizable number of Halfling Monster Tamers as well. Monster Tamers are usually not well thought of in Elven communities, and many turn to the road. In the depths of the Dwarven mountain halls Monster Tamers are seen as a valuable method of removing dangerous Monsters from the caverns but are also frequently shunned if they are seen training their Monsters. Gnomes are more likely to be scholars of Monsters than to attempt to capture any themselves. Amongst the savage humanoids Monster Tamers

are usually laughed at and scorned until they can capture something large enough to frighten compliance out of others.

Adventures: The life of a Monster Tamer naturally leads itself to adventure. Most Monster Tamers spend at least some of their time exploring in order to find and capture new Monsters and hone their skills.

Starting Equipment: 3d4x5 gp (37.5 Gold), one soul prism, one CR 1/2 ‘monster’

Starting Age: Monster Tamers often begin their adventuring lives earlier than other classes, when determining starting age for a 1st level Monster Tamer simply choose the age at which that race becomes an ‘adult’.

Hit Die: d6

Class Skills: The Monster Tamer’s class skills (and the key ability for each skill) are: Alchemy (Int), Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Arcana - Int), Perform (Cha), Profession (Wis), Ride (Dex), Speak Language (special), Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points per level: 4 + Int Modifier.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+0	+2	+0	Control Monster, Caster Levels, Train Monster, Dread Lore
2nd	+1		+0	+3	+0	Craft Soul Prison, Heal Monster
3rd	+2		+1	+3	+1	Subtype Specialization
4th	+3		+1	+4	+1	Increased Awareness, Double Team
5th	+3		+1	+4	+1	Speak with Monsters
6th	+4		+2	+5	+2	Craft Greater Soul Prison
7th	+5		+2	+5	+2	Type Specialization
8th	+6/+1		+2	+6	+2	Transfer Control
9th	+6/+1		+3	+6	+3	Advanced Monster Healing
10th	+7/+2		+3	+7	+3	Craft Leaden Seal
11th	+8/+3		+3	+7	+3	Store Monster, Recall Monster
12th	+8/+3		+4	+8	+4	Second Subtype Specialization
13th	+9/+4		+4	+8	+4	
14th	+10/+5		+4	+9	+4	Second Type Specialization
15th	+11/+6/+6		+5	+9	+5	Craft Master Prison
16th	+12/+7/+7		+5	+10	+5	
17th	+12/+7/+7		+5	+10	+5	Fast Recall Monster
18th	+13/+8/+8		+6	+11	+6	Third Subtype Specialization
19th	+14/+9/+9		+6	+11	+6	Third Type Mastery
20th	+15/+10/+10		+6	+12	+6	Subtype Mastery

All of the following are class features of the Monster Tamer.

Weapon and Armor Proficiency: Monster Tamers are proficient with all simple weapons, nets, bolas, Orcish Shotputs, Halfling Skiprocks, harpoons, shuriken, and whips. Monster Tamers have proficiency only with light armor. Monster Tamers are considered proficient with using any bludgeoning weapon they are normally proficient with for inflicting subdual damage (thus, they do not suffer a -4 to-hit penalty when attempting to inflict subdual damage with any bludgeoning weapon they are proficient with).

Caster Levels: Even though Monster Tamers do not gain spells per day or have spell levels - Monster Tamers have many caster level dependant abilities. A Monster Tamer gains a Monster Tamer caster level for every Monster Tamer class level. If a Monster Tamer gains a Prestige Class which adds to Caster levels - she may choose to raise Monster Tamer caster levels instead of other caster levels.

“Monster”: A Monster is any Aberration, Beast, Dragon, Elemental, Magical Beast, Ooze, Outsider, Plant, Shapeshifter, or Vermin which advances by “Hit Dice” rather than “By Character Class.” Creatures which can advance by hit dice or character class - like Beholders, are Monsters even if they have character class levels. Deity level creatures, including unique dragon types and unique arch-fiends, are not Monsters regardless of creature type. A Monster Tamer can use the Animal Empathy skill on any Monster as a normal Diplomacy attempt to influence NPC attitudes - regardless of whether or not the Monster Tamer shares a language with the Monster or the intelligence of the Monster.

Soul Prisons and Monsters: When a Monster is caught with a Soul Prison (see Craft Soul Prison below) it is shrunk down and placed in stasis like in Gloves of Storing (DMG: pages 217-218). While in a Soul Prison, Monsters do not to eat, sleep, breathe, etc. A Monster can be returned to its Soul Prison or removed from its Soul Prison as a standard action by the Monster Tamer which owns it - with a range of 25' + 5' per 2 caster levels. If a Soul Prison

with a Monster is traded, given, or sold to another person, ownership of the Monster is also transferred. A Monster heals rapidly while in its Soul Prison. Regular damage is converted to subdual damage at the rate that subdual damage normally heals for the creature. Subdual damage heals at the normal rate while in its Soul Prison.

Control Monster (Ex): A Monster Tamer can have a number of Monsters in Soul Prisons equal to her Charisma Modifier be “Controlled.” A Controlled Monster behaves like a summoned monster when released from its Soul Prison, and is essentially under the control of the Monster Tamer. A Monster Tamer cannot control a Monster whose Challenge Rating is equal to or greater than the Monster Tamer’s Caster Level. Remember the rubric for increasing challenge rating based on extra hit dice or class levels to determine if the Monster is controlled. An uncontrolled Monster will act as it sees fit, possibly going on a rampage, running away, or simply sleeping until it is returned to its Soul Prison. Furthermore, Dragon type Monsters are harder to control than other Monsters, and use twice their CR (or their own CR + 4, whichever is less) to determine whether they will obey their Monster Tamer. A Controlled Monster cannot use any Summoning ability to summon uncontrolled Monsters.

More than one controlled Monster can be out of their balls at any one time - but only the first one released behaves like a summoned monster - any subsequent released Monster will act normally, usually standing around and watching events transpire, or sleeping (extreme events can cause them to take direct action at DM’s option).

Increases to Charisma only affect the number of Monsters which can be controlled if the increase would affect spells per day. As such, effects like Eagles Splendor do not increase the number of controllable Monsters, but a Cloak of Charisma would. Once a Monster Tamer has reached the limit of the number of Monsters which can be controlled, the Monster Tamer cannot control any more until one or more of the controlled Monsters are released from control or killed. Releasing a Monster from control takes about 10 minutes. Control can be reasserted, but only if the Monster Tamer has the ability to control that many Monsters.

Losing Monsters: A Monster Tamer can, at any time, release their Monsters into the wild. This is a process that takes about 10 minutes during which the Monster Tamer says her goodbyes to the Monster. The Monster is then free to do whatever it wishes, its current intelligence, alignment, and abilities do not inherently change from this release. The Monster’s Soul Prison is broken in the process, and is no longer attuned to that Monster. Monsters who were treated especially well or poorly by their Monster Tamer will not forget that treatment and may, at the DM’s discretion, act accordingly either immediately or at some time in the future.

Death and Monsters: Sometimes, Monsters die, this causes a great loss to the Monster Tamer, both emotionally and spiritually. A Monster Tamer whose controlled Monster dies immediately loses 200 XP times the CR of the Monster (zero XP for Monsters below CR 1). A Monster Tamer can make a Will save (DC 15) to halve the XP loss. XP lost in this way are recovered if the Monster is raised from the dead by any means (usually Raise Dead or Resurrection). The XP is recovered if the Monster is Reincarnated, but the new body breaks the Monster Tamer to Monster link and the Monster is no longer controlled, and may no longer be a Monster (depending on its new type).

Train Monster (Ex): A Monster Tamer can train or evolve their Monster with their Handle Animal skill. As an extraordinary ability, a Monster Tamer need not choose specific animals as trainable and can use Handle Animal on any Monster. Training a Monster takes 8 hours and has a DC of 15 + Monster’s (new) CR. The effects available from Training Monster are based on the number of Ranks in Handle Animal the Monster Tamer has:

- **3 ranks - Learn Trick:** This is just like teaching to an animal companion (see DMG page 46). Note that some Monsters are intelligent enough so that they are able to perform “tricks” without being specifically taught - and all Monsters are able to learn at least 4 tricks even if their intelligence would not normally be high enough.
- **6 ranks - Grow Monster:** This causes the Monster to advance 1 Hit Die, if it would not cause the Monster to exceed its advancement limit. This may cause the creature to grow in size category, see the monster description. This may also cause the Monster to become uncontrolled, if this raises its CR to past the maximum CR the Monster Tamer can control. You select what skills, if any, a Monster Tamer gains for its level, and if this would cause a Monster to gain a feat you may select the feat.
- **9 ranks - Evolve Monster:** This causes the Monster to evolve to a more advanced form. The Monster gains a template of your choice. Note that this may cause the Monster to become uncontrolled, if this raises the CR to past the maximum CR the Monster Tamer can control. The Monster remains a Monster even if its type changes to a type which is not normally a Monster. Monsters who become Dragons in this way are not harder to control than natural dragons are. You select what skills, if any, a Monster gains with its template, and if this would cause a Monster to gain one or more feats you may select the feat(s). At the DM’s option, a Monster may be evolved into a similar but more powerful form that is normally represented by a separate entry. For example: a DM might allow a Monster Tamer to evolve her Red Slaad into a Green Slaad, or a Fiendish Horse into a Nightmare. A Monsters of type Beast which is evolved into a different type, gains a permanent one-time “Hard to Control” modifier as if its CR was 1 higher than it actually is.

- **12 ranks - Inspire Monster:** You may be an especially kind or cruel master to your Monster, giving it a permanent +2 Sacred or Profane bonus to any statistic. You may only give this bonus once to each Monster, and you cannot give different bonuses (Sacred or Profane) to different Monsters.

Dread Lore (Ex): A Monster Monster Tamer accumulates significant knowledge about the Monsters that they face. The amount of knowledge a Monster Monster Tamer has on an encountered wild monster is linked to the Monster Tamer's Knowledge Arcana or Survival skill - whichever is higher. The abilities granted depend upon how many ranks the Monster Tamer has in the relevant skill:

- **3 ranks - Identify Monster:** A Monster Tamer can automatically identify the name, type, and subtype of any Monster encountered.
- **6 ranks - Full Monster Entry:** A Monster Tamer's player can open the Monster Manual (or other relevant source material) to the appropriate page and read the Monster's entry. If the Monster Tamer's player chooses, she may read the relatively uninformative descriptive text at the beginning of the entry to other players out loud. In addition, a Monster Tamer may note whether a Monster encountered in the wild has extra advancement hit dice and/or class levels - though not necessarily what kind or how many.
- **12 ranks - Fully Identify Monster:** The Monster Tamer is able to instantly identify any Monster's advancement hit dice and class level (if any).

Craft Soul Prison (Sp): A 2nd level Monster Tamer can craft Soul Prisons. A Soul Prison costs 100 GP and 8 XP to make. Alternately, it costs 200 GP to buy one if it is available. A Soul Prison acts as a thrown weapon, which is used as a ranged touch attack with a range increment of 15'. Using a Soul Prison is considered to be using a spell like ability. If a Soul Prison thrown by a Monster Tamer hits a Monster it inflicts 1 point of subdual damage per caster level - if the Monster is unconscious after being hit by the Soul Prison it is sucked into the Soul Prison and now belongs to the Monster Tamer who threw the Soul Prison - the Soul Prison is now sitting in a square formerly occupied by the captured Monster. If a Soul Prison hits a Monster it is attuned to that Monster and cannot be used on any other Monster - ever.

Heal Monster (Sp): A Monster Tamer may attempt to accelerate the healing of a Monster in its Soul Prison. By spending a fullround action, a Monster Tamer can attempt a Heal Check (DC 15) to either convert all regular damage suffered by the Monster into subdual damage, or to confer the benefits of 1 day of rest to the Monster (2 Hit Points per hit die, 1 day worth of repaired Ability damage, the recovery of any limited uses/day abilities, and the healing of all subdual damage). This ability may be used on each Monster 3 plus the Monster Tamer's Wisdom bonus (if positive) times per day.

Subtype Specialization (Ex): A Monster Tamer can choose a subtype which is her specialty. A Monster Tamer gains a +1 bonus on all Bluff, Animal Empathy, Handle Animal, Knowledge, Listen, Sense Motive, Spot, and Survival, checks when using these skills on or about such creatures for every 3 caster levels she has. A Monster Tamer can choose a second Subtype to be equally proficient with at 12th level, and a third at 18th. A Monster Tamer can Control one extra Monster which must be of a subtype that she specializes in. Subtypes include: Air, Aquatic, Chaotic, Cold, Earth, Electricity, Evil, Fire, Good, Lawful, Reptilian, and Water.

Increased Awareness (Ex): At 4th level and above, a Monster Tamer's Monster become more intelligent and aware. After the Monster Tamer has owned her Monster for at least 1 week, its intelligence changes to the Monster Tamers ranks in Handle Animal if that is more than its normal intelligence.

In addition, a Monster Tamer can make her Monster gradually see things her way - a Monster's alignment shifts one degree towards the Monster Tamer's each week if she can succeed in an Animal Empathy check at a DC of (10 + the Monster's CR). The DM decides whether it moves Law/Chaos or Good/Evil first depending upon circumstances. So if a Lawful Good Monster Tamer captured an Imp (lawful evil Monster), the Imp could become Lawful Neutral after one week, and could be Lawful Good after 2 weeks. Monster subtypes are unaffected - so an Evil Monster such as an Efreet would stay subtype [Evil] even if it subsequently became of Good alignment.

Double Team: Upon reaching 4th level, the Monster Tamer is able to control two Monsters out of their balls simultaneously, even in battle. This ability only functions so long as both Monsters are more than 2 CR less than the Monster Tamer's caster level. For example, a 5th level Monster Tamer could command a single CR 4 Monster in battle or two CR 2 Monsters, but could not command a CR 1 Monster and a CR 3 Monster simultaneously.

Speak with Monsters (Ex): At fifth level a Monster Tamer has Tongues - always on, which only effects Monsters. Even though a Gorgon's speech still sounds like "Groarrough" it is perfectly intelligible to the Monster Tamer. Further, the Monster Tamer's speech is understandable by Monster even if they do not normally have a language - even Oozes and other Monsters not normally capable of communicating at all.

Craft Greater Soul Prison (Sp): A Monster Tamer can craft a Greater Soul Prison, which is a more powerful form of Soul Prison. It behaves just like a Soul Prison except that it costs 1000 Gold and 80 XP to craft - and inflicts d4 subdual damage per caster level.

Type Specialization: At 7th level, you can choose a single creature type to gain the same skill bonuses as your subtype specialization with a creature type instead. You are not limited to normal Monster types. You may choose a second type to Specialize in at 14th level, and a third at 19th. You may have an additional controlled Monster, which must be of a type you are specialized in. Type and Subtype Specialization bonuses are cumulative.

Transfer Control: At 8th level a Monster Tamer can choose to change which Monster she controls, up to her regular limit of controlled Monsters. All newly controlled Monsters must be in Soul Prisons possessed and owned by the Monster Tamer. Transfer Control is a full-round action. Normally transferring control takes 10 minutes per Monster so transferred.

Advanced Monster Healing (Sp): A Monster Tamer can, at 9th level, use Heal as a Spell like ability a number of times a day equal to her wisdom modifier, with a minimum of once a day. A Monster Tamer can only Heal Monsters she controls, but can heal them whether they are in their Soul Prisons or not.

Craft Leaden Seal (Sp): A Monster Tamer can craft a Leaden Seal. A Leaden Seal is a much more powerful form of Soul Prison. It costs 5000 GP and 400 XP to make. When used, it inflicts d8 points of subdual damage per caster level.

Store Monster (Sp): Starting at 11th level, as a move equivalent action, a Monster Tamer can send a Soul Prison with a Monster in it to a completely safe extra dimensional space. A Soul Prison must be within Close range (25 feet + 5 feet per 2 caster levels) to be stored. Store Monster cannot be combined with a normal move. Store Monster is a spell-like ability.

Recall Monster (Sp): Starting at 11th level, as a fullround action, a Monster Tamer can transport a Stored Soul Prison from her extra dimensional space to her hand.

Craft Master Prison (Sp): A Master Prison is the ultimate expression of the Monster Hunter - it costs a hefty 10000 GP and 800 XP to manufacture, and subdues the first Monster it hits, if that Monster does not have more than 2 hit dice for every caster level of the Monster Tamer who threw it. If a Monster is too strong to be captured automatically it may yet succumb as it still suffers d12 subdual damage per caster level.

Fast Recall Monster (Sp): As Recall Monster, but Recalling Monster is a free action.

Subtype Mastery: The Monster Tamer chooses one subtype that she is already specialized in to Master. All her Leaden Seals function like Master Prisons against Monsters of that subtype, there is no limit to the CR of Monsters of that subtype that she can control - and she can control one extra Monster of that subtype, in addition to her bonus controlled Monsters from type and subtype specialization.

Monster Tamers and Multiclassing: Monster Tamers rarely multiclass, however if they multiclass into another spellcasting class and have access to domains, the Spellcaster levels stack for purposes of controlling Monster of a type or subtype sharing of those domains. So a Monster Tamer 6/ Cleric 5 with the domains of Evil and Fire would control Monsters as Caster level 6, but would control Evil or Fire Monsters as a Caster Level 11 Monster Tamer.

5.2.7 Ninja

"Did you see that army roll I just did? Course not, I'm a fucking ninja!"

Alignment: Totally Sweet (Any)

Starting Gold: 4d4*10 gp (100 gp)

Starting Age: As Rogue

Hit Die: d6

Class Skills: The ninja's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Any) (Int), Listen (Wis), Move Silently (Dex), Perform (Dance/Stage Theatre) (Cha), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex)

Skills/Level: 4 + Int Bonus

All of the following are class features of the ninja.

Weapon and Armor Proficiency: Ninjas are proficient with all simple weapons, all martial weapons, and with two exotic weapons of the players choice

Armored in Life (Su): A Ninja has a special Armor bonus whenever they are not using armor or shields that he is not proficient in. This Armor Bonus applies against Touch Attacks and Incorporeal Touch Attacks, and has a value of +4. Every even numbered class level, the Armored in Life bonus increases by 1. If the Ninja wears armor which he is proficient in (for example: normal clothing) that has an enhancement bonus, that enhancement bonus applies to his Armored in Life Armor Bonus.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus
1st	+1	+0	+2	+2	Armored in Life, Surprise!, Too Fast By Half	+4
2nd	+2	+0	+3	+3	Wall Jump, Ninja'd	+5
3rd	+3	+1	+3	+3	Invisible, Speed of Thought, Cowabunga!	+5
4th	+4	+1	+4	+4	Dark Stalker, Seductive Gaze	+6
5th	+5	+1	+4	+4	Master of Disguise, Summon Mist, Kidney Punch	+6
6th	+6/+1	+2	+5	+5	Double-Jump, Join the Clan	+7
7th	+7/+2	+2	+5	+5	Scuttler, Anti-Noise Aura, Sexy No Justsu	+7
8th	+8/+3	+2	+6	+6	Log Trick, Go Ninja Go Ninja Go	+8
9th	+9/+4	+3	+6	+6	Master of Escape, All Ninjas Fly, Flying Kick	+8
10th	+10/+5	+3	+7	+7	Not Visible, Close Combat	+9
11th	+11/+6/+6	+3	+7	+7	Shadow Lands, Shadow Clone, Too Fast By $\frac{3}{4}$	+9
12th	+12/+7/+7	+4	+8	+8	Secret Bedroom Technique, Get Over Here!	+10
13th	+13/+8/+8	+4	+8	+8	Trap Setter, Spirit Blade, Time to Death	+10
14th	+14/+9/+9	+4	+9	+9	Perfect Disguise, Pirate Killer	+11
15th	+15/+10/+10	+5	+9	+9	Spell Stowaway, Secret Scrolls, Perpetual Distraction	+11
16th	+16/+11/+11/+11	+5	+10	+10	Honor is Babbies, Disregard Me	+12
17th	+17/+12/+12/+12	+5	+10	+10	Murder Punch, Harem No Jutsu, FINISH HIM!	+12
18th	+18/+13/+13/+13	+6	+11	+11	Me First!, You Can't See Me	+13
19th	+19/+14/+14/+14	+6	+11	+11	Clan Master, Forbidden Technique, Nightmare Realm	+13
20th	+20/+15/+15/+15	+6	+12	+12	Fully Too Fast, Back In Black	+14

Surprise! (Ex): If the Ninja should catch a foe flat-footed, then all successful attacks she makes against that foe are automatic critical hits. I have no idea why ninjas carry scythes.

Too Fast By Half (Ex): The Ninja multiplies her base speed by 1.5 (round down), particularly when doing a “Ninja Run” pose.

Wall Jump (Ex): Ninjas are great at using the walls to propel themselves. Not only does she suffer no falling damage when next to a wall, she may also double her jumping height and distance when starting off next to a wall, and if between two walls, gains a Climb speed equal to her land speed.

Ninja'd (Ex): Ninja always seize the initiative at the last moment and do things before anyone else can react. In combat, if there is no Surprise round, the Ninja gains her own Surprise round. If there *is* a Surprise round, the Ninja can act in it, going first. The Ninja can only access this ability if she possesses more levels of Ninja than any other class.

Invisible (Su): The Ninja may become Invisible at will, as per the spell *invisibility*.

Speed of Thought (Ex): Ninja move so fast they get speed lines when they move. The Ninja may add her Int bonus to her Initiative, and to all melee attack and damage rolls made against flat-footed or flanked opponents.

Cowabunga! (Su): Ninja are possibly the best surfers in the world. She may move on water as though it were a solid surface, and is immune to the effects of Grease and similar spells and effects. If she stops on water, she must make a DC 40 Balance check to remain on top.

Dark Stalker (Ex): The Ninja can see and hear incorporeal/ethereal creatures normally, so they must make Hide/Move Silently checks to sneak up on her.

Seductive Gaze (Su): The Ninja gains a Charm Monster gaze attack at will, with an Int-based save DC.

Master of Disguise (Su): With a DC 15 Disguise check, a Ninja can effectively cast Disguise Self. With a DC 20 check, she can effectively cast Alter Self.

Summon Mist (Su): Mist is a Ninja's best friend. She can call upon it, as per the spell *Obscuring Mist*, at will, though only one such effect can be active at a time.

Kidney Punch (Ex): When the Ninja punches someone who is flat-footed or flanked, they are crippled by pain. The foe becomes Staggered and Prone unless they can pass a Fortitude save (Int-based). Staggered lasts for one full round, Prone lasts until they stand up.

Double-Jump (Ex): You would think a Ninja can fly by looking at them jump. Double the Jumping height and distance of the Ninja. This stacks with Wall Jump. Additionally, she gains a Fly speed (half her base speed, Clumsy, flat-footed while flying).

Join the Clan (Ex, see below): The Ninja becomes a member of a very secret Ninja clan. As benefits, she can call upon their assistance for information, and is taught the secret techniques: she may cast *Knock*, *Detect Traps* and *Identify* as Spell-like abilities at will. These only require Swift actions.

Scuttler (Ex): The Ninja is great at moving about in all situations. She may move at regular speed while being stealthy, and does not suffer penalties for difficult terrain.

Anti-Noise Aura (Su): Have you ever heard a Ninja, as opposed to the short scream of their victim? I didn't think so. But sometimes, a Ninja has to travel with a plate-armoured Cleric, a Dire Bear (Druid) and a Knight on a steam engine. She may, at will, radiate a 20' Aura of silence, masking all noises made.

Sexy No Jutsu (Su): By spending a Full Round Action making indecent gestures, the Ninja may cause a Suggestion or Hold Person effect on a target who can see her and fails a Will save (Int-based). Additionally, if the target passes the save, they still take a -3 penalty on Will saves for one round and suffer 5d6 Non-lethal damage.

Log Trick (Ex): Just when you think you have a Ninja, you actually have a log. The Ninja is behind you. As an Immediate action, the Ninja may Dimension Door to any location up to 30' away, leaving a puff of smoke and a wooden log behind. Additionally, she may spend a Standard Action to Dimension Door 30' away, leaving a Mirror Image behind for 4 rounds. When the image ends, a log appears.

Go Ninja Go Ninja Go (Ex): The Ninja may make a Full Round action (or two Partial actions) and a Swift action in the Surprise round, as opposed to just one Partial action.

Master of Escape (Ex): The Ninja can never be pinned down. Any Escape Artist check may be made as a Standard action that does not provoke, and she may make Epic checks at the following DCs: Extremely Tight Space (a chimney, a glass jar, someone's anus) DC 30, Walls of Force DC 40 or Caster Level + 5, whichever is higher. She also gains a +8 bonus to escape a grapple. None of this applies when wearing heavy armour or when heavily encumbered.

All Ninjas Fly (Su): The Ninja gains a Fly speed (Average) equal to her base speed.

Flying Kick (Ex): When flying or jumping, the Ninja may make a special charge attack. She moves in a straight line, up to twice her movement speed, and attacks everyone in this line. She gains the charge bonus and penalty, and additionally, anyone struck is Dazed for one round if they fail a Fort save (Dex-based DC).

Not Visible (Ex): The Ninja cannot be seen when she doesn't want to be. This is like Invisibility, except that it is (Ex) and True Seeing doesn't cut it. The only way to see her is to know what you're looking for and beat her Hide with a Spot check with no bonuses to the Spot check from equipment, spells or effects - only 1d20 + ranks + ability score + feats. Or if she ends the effect voluntarily or by attacking or passing out.

Close Combat (Ex): I bet you think you're really smart for trying to grapple the Ninja. You won't for long. Ninja can act normally while being grappled, even if lifted or pinned - including movement (the grappler can hold on and be moved with her or can let go), and doesn't lose her Dex bonus to AC. Furthermore, her opponent IS flat-footed against her attacks.

Shadow Lands (Su): The Ninja can conjure a Hallucinatory Terrain effect at will. Only one such effect can be active at a time.

Shadow Clone (Su): The Ninja can cast Mirror Image at will, however cannot use it while even a single image still remains - she can't even refresh it, having to wait until the final clone vanishes. Additionally, when attacking foes in melee combat, she deals +2d6 damage for every remaining image.

Too Fast By $\frac{3}{4}$ (Ex): The Ninja becomes even faster. She may make a Move action as an Immediate action, and makes 10' steps of adjustment instead of 5' steps (unless she only wants to move 5'). With a DC 25 Balance check she can instead make 15' steps of adjustment.

Secret Bedroom Technique (Su): The Ninja learns secret Ninja skills that would be forbidden if Ninjas didn't find them so funny. Firstly she may, with a Standard action, create a magic dust that if inhaled or consumed (it dissolves in liquid) creates an Emotion: Love (or Lust or Trust) effect. The save DC is Int-based, and the powder becomes useless after one hour if not used. Secondly, no sexual encounter with her ever needs to be played out, as the partner(s) automatically have "a very good time" and their attitude changes to Fanatical.

Get Over Here! (Ex): With a Swift action, the Ninja may call out to a foe who understands her language and can hear her. The foe must pass a Will save (Int-based DC) or immediately make a Move action directly towards the Ninja, regardless of obstacles or provoking. Alternatively she may force them to, on their next action, attempt to charge her instead of whatever they were going to do, but this must be decided when she uses the ability.

Trap Setter (Ex): If the Ninja has a trap on hand, she can set it in one Standard action, she's that fast. The DC to spot it is equal to a Sleight of Hand check she makes, and the DC to disarm is that plus five. The DC to avoid being horribly maimed is normal for the trap, however.

Spirit Blade (Su): The Ninja can even cut ghosts. All of her attacks affect incorporeal and ethereal creatures as though they were neither, and ignore Armour and Shield bonuses to AC as well as all kinds of Damage Reduction (including DR X/-).

Time To Death (Ex): Those who would normally be staggered upon failing a save against the Ninja's Kidney Punch instead become Nauseated for 1d4 rounds, although they do still get the save.

Perfect Disguise (Su): The Ninja may, with a DC 35 Disguise check, Polymorph as per the spell. True Seeing does not trump this.

Pirate Killer (Ex): Shouting "YARR!" provokes an Attack of Opportunity from the Ninja. Additionally, she gains a +4 bonus to Hit and 4d6+4 Bonus Damage against Swashbucklers, Dread Pirates and all ship-owners, and enjoys a doubled critical threat multiplier against them.

Spell Stowaway (Su): If someone within 30' casts a spell on himself, the Ninja may elect to, as not an action, gain the effects as well. Note that if the Lich turns out to have been casting Harm, it gets healed whereas she is damaged as normal (unless Negative energy heals her normally).

Secret Scrolls (Ex, see below): Having risen through the ranks, the Ninja is shown the secret scrolls and gains special abilities. She may cast Disintegrate, Utterdark and Hold Monster once each per minute.

Perpetual Distraction (Su): People are always distracted while fighting the Ninja. She always counts as flanking enemies.

Honour is Babbies (Ex): The Ninja does not care for honour, and makes a hobby out of putting the boot in when facing an enemy. If a foe has fallen Prone, her attacks automatically hit them. If she focuses all attacks against this fallen foe, they must make a Fort save (Dex-based DC) or become Helpless from pain for 1 round.

Disregard Me (Ex): The Ninja gains the ability to not be noticed. It becomes impossible to detect her with Divinations unless she wants to be, and she never provokes Attacks of Opportunity. Likewise enemies can't use readied actions against her. However, if an enemy has an ability that lets them take Attacks of Opportunity on someone who hasn't provoked, or lets them force foes to provoke, it still works against her.

Murder Punch (Ex): People die when they are killed. All attacks made by the Ninja ignore Fast Healing and Regeneration - the damage is there until healed (such as by magic) or the very long recovery of X per day. Anyone slain by the Ninja can never come back without a True Resurrection or a Wish.

Harem No Jutsu (Su): This ability works like Sexy no Jutsu, except every foe within 50' is affected. If anyone is successfully affected for 3 rounds in a row they must make a Fort save (same DC) or die, but they will die happy. The Ninja gains a +9,001 bonus to Perform (Dance) checks.

FINISH HIM! (Ex): If the Ninja makes a full attack against a single foe denied their Dex bonus, and every attack hits, then instead of any other effects requiring saving throws, she may force them to make a single Fort save (Int-based DC, +1 for every hit beyond the first) or die, exploding in a shower of gore.

Me First! (Ex): If someone casts a spell within 30' of the Ninja, she may spend an Immediate action to steal the effects. The spell is still cast, but all effects are resolved against the Ninja. She can do this after identifying a spell being cast.

You Can't See Me (Su): The Ninja may, as an Immediate action, cause an attack, spell or effect directed at her to instead target the attacker. They must continue to use it at full force with the full bonus used against her and cannot attempt to force the attack to miss or fail.

Clan Master (Ex, see below): The Ninja becomes the master of her clan, gaining the final secret arts: she gains Immunity to a single school of magic of her choice, and ceases ageing, though bonuses will still accrue. Additionally her Int, Wis and Cha scores all suddenly increase by +4.

Forbidden Technique (Su): The Ninja learns a trick that is forbidden to all but the most experienced Ninjas. Rumour has it the last person who tried it was sent home in a matchbox. She may, as a Full Round action, gaze upon a foe, who is entitled to a Will save (Int-based). If they fail, they cease to exist, permanently wiped from the face of the earth. Only a major quest can bring them back. If they succeed, they still suffer 2d6 negative levels. The Ninja may elect to sacrifice herself with this power, but can never be compelled to do so via magic or trickery: if she does, the foe receives no save and is simply destroyed, but the same applies to her. They are both gone forever, for a given value of "forever".

Nightmare Realm (Su): The Ninja may cast Nightmare Terrain at will, though only one such effect may be in play at a time. Additionally, every round, one target of her choice in the area can be targeted with a Shadow Well effect.

Fully Too Fast (Ex): The speed of the Ninja now increases to double the base speed. Additionally, she may move as though by teleportation, ignoring all barriers and such, and leaves a thunderclap behind when doing this. The thunderclap affects all within 10' of where she previously stood, knocking them Prone and Dazing them for one round if they fail a Fort save (Dex-based DC).

Back In Black (Su): If the Ninja is ever killed, as long as the body is not destroyed and the soul is not consumed/bound/destroyed, she simply comes back 24 hours later, none the worse for wear.

5.2.8 Puppeteer

“This time, I think they’ll stay up longer - I used more juice.”

It is well known to those who investigate such things that electrical energy can bring animation to the freshly dead in much the same way as positive or negative energy can. Those who have a natural inclination towards commanding the lightning can live out their life in obscurity or they can investigate their own abilities.

Those of a particularly investigative bent can accomplish much towards animating the dead and even creating new life. The puppeteer is one such person.

Alignment: Electricity is a destructive force, but it is also the source of life. The Puppeteer focuses on the animating aspects, and a lot of them are Lawful. But they don’t have to be.

Races: Puppeteers appear in all races, though significant portions of many races live in areas where being a Puppeteer is illegal.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: As Rogue.

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Electricity Resistance, Jolt, Electric Bolts, Puppet the Dead, Electric Magic
2nd	+1	+3	+3	+3	Disrupting Shock, Familiar
3rd	+2	+3	+3	+3	Greased Lightning, Repair Construct
4th	+3	+4	+4	+4	Electricity Immunity, Arc Light, Devastating Thunder
5th	+3	+4	+4	+4	Perpetual Storm, Corpse Quickening
6th	+4	+5	+5	+5	Persistent Puppets
7th	+5	+5	+5	+5	Lightning Bolts
8th	+6/+1	+6	+6	+6	Create Golem
9th	+6/+1	+6	+6	+6	Army of Puppets
10th	+7/+2	+7	+7	+7	Tunneling
11th	+8/+3	+7	+7	+7	Magnetism
12th	+9/+4	+8	+8	+8	Life Anew

Class Skills: The Puppeteer’s class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Each skill individually, Int), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Puppeteer class:

Weapon and Armor Proficiency: Puppeteers are proficient with all simple weapons, as well as the whip, all martial spears, and all sizes and varieties of chain (including spiked chains). Puppeteers are proficient with light armor but not with shields of any kind.

Electricity Resistance (Ex): A Puppeteer has a Resistance to Electricity equal to twice his level.

Jolt (Su): As a standard action, a Puppeteer can electrify his body, shocking the next creature which he touches or which touches him during the next minute. This shock inflicts 1d6 of electricity damage, with an allowed Fortitude Save for half (DC 10 + 1/2 Level + Charisma Modifier).

Electric Bolts (Sp): A Puppeteer can throw bolts of electricity as an attack action. A Lightning Bolt travels out to short range, and inflicts 1d6 of Fire damage per level. A Lightning Bolt strikes its target with a ranged touch attack.

Puppet the Dead (Su): If the Puppeteer can inflict electricity damage on a corpse, he can can it to rise as a zombie. This zombie can’t have more than 4 hit dice for every level of puppeteer he possesses, and it immediately collapses if it has been active for more than 10 minutes or if the puppeteer animates a second corpse.

These zombies are of the construct type rather than being true undead, and are healed by electricity damage.

Otherwise use the normal zombie template

Electric Magic (Ex): A Puppeteer is considered to have every spell with the Electricity Descriptor on his spell list for the purpose of activating magic items.

Disrupting Shock (Sp): As a standard action, a 2nd level Puppeteer can create an electrical discharge inside another creature's body. This effect causes a d6 of damage and stuns the target for one round. The victim is entitled to a Fortitude save (DC 10 + 1/2 Level + the Puppeteer's Intelligence bonus) to halve the damage and negate the stunning effect. This ability can be used out to Medium range, and it always hits.

Familiar: At 2nd level, a Puppeteer is entitled to a familiar. They may choose a corpse familiar or a construct familiar, but not a normal living animal.

Greased Lightning (Ex): From 3rd level on, a Puppeteer's Electricity cuts through Electricity Resistance, hardness, and Immunity. No more than 1/2 of the damage inflicted by his electrical damage can be negated by hardness or immunity or resistance to electricity. In addition, the Puppeteer ignores the first 5 points of Electricity Resistance that a target has.

Repair Construct (Sp): A 3rd level Puppeteer can energize a construct with a touch. This touch heals 2d8+Level hit points, and is be usable at any time.

Electricity Immunity (Ex): A 4th level Puppeteer is immune to Electricity.

Arc Light (Sp): A 4th level Puppeteer may shed light like a *daylight* spell from his own body. The clearly electrical light emanates from any portion of the character's body and can be begun or ended as a move action.

Devastating Thunder (Ex): When a 4th level Puppeteer inflicts electrical damage on any target, he inflicts an additional amount of that damage equal to his Intelligence modifier or his class level, whichever is less.

Perpetual Storm (Sp): A 5th level Puppeteer benefits from *call lightning* at all times.

Corpse Quickenning (Ex): When a 5th level Puppeteer animates a corpse, it is not limited to a single standard action.

Persistent Puppets (Su): A 6th level Puppeteer can create lightning zombies which last an entire day before falling apart on their own.

Lightning Bolts (Sp): At 7th level, the Puppeteer can send forth a *lightning bolt* as the sorcerer/wizard spell, at will. This spell-like ability has a save DC of 10 + 1/2 Level + Intelligence Modifier. Unlike the normal spell, a Puppeteer's Lightning Bolt has no damage cap.

Create Golem (Su): An 8th level Puppeteer can create Flesh Golems. These do not require the expenditure of XP. The latest creation, and *only* the last one created by the Puppeteer is immune to the berserking trait as it is fully under his control.

Army of Puppets (Sp): A 9th level Puppeteer's animated corpses no longer collapse when he raises another puppet, so long as his total number of puppet's is less than his class level.

Tunneling (Sp): At 10th level, a Puppeteer can teleport short distances, as per *dimension door*. This ability is usable at will.

Magnetism (Sp): An 11th level Puppeteer can hurl metal objects around at high speed for no discernible reason. This acts like *telekinesis*, which is usable at will, save that only creatures and objects made primarily of ferrous metals may be lifted and thrown.

Life Anew (Su): A 12th level Puppeteer can create Corpse Creatures with lightning. This is like using *create undead* save that the creatures are Constructs instead of Undead, are healed by Electrical damage, and don't have any action reduction.

5.2.9 Shadow Warrior

"I'm Cielingcat, too good to write quotes or flavor text! Na-na!"

Alignment: Any

Races: Any

Starting Gold: 4d4x10 gp (100 Gold)

Starting Age: As Rogue

Hit Die: d8

Class Skills: Appraise, Balance, Bluff, Climb, Concentration, Disable Device, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge (the planes), Knowledge (religion), Listen, Move Silently, Search, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble, Use Rope.

Skills/Level: 6 + Intelligence Bonus

All of the following are Class Features of the Shadow Warrior class.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Claws of Darkness, Shadow Shroud, See the Shadows
2nd	+2	+3	+3	+3	Shadowstep, Hide in Plain Sight
3rd	+3	+3	+3	+3	Dark Weave
4th	+4	+4	+4	+4	Draining Strike
5th	+5	+4	+4	+4	Darkstalker
6th	+6/+1	+5	+5	+5	Shadowy Appendages
7th	+7/+2	+5	+5	+5	Shadow Razors
8th	+8/+3	+6	+6	+6	Reach of Darkness
9th	+9/+4	+6	+6	+6	Shadow Movement
10th	+10/+5	+7	+7	+7	Strike the Soul
11th	+11/+6/+6	+7	+7	+7	Shadow Mire
12th	+12/+7/+7	+8	+8	+8	Shadow Magic
13th	+13/+8/+8	+8	+8	+8	Shadow Shift
14th	+14/+9/+9	+9	+9	+9	Numbing Strike
15th	+15/+10/+10	+9	+9	+9	Shadow Leap
16th	+16/+11/+11/+11	+10	+10	+10	Shadow Spawn
17th	+17/+12/+12/+12	+10	+10	+10	Death Strike
18th	+18/+13/+13/+13	+11	+11	+11	Servant of the Night
19th	+19/+14/+14/+14	+11	+11	+11	Shadow Discorporation
20th	+20/+15/+15/+15	+12	+12	+12	Shadow Well

Weapon and Armor Proficiency: Shadow Warriors are proficient in all simple weapons. They are not proficient in any armor.

Claws of Darkness (Su): As a free action, a Shadow Warrior can weave shadows to form a pair of horrific claws for themselves. These claws are treated as any other natural weapons, deal damage as appropriate for a creature of the Shadow Warriors size (1d6 for Medium creatures), and have a critical threat range of 19-20. These claws strike as magical weapons, allowing them to bypass some damage reduction and to hurt incorporeal creatures (though they still suffer the 50% miss chance). The claws can be dismissed as a free action, and last until dismissed.

Shadow Shroud (Su): A Shadow Warrior is surrounded by a cloak of darkness that offers them protection. The Shadow Shroud gives them an Armor bonus to AC equal to 4 plus $\frac{1}{2}$ their level. As an armor bonus, this does not stack with any armor that they might wear. The Shadow Shroud absorbs the light around it, causing the area within 60 feet of the Shadow Warrior to be dim. This does not interfere with vision, but it does allow creatures with light blindness to function normally. Shadow Shroud also suppresses any Light effects within 60 feet of the Shadow Warrior, but stronger spells such as Daylight are not affected. This ability can be turned off and on as a free action.

See the Shadows (Su): A Shadow Warrior can see perfectly in darkness of any kind, even that created by the *darkness* or *deeper darkness* spells.

Shadowstep (Su): A 2nd level Shadow Warrior can move partially within the Plane of Shadow, which grants him a +10 bonus to his movement speed. He gains a further +10 bonus to movement at levels 6, 11, and 16.

Hide in Plain Sight (Ex): A 2nd level Shadow Warrior can hide even while being observed.

Dark Weave (Sp): A 3rd level Shadow Warrior can cast *darkness* at will as a spell-like ability, with a caster level equal to his character level. Unlike the normal Darkness, this ability does not actually shed light; it merely dims it to the level of shadowy illumination. If the area is already that dark, nothing happens.

Draining Strike (Su): The natural weapons of a 4th level Shadow Warrior deal an extra 1d6 points of negative energy damage. At level 9, this extra damage increases to 2d6.

Darkstalker (Ex): A 5th level Shadow Warrior is undetectable by sensory abilities such as Scent or Blindsight. A successful Listen or Spot check still detects him as normal. If you have Lords of Madness, then you can just give him Darkstalker as a bonus feat instead, since it does the same thing.

Shadowy Appendages (Su): A 6th level Shadow Warrior can grow a pair of shadowy tentacles as a free action. In all ways, these tentacles are like the Shadow Warrior's Claws of Darkness, except that they only threaten a critical hit on a roll of 20, and deal 1d8 points of damage as a Medium creature (plus $\frac{1}{2}$ the Shadow Warrior's Strength bonus). The Shadow Warrior can grow a further pair of tentacles at level 11 and 16, for a total of 6 tentacles, with the same statistics as the first. These tentacles (the ones gained at levels 6, 11, and 16) are secondary natural attacks, and as such attacks with them are made at a -5 penalty.

Shadow Razors (Ex): At 7th level, the threat range of a Shadow Warrior's claws is doubled to 17-20, and the critical damage of his tentacles becomes x3. If the Shadow Warrior takes the Improved Critical feat for his claws, the threat range becomes 15-20.

Reach of Darkness (Su): At 8th level, a Shadow Warrior adds 5 feet to the reach of all his natural weapons (including Claws of Darkness and Shadowy Appendages). He can still attack adjacent targets with them.

Shadow Movement (Su): At 9th level, a Shadow Warrior can move through the Plane of Shadow with ease. He is no longer bounded by the gravity of whatever plane he is on, which allows him to do things like walk on air or up walls.

Strike the Soul (Su): At 10th level, a Shadow Warrior's natural weapons automatically bypass hardness and damage reduction, and can strike incorporeal creatures as if they had the Ghost Touch property. Furthermore, the Shadow Warrior's natural weapons inflict one negative level per hit, and creatures killed by these negative levels become Shadows instead of Wights. These Shadows are under the control of the Shadow Warrior, as are any spawn they create.

Shadow Mire (Su): At 11th level, a Shadow Warrior turns the air for 60 feet around him into seeping, watery shadow. Moving within this area costs ten feet of movement for every 5 feet that a creature wishes to move. The Shadow Warrior is immune to this effect, as are any creatures he wishes to exclude from it. This ability can be activated and deactivated as a free action.

Shadow Magic(Ex): At 12th level, a Shadow Warrior has tied himself so fully to the Plane of Shadow that he can access its power directly, rather than working through normal magic. None of his Supernatural or Spell-Like abilities can be dispelled or are suppressed in an anti-magic field, and he cannot be detected by magical means, such as *scrying*.

Furthermore, he can cast *darklight* as a spell like ability at will with a caster level equal to his character level. If you don't have access to the Spell Compendium, treat this as Darkness, but giving 50% concealment.

Shadow Shift (Sp): A 13th level Shadow Warrior can cast *greater blink* and *shadow walk* at will as spell-like abilities, with a caster level equal to his hit dice. However, Greater Blink shifts him to the Plane of Shadow instead of the Ethereal Plane, if that ever matters.

Numbing Strike (Su): At 14th level, a Shadow Warrior's natural weapons deal an extra 1d6 points of cold damage, and any creature hit by him at least twice in one round must make a Will save or be *slowed*, as the spell. The save DC is $10 + \frac{1}{2} \text{ level} + \text{Charisma modifier}$ and the caster level equals the Shadow Warrior's hit dice. A creature already *slowed* by this ability must make a further Fortitude save or be *paralyzed* for one round.

Shadow Leap (Su): At 15th level, a Shadow Warrior gains the ability to teleport through the shadows. As a swift action, he can instantly move up to his movement speed in any direction.

Shadow Spawn (Su): At 16th level, any creature slain by the negative levels inflicted by a Shadow Warrior becomes a Greater Shadow instead of a Shadow. These Greater Shadows are under the control of the Shadow Warrior, as are any spawn they create.

Death Strike (Su): Any creature hit at least twice in a round by a 17th level Shadow Warrior's natural weapons must make a Fortitude save or die instantly. Even creatures normally immune to instant death, such as undead, can be killed in this way. The save DC is $10 + \frac{1}{2} \text{ the Shadow Warrior's Hit Dice} + \text{his Charisma modifier}$.

Servant of the Night: An 18th level Shadow Warrior is accompanied by a loyal Nightwalker, which does as he commands. If killed, the Nightwalker reforms the next night. The Nightwalker advances as the Shadow Warrior does.

Shadow Discorporation (Su): As an immediate action, a 19th level Shadow Warrior can cause his body to collapse into a mass of shifting shadows. While in this form, he is unable to make any attacks, but cannot be harmed in any way. This ability lasts until the beginning of his next turn.

Shadow Well (Su): A 20th level Shadow Warrior's command over the shadows has grown to such a level as to allow him to assault his enemies with horrific tentacles of blackness. Any creature affected by his Shadow Mire ability is grappled by the tentacles, which are treated as a Huge creature with a grapple check of 32 plus the Shadow Warrior's Charisma bonus. The tentacles deal 1d4 negative levels each round to every creature they successfully grapple.

5.2.10 Sohei

"Don't you dare hurt my friends."

The Sohei is a bit like the Monk, but with a little more influence (in theory, at least) on being virtuous and enlightened. They also tend to use weapons and armour, but it's by no means necessary.

Note that this isn't just a description of the class I have written, it's basically what the Sohei seems to be. To be honest, they're not as well known as, say, the ninja (although at least there's less argument as to what they actually do).

As a Sohei, a good Int is not a bad idea, but what you really want is a high Wisdom, and without ignoring your physical abilities. Although, I hear there are feats that could in fact allow you to ignore your physical scores. It has the potential to get around annoying things like walls of force at later levels, and gets a free ticket into the Wish Based Economy. It probably has cool tricks for the advanced player to exploit, but I don't really see anything that stops it being available to beginners.

Alignment: Anything they could argue as being virtuous (Any Good)

Races: Any

Starting Gold: 2d4x10 gp (50 gold)

Starting Age: As Monk.

Hit Die: d10

Class Skills: Make your own, since Koumei doesn't believe in cross-class skills.

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Improved Unarmed Strike, Divine Flurry
2nd	+2	+3	+3	+3	Unforeseen Strike, Virtuous Writings
3rd	+3	+3	+3	+3	Power Slide, Speed: +10'
4th	+4	+4	+4	+4	Counter Attack
5th	+5	+4	+4	+4	Enlightenment: Perfect Understanding
6th	+6/+1	+5	+5	+5	Super Gauge, Divine Go Stone Placement of Perfection
7th	+7/+2	+5	+5	+5	Divine Frenzy
8th	+8/+3	+6	+6	+6	Speed: +15', C-C-C-COMBO BREAKER
9th	+9/+4	+6	+6	+6	Divine Perfection
10th	+10/+5	+7	+7	+7	Enlightenment: Eschew Worldly Possessions, Divine Dodge
11th	+11/+6/+6	+7	+7	+7	One Hand Clapping
12th	+12/+7/+7	+8	+8	+8	Shadow Run
13th	+13/+8/+8	+8	+8	+8	Weight of Thought, Speed: +20'
14th	+14/+9/+9	+9	+9	+9	Divine Meditation
15th	+15/+10/+10	+9	+9	+9	Enlightenment: We Are All Connected
16th	+16/+11/+11/+11	+10	+10	+10	Poetry in Motion
17th	+17/+12/+12/+12	+10	+10	+10	Zen Fist
18th	+18/+13/+13/+13	+11	+11	+11	Speed: +25', Formation of the Eight Trigrams
19th	+19/+14/+14/+14	+11	+11	+11	Deadly Finishing Move
20th	+20/+15/+15/+15	+12	+12	+12	Enlightenment: Transcendence, Secret Scroll

All of the following are Class Features of the Sohei class.

Weapon and Armor Proficiency: Sohei are proficient with all Simple Weapons, All Polearms, Light Armor, Medium Armor, and Heavy Armor.

Improved Unarmed Strike: The Sohei gains a natural Slam attack that deals 1d8 damage if Medium sized. This gains an enhancement bonus equal to one quarter of their level (round down), and can be used to make full attack actions if no other weapons are used.

Divine Flurry: When making a Full Attack action with any weapon or combination thereof, the Sohei may make one additional attack, and all attacks are made at their highest attack bonus, however all of them take a crippling -2 penalty to hit.

Unforeseen Strike: Those struck by the Attacks of Opportunity of the Sohei must make a Fortitude save (DC 10 + half the Sohei's HD + their Wisdom modifier) or be Stunned for 1 round.

Virtuous Writings: The Sohei may cast spells from Divine scrolls as though they had the spells on their class list. Yes, even if a jerk of a Warlock takes a spell that isn't Divine (are there any that aren't on some obscure domain?) and makes a Divine scroll of it. Additionally, they may create scrolls of spells on the Cleric*, Good, Nobility, Oracle or Purification spell lists, as though a Cleric (with the listed domains) of a level equal to their Sohei level. Casting the spells are not required for this process.*Does not include [Evil] spells.

Power Slide: If a 3rd level Sohei takes damage from an attack, she may allow herself to be flung backwards, thereby lessening the impact. She may make a Balance check with a DC equal to the damage inflicted and if she succeeds, she suffers only half damage. This is a skill check, not a Saving Throw, so abilities such as Evasion do not apply. She is moved away from the source of damage by 5' for every 5 points of damage (or part thereof) negated in this way.

If there is not enough space for her to move, she suffers a d6 of damage for each square not moved. If she passes through an occupied square, the Sohei would have to make a tumble check to avoid attacks of opportunity.

If this ability is gained from another class, then the Sohei may choose to increase or decrease the total distance moved by 50% (so a Power Slide that negated 12 points of damage can cause him to move 5', 10', or 15' at her choice).

Speed: The Sohei gains an increasing enhancement bonus to Speed. This is reduced by 5 feet when wearing Medium Armour, or 10' when wearing Heavy Armor.

Counter Attack: Enemies provoke attacks of opportunity from the Sohei whenever they make melee attacks against the Sohei's allies.

Enlightenment: Perfect Understanding: The Sohei reaches a plateau of enlightenment and understanding. At this stage, they can never be Confused, and always know when a person is lying. Additionally, they can choose to automatically disbelieve illusions and can see the invisible.

Super Gauge: Whenever the Sohei successfully strikes a foe or is struck by a foe, they gain a point of Tension against that foe. This lasts for a number of rounds equal to their Wisdom modifier, until they gain Tension against anyone else, until the foe they have Tension against is defeated or until used (whichever comes first). 5 Tension points may be spent to gain an additional melee attack as a Free Action or to Empower a spell being cast from a scroll. 10 points may be used to unleash a Super Move, a Full Attack where each hit deals an additional amount of damage equal to 5d6 plus the Sohei's BAB. It should be compulsory that the player shout out the name of the attack.

Divine Go Stone Placement of Perfection: Whenever combat begins, before Initiative is actually rolled, the Sohei may freeze time for one round. In this time, the Sohei and their allies may each make a Move Action to get into superior positions. Initiative is then rolled, and combat resumes. They may also use this ability once per minute during combat as an Immediate Action.

Divine Frenzy: Whenever someone deals damage to the Sohei, they may enter a Divine Frenzy. This lasts for as long as they have Tension, and during the effect they may act completely normally and use items normally - they can even cast spells if they have spellcasting ability from another class. The Divine Flurry gains another bonus attack, with every strike gaining +2d6 damage of any Energy Type, and the Sohei's Attacks of Opportunity may, at the Sohei's option, knock the targets away 5' per 5 damage dealt, in a straight line in the direction of their choice. This movement provokes Attacks of Opportunity, but not from the Sohei.

C-C-C-COMBO BREAKER: Each foe is unable to successfully make more than one attack against each of the Sohei's allies during their turn, as long as the Sohei is not flat-footed. This includes spells and similar effects, as long as they are not Harmless, but does not include attacks of opportunity, as they do not take place during the foe's turn (unless they do, in which case they do count). For multiple-target or area effects, only the targets they already attacked are immune.

Linked effects such as Improved Grab, the Trip ability of wolves and Poison will take effect as normal. Even taking continuing damage from an ongoing effect is fine. The enemies are free to take turns beating on the same guy, and one enemy splitting attacks up amongst the team is still fine, but one foe focusing their attacks on one target triggers this ability. For example, a Disintegrate followed by a Quicken Fireball will mean one guy gets hit for Disintegration, and everyone else takes the fire damage.

The ally in question must be in a square the Sohei threatens, otherwise they are exempt from this effect.

Divine Perfection: The Sohei becomes immune to Death Effects, Disease and Poison, and gains Spell Resistance equal to their Hit Dice + 5

Enlightenment: Eschew Worldly Possessions: At this stage, the Sohei can create items worth up to 15,000 GP as per a Wish, at will, requiring only a minute of meditation. They also need not eat or drink. To use this ability, the Sohei must not own any currency or precious metals. Personal equipment is exempted from the restriction. This is a flavor thing, so use common sense.

Divine Dodge: Once per minute, as an Immediate Action, the Sohei may suddenly move 10' away without provoking Attacks of Opportunity. If this brings the Sohei out of range for an attack that was about to be resolved, the attack automatically misses, likewise if it brings the Sohei out of the area of effect for a spell that was about to go off.

It may be used again before the minute is up, at the cost of 10 Tension. However, this must be against an attack performed by the one who earned the Tension.

One Hand Clapping: The Sohei cannot be Dazed, Deafened or Stunned. Additionally, their unarmed strikes deal +2d6 Sonic damage when they strike, and by spending 10 Tension as a Swift action, they may cause each blow to unleash a Sonic Pulse: all enemies within 10' take 1d6+BAB Sonic damage (no save), and the foes actually struck must pass a Fortitude save at the end of the Sohei's turn or be knocked Prone, Deaf and Paralyzed for 1d4 rounds.

Furthermore, if an ally provokes an Attack of Opportunity, and is in a square the Sohei threatens, they may educate the ally in the wisdom of not provoking, by smacking them upside the head. This uses a single Attack of Opportunity but has no effect on the ally. However, no enemy may take an Attack of Opportunity against the ally for that action.

Shadow Run: The Sohei can step onto the Ethereal Plane, and thus may walk on water or, for that matter, thin air as long as they end their turn standing on something solid. It can be a flimsy tree branch or a bamboo pole, mind you, as long as it is a solid object. Furthermore, they may step through Walls of Force, treating them merely as 10' movement per wall, and can add their Intelligence modifier to their Initiative.

Weight of Thought: The Sohei may subtract their Wisdom modifier from armour penalties. If this reduces the penalty to zero, then they may move as if unarmoured, including being able to run at full speed in Heavy armour and tumble and everything.

Divine Meditation: If the Sohei spends one minute meditating, they gain insight into future events, and may add a +10 Insight bonus on the next d20 roll they make. Additionally, doing so lets them regain Hit Points equal to the sum of all of their ranks in Knowledge skills.

Enlightenment: We Are All Connected: The Sohei gains an even greater understanding of life, and how hatred is a weapon we forge for others that only hurts ourselves, that the air they exhale is inhaled by their enemies, and that everything is linked together.

Any beneficial spell or effect granted to the Sohei or any of their allies they can see is instead, at the Sohei's option, granted to the Sohei and any number of their allies they can see. Additionally, any foe who subjects the Sohei (or any ally the Sohei can reach) to an ongoing condition such as Poison, Disease, Fear, Blindness or Nausea must make a Will save (DC 10 + half the Sohei's Hit Dice + their Wisdom modifier) or also receive the same affliction, for the same duration.

Poetry in Motion: The Sohei may make a Move Action in addition to any other actions they perform in a turn. This movement may be broken up so as to walk around while making a Full Attack. Additionally, the Sohei counts as being in every square they move through until their turn is over, allowing them to flank with themselves and knock enemies past herself to provoke attacks of opportunity.

Zen Fist: The actions of the Sohei cannot be interrupted by Immediate Actions, readied actions or attacks of opportunity. Instead, the Sohei declares their intent (such as "to make three attacks against the Hobgoblin Warlord and three against its Dragon mount"), the dice are rolled, and no attacks are actually made. However, at the end of the Sohei's turn, the targets have been attacked, actions performed and so on, just without there being a moment in time in which the actions were made. If you are confused by this, you're not Zen enough.

Additionally, they may elect to move as by teleporting - the journey has been made without a single footstep having fallen. Doing this, however, does not allow for Poetry in Motion.

Formation of the Eight Trigrams: Whenever the Sohei uses the Divine Go Stone Placement of Perfection ability, they form a strong barrier of defence with their allies. Draw an imaginary line between every pair of allies, including the Sohei. These form Walls of Force for one round, and are filled with Acid Fog that does not affect the Sohei or their allies.

Additionally, the Sohei and their allies gain the benefits (but not the drawbacks) of a Stoneskin effect for one round. Any foe who attacks the Sohei or any of her allies during this time but fails to deal any damage automatically becomes Exhausted for one minute. In this case, allies are only those within 50' of the Sohei, not those back home in Kansas.

Deadly Finishing Move: By spending 20 Tension as a Standard Action, the Sohei may unleash a killer Destroyer move. This attack deals an additional 2d6 damage per Hit Die of the Sohei, and bypasses all Damage Reduction (?including /-) and Regeneration.

It also deals Strength Damage equal to the Sohei's Wisdom modifier, and the target must make either a Fortitude save or a Will save (Sohei's choice) or be slain instantly and completely destroyed. Not even ashes remain, and the soul is transported to the centre of the planet, on another plane (probably Hell).

It should be mandated that the player name this move and either shout it out before unleashing it, or quietly state the name after the effects take place.

Enlightenment: Transcendence: The Sohei is no longer a normal mortal creature. They become Ageless, and can only die by being killed. However, they are so hardcore they wouldn't die even if you killed them: they rise again 24 hours later unless the body is hacked apart and burned, the ashes then scattered into an Unhallowed land.

Secret Scroll: The Sohei writes out the secret scrolls to enlightenment and, as they no longer have any goals of their own, having reached transcendence, must now strive to lead others to the door of knowledge. Anyone who reads the scrolls gains a permanent +5 Inherent bonus to Wisdom (the Sohei gains this when writing the scrolls),

however from this point on they take a -5 penalty to hit the Sohei, due to having been influenced enough that the Sohei can predict their every move.

5.2.11 Soldier

I got so much style, my styles got style.

The worlds of Dungeons & Dragons have dozens or even hundreds of sapient races, all of whom have distinctive methods of combat and warfare. And yet, it is demonstrably true that an individual warrior of one species is pretty much interchangeable for one of any other. The true tactical uniqueness comes from the exemplar soldiers of these empires, and those are the dudes who have the actual Soldier *class*. However, even that only usually applies to low level Soldiers. Those who've fought in many battles get a grasp on the special tactics of the other races and start using them in battle. It is to be noted that some races (such as Osyluth) don't really engage in battle, and instead direct minions to do battle on their behalf. The secrets of battle for these races are then the tricks they drum into soldiers working for them, rather than into their own warriors.

The Soldier is a vaguely Book of Weaboo Fightan Magic class, and as such has Maneuvers, Stances, and an initiator level and stuff like that. However, while they have these things, they also have a very simple system for using their abilities: they can use any of them they know whenever they want. A Soldier gets a lot of Stances (one per level) and relatively less Maneuvers (one every other level). Deal with it.

A Soldier has multiple attribute dependency of Intelligence and Constitution, also they have only a $\frac{3}{4}$ BAB progression. Nonetheless they are serviceable combatants even though Strength and Dexterity are probably like their 3rd or 4th best attributes.

Starting Gold: 8d4x10 gp (200 Gold)

Starting Age: As Fighter

Alignment: Soldiers can and do fight for any cause, sometimes for ideology and other times for pure mercenary interest. A Soldier can be of any alignment, and the class is no marker for level's of fanaticism. The player can choose how strongly they detect their alignment.

Hit Die d8

Class Skills: Balance, Climb, Craft, Diplomacy, Disguise, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (Any), Linguistics, Listen, Move Silently, Perform, Profession, Ride, Search, Sleight of Hand, Spot, Survival, Swim.

Skill Points/Level: 4 + Int mod

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers
1st	+0	+2	+0	+0	Stances, Soldier Maneuvers, Secrets of Battle	1
2nd	+1	+3	+0	+0	Hardened Survivor	1
3rd	+2	+3	+1	+1	Wearing Shoes, Lucky	2
4th	+3	+4	+1	+1	Mighty Stances	2
5th	+3	+4	+1	+1	Veteran's Experience	3
6th	+4	+5	+2	+2	Leader of Men	3
7th	+5	+5	+2	+2	Boots Keep Walking	4
8th	+6	+6	+2	+2	Fantastic Stances	4
9th	+6	+6	+3	+3	Boots Keep Walking	5
10th	+7	+7	+3	+3	Meet Interesting People	5
11th	+8	+7	+3	+3	Boots Keep Walking	6
12th	+9	+8	+4	+4	Giant Stances	6
13th	+9	+8	+4	+4	Boots Keep Walking	7
14th	+10	+9	+4	+4	Logistics Master	7
15th	+11	+9	+5	+5	Going Places	8
16th	+12	+10	+5	+5	Epic Stances	8
17th	+12	+10	+5	+5		9
18th	+13	+11	+6	+6	Mass Desertion	9
19th	+14	+11	+6	+6		10
20th	+15	+12	+6	+6	World Conquest	10

All of the following are Class Features of the Soldier class.

Weapon and Armor Proficiency: A Soldier is proficient with all simple and martial weapons, as well as the racial weapons of any race mentioned in one of their Combat Styles. A Soldier is proficient with Light, Medium, and Heavy Armors in addition to Shields and Tower Shields.

Soldier Maneuvers: As a Soldier gains class levels they learn how to perform amazing maneuvers of daring-do and general badassery which are collectively called “Maneuvers.” A Maneuver takes a Standard Action and is an Extraordinary Ability. Many of the Soldier’s Stances specifically impact the Soldier’s special Soldier Maneuvers, and that refers to these and not just any attack action or full attack they happen to make. A Soldier has an Initiator level equal to their class level. A Soldier learns one maneuver each odd-numbered Soldier level, but they can also abandon any number of maneuvers they already learned whenever they gain a level of any class and learn new maneuvers that they qualify for. Most Soldier Maneuvers allow the character to make a standard attack modified in some fashion. If they are using a double weapon with which they are proficient or two finesseable weapons, they may instead make one standard attack with each weapon (adding only half their Strength bonus to the off-hand weapon), but any special maneuver effects that trigger on damage only trigger once if either or both attacks hit.

Secrets of Battle: A Soldier adds their Intelligence Modifier (if positive) to their attack rolls, up to a maximum bonus equal to their Soldier Level.

Stances: While the Soldier is not flatfooted, they may engage a Stance at the cost of one Swift Action per round. Each Stance is usually based on the unique fighting techniques of one of the world’s armies that the Soldier has trained in, fought with, or researched. Each Stance is procedurally generated, allowing the character to gain the benefit of their Intelligence bonus to something they don’t normally get to do *and* get a special additional bonus based on the racial combat styles they are emulating. Each Stance also needs a *name*, which can be generated on the chart at the end of this document.

Basic Bonuses

- Add Intelligence Modifier to Armor Class.
- Add Intelligence Modifier to Saving Throws.
- Add Intelligence Modifier to Strength and Dexterity based Skill Checks.
- Gain Spell Resistance of $5 + \text{Level} + \text{Intelligence Modifier}$.

Basic Race List

- Orc: The character is considered to be one size category larger for purposes where that would be good such as carrying capacity, using weapons one handed, and tripping.
- Dwarf: If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and cause 2 points of Strength Damage.
- Dwarf: The Soldier resists things with great facility. If presented with a Fortitude or Will save for Partial, the character receives the Partial effect on a *failed* save and no effect at all on a successful save.
- Elf: The Soldier can take their Standard Action in the middle of their Move Action, continuing their movement after the Standard Action is resolved.
- Goblin: The Soldier can redirect any attacks against their mount to themselves, and may choose to have their mount discounted from an area of effect if they are still within it.
- Hobgoblin: The Soldier does not generate the -10 penalty to Move Silently for moving quickly, nor do they suffer the -20 penalty to Move Silently for engaging in combat.
- Halfling: The Soldier can throw any weapon they are proficient with to full effect as if they had made a melee attack with it even for Maneuvers that require a melee attack to function. A light weapon has a range increment of 30’, a one-handed weapon has a range of 20’, and a two handed weapon has a range increment of 10’ (multiplied by the creature’s base reach). A weapon thrown in this way gains a +2 to-hit for the what-the-crap factor.
- Gnome: When the Soldier inflicts damage onto a creature, that creature cannot see the Soldier until the beginning of the Soldier’s next turn. It’s like they were invisible, or crawling around underneath them or something.
- Kobold: When the soldier inflicts damage on a target they may as a free action place something that they have as a stored item in the target’s square. Common choices include smoke sticks, thunderstones, caltrops, and feather tokens.
- Human: The Soldier can use any weapon or armor no matter how obscure without problem. The character is considered proficient with any weapons or armors even if exotic or improvised. The character also ignores armor check penalties and armor stealth penalties.
- Aasimar: The Soldier ignores Concealment (but not Full Concealment) unless that Concealment comes from poor lighting. Full Concealment is treated as regular Concealment unless it comes from total darkness.
- Tiefling: The Soldier has Full Concealment if poor lighting would give them Concealment.

Hardened Survivor (Ex): A 2nd level Soldier has resigned themselves to living in crappy conditions on both sides of a siege, and resigned themselves to eating things that a less martially oriented person would refuse out of hand. They may add their Constitution modifier to their Survival checks instead of their Wisdom Modifier. They also increase their Death Margin by their ranks in Survival.

Wearing Shoes (Ex): A 3rd level Soldier really understands how Charlie thinks. Also how K'zrtlk thinks. And they can totally emulate those dudes. The Soldier gains a bonus to Disguise equal to their ranks in Disguise, and suffers no penalty for disguising themselves as a different race.

Lucky (Ex): It's amazing how a lucky veteran keeps coming back from amazingly dangerous situations. A 3rd level Soldier gains a Luck bonus to their Saving Throws equal to their Constitution Modifier, to a maximum of their Class Level. They also never have to make saves against massive damage.

Mighty Stances: From 4th level on, a Soldier can select their racial bonuses for their stances from the Mighty Races list.

Mighty Races

- **Dark Creeper:** The Soldier sees in any darkness, even magical darkness, like a frickin Devil.
- **Gnoll:** Enemies who are *flanked* by the Soldier are considered to be in difficult terrain and cannot take a 5' step.
- **Skulk:** The Soldier has Concealment, and people have to deal with a 20% miss chance. This provides a +4 bonus to Hide checks.
- **Kuo-Toa:** Whenever the Soldier is attacked in melee with a weapon, they may make a free melee attack roll. If they score higher on their roll than the attacker did, the attacker drops their weapon. The original attack still hits or misses normally.
- **Lizardfolk:** When attacking from Concealment or Cover, the target is denied their Dexterity bonus as if the Soldier was attacking from Full Concealment.
- **Myconid:** If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + $\frac{1}{2}$ Level + Int Modifier) or be *confused* for 1 round / level.
- **Bugbear:** If the Soldier hits a target with a Maneuver and that opponent is denied their Dexterity bonus to AC or flanked, the Soldier inflicts an extra d6 of sneak attack damage per 2 class levels.
- **Thri-Kreen:** The Soldier can leap for stupidly ridiculous distances. Each round, the Soldier can make an additional jump with a bonus equal to their level as a free action. This jump is not limited by height and any movement is completed that round, does not provoke attacks of opportunities, and does not count against the character's normal movement.
- **Sahuagin:** The Soldier can breathe water or air as whichever one would be preferable, and has a Land and Swim Speed equal to their highest of either.
- **Troglodyte:** Opponents who are *nauseated* in your threatened range do not get a Move Action and all attacks against them receive a +2 bonus to-hit and damage.

Veteran's Experience (Ex): A 5th level Soldier has seen crazy crap and come out craftier for it. They gain an Enhancement bonus to their Intelligence equal to one third of their character level (round up).

Leader of Men: At 6th level, a Soldier gains Command as a bonus feat. If they already have Command, they can take another [Leadership] Feat that they qualify for instead.

Boots Keep Walking (Ex): At level 7 and again at levels 9, 11, and 13 a Soldier's experience fighting on the battlefields of the Heavy Metalish terrain that dots the D&D landscape grants them special abilities related to that terrain experience. Every time the Soldier gains one of these Terrain-based abilities they also gain a cumulative +2 bonus to all Survival tests as they are able to generalize their specific experiences into relevancies in other circumstances.

Terrain Powers

- **Cave Crawler:** The Soldier suffers no penalty for squeezing. The Soldier's movement speed is not reduced during poor visibility.
- **Cliff Jumper:** The Soldier gains a Climb Speed equal to half their land speed. The Soldier ignores difficult terrain caused by uneven stone.
- **Ice Skater:** The Soldier gains Energy Resistance to Cold equal to their Character Level. They ignore the effects of any decreased temperatures.
- **Inferno Commando:** The Soldier gains Energy Resistance to Fire equal to their Character Level. They ignore the effects of any increased temperatures.

- **Jungle Fighter:** The Soldier can move through difficult terrain caused by vegetation as if it wasn't there, counts cover from vegetation as if it was one stage better in both directions (so 50% cover would provide them a +6 AC bonus but only a +2 AC bonus to enemies), and does not take damage or get *entangled* from enchanted vegetation such as *entangle* or *briar web*.
- **Planar Champion:** The Soldier ignores Planar Traits that would suck for them such as "Lawfully Aligned" or "Prison Plane" - not the Gravity or Time traits.
- **Swamp Beast:** The Soldier is able to ignore difficult terrain that is caused by an area being water logged. Also they are immune to the *nauseated* condition.
- **Waste Warrior:** The Soldier takes twice as long to dehydrate and takes half damage from dessication effects. Also they take no damage from and their visibility is not impaired by dust storms, smoke clouds, ash rains, and any similar stuff.

Fantastic Stances: From 8th level on, a Soldier can select their racial bonuses for their stances from the Fantastic Races list.

Fantastic Races

- **Ogre:** If the Soldier inflicts damage with an attack of opportunity, the action that provoked the attack of opportunity is not completed.
- **Gith:** If any creature uses a [Teleport] or plane shift effect within the Soldier's line of sight, they may elect to immediately teleport to a point that is adjacent to the creature's new location. Creatures cannot use Psionic abilities defensively within the Soldier's threatened area.
- **Yakfolk:** All spells are considered to be on the Soldier's list for purposes of activating Spell Trigger items.
- **Pixie:** If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + Level + Int Modifier) or fall *asleep* for 1 minute / level.
- **Kyton:** The Soldier's threatened area extends for an extra 20' in all directions.
- **Yuan-Ti:** All of the Soldier's maneuvers come with a poison rider if they inflict damage at all. Victim's suffer 2d4 of Constitution damage from poison, with a Fortitude Save (DC 10 + Level + Con Modifier) for half damage.
- **Doppelganger:** If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + 1/2 Level + Int Modifier) or give up their surface thoughts *detect thoughts* style. Also the character can change shape into the target as per whatever version of *alter self* you're using.
- **Abeil:** All enemies within the Soldier's threatened area suffer a penalty to their Will saves equal to the Soldier's Intelligence Modifier.
- **Succubus:** If the Soldier inflicts damage on a target, they may convert all the damage to Subdual and force the target to make a Will Save (DC 10 + Level + Int Modifier), or accept a *suggestion*.
- **Nerra:** Any time the Soldier successfully negates a spell, or supernatural or spell-like ability targeted against them with a successful Saving Throw or Spell Resistance, the spell is reflected against the caster of the spell as per *spell turning*.

Meet Interesting People: At 10th level, the Soldier can add their Intelligence Modifier to Charisma checks.

Giant Stances: From 12th level on, a Soldier can select their racial bonuses for their stances from the Giant Races list.

Giant Races

- **Ilithid:** The Soldier can *coup de grace* a target who is *stunned* as a standard action that does not provoke an attack of opportunity.
- **Ettin:** The Soldier can attack with two weapons when using a Maneuver, and they don't even have to be light or finesseable weapons. If both attacks hit, any special effects that trigger on damage may occur twice. Both weapons use the Soldier's full Strength bonus.
- **Stone Giant:** The Soldier may catch or deflect a number of ranged weapons equal to their Intelligence modifier each turn.
- **Fire Giant:** The Soldier can cause a burst of fire damage every time they inflict damage with a Maneuver. This is a 15' burst that inflicts half as much damage as the attack inflicted and is centered on the target. It's all fire damage, and a Reflex Save halves that damage.
- **Slaad:** The Soldier can giant frog at will.
- **Eladrin:**
- **Troll:** The Soldier has Regeneration of 1 hit point per round per level. Acid, Fire, starvation, and suffocation do normal damage.

- Vrock: When the Soldier performs a maneuver, all other creatures within 40' suffer 3d20 of ultima damage, Fortitude Save for half (DC 10 + Level + Int Modifier).
- Osyluth: The Soldier sees through illusions and shape changing as per *true seeing*.
- Justicator: The Soldier can redirect the target of a single target effect or attack to themselves if the original target is within the Soldier's Reach.

Logistics Master (Ex): A 14th level Soldier is a master of War and can manage supply lines intuitively. The Soldier can use their Survival skill to manage Logistics on any scale from the personal to the Imperial.

Going Places (Sp): A 15th level Soldier can follow anything to anywhere. By touching something from another plane, they may *planeshift* to the plane of the creature or object's origin. Since it is easy to touch yourself in D&D, a Soldier can always return to their own plane of origin. This can also be used to banish things to their home plane of existence, if they fail a Will save.

Epic Stances: From 16th level on, a Soldier can select their racial bonuses for their stances from the Epic Races list.

Epic Races

- Rakshasa: The Soldier is unaffected by spells, supernatural abilities, and spell-like abilities of 6th level or less, as if they were carrying a *greater orb of invulnerability* around.
- Storm Giant: The Soldier is unaffected by Weather effects. Also, whenever the Soldier inflicts damage with a Maneuver, they may strike any other targets (of their choice) within 60' with a lightning bolt that does half that much damage (Reflex Save for Half again).
- Ethergaunt: Any time the Soldier strikes a target with a Maneuver, they may create an *antimagic field* that fills the 5' square they struck for one round.
- Archon: The damage inflicted by the Soldier's maneuvers may be converted entirely to Light damage.
- Deva: The Soldier may choose to cancel immunities to *stun*, *sleep*, or *fear* on targets within 30' of themselves.
- Marilith: The Soldier makes a number of additional standard attacks equal to their Intelligence modifier when they perform a maneuver. Any special effect that takes place if the maneuver inflicts damage takes place if at least one of the attacks inflicts damage.
- Gelugon: Any target damaged by the Soldier's Maneuvers is *slowed* for 1 round. Any time the Soldier strikes a target who is *shaken* or worse, the attack is a critical hit.
- Nycoloth: If the Soldier inflicts damage with a maneuver, they may use their attack or damage result as their Grapple result to immediately start a grapple against the same target.
- Quarut: The Soldier can take actions normally during time disturbances, and continues to get turns during *time stop* (if cast within long range of the Soldier). They may interact with things that are frozen in time (so they could, for example, perform a coup de grace on a target that was in *temporal stasis*).
- Anathema: The Soldier can generate an *antipathy* effect as a free action, once per round.

Mass Desertion (Ex): An 18th level Soldier is a dreaded thing. When he takes to the field, enemies know their cause is hopeless. Enemies of CR 8 or less who see the Soldier in the fray simply give up. They retreat or surrender as appropriate. This is not a fear effect, and extends to line of sight.

World Conquest (Ex): At 20th level, the Soldier wins D&D.

Soldier Maneuvers:

In order to take a specific Strike you must have an Initiator Level sufficient to use it, meaning that half your Initiator Level (rounded up) must be at least the level of the proposed Maneuver.

If there is a Save offered by a Soldier Strike, the DC is $10 + \frac{1}{2}$ Character Level + Constitution Modifier.

Brutal Strike

Level: 1

The Soldier hits someone super hard with a melee attack. The attack does an extra d6 of damage. This bonus increases to 2d6 at 3rd level, 3d6 at 4th level, 4d6 at 6th level, 5d6 at 7th level, 7d6 at 8th level, 9d6 at 9th level, 11d6 at 10th level, 14d6 at 11th level, 16d6 at 12th level, 20d6 at 13th level, 100 points at 14th level, 110 points at 15th level, 125 points at 16th level, 150 points at 17th level, 175 points at 18th level, 200 points at 19th level, and 250 points of damage at 20th level.

Turtle World

Level: 1

The Soldier attacks normally but hides themselves from harm. The Soldier makes a standard attack and has energy resistance to all energy types and DR/- equal to their Constitution Modifier plus their Character level until the beginning of their next turn if the attack inflicts damage.

Looting Strike

Level: 1

The Soldier stabs a fool and pockets their things. The Soldier makes a standard melee attack and if it inflicts damage they can force the target to drop a weapon or other carried item. The Soldier can grab and store that item if they wish.

Blinding Blow

Level: 2

The Soldier strikes a foe in their eyes or whatever they see with. They make a standard attack and if they inflict damage the target must make a Fortitude Save or be *blinded*.

Runaround

Level: 2

The Soldier runs around and stabs someone from an unconventional direction. The Soldier moves their speed and then makes a standard melee attack at +2 to-hit. The Soldier gains a +2 bonus to AC until the beginning of their next turn.

Knockdown

Level: 2

The Soldier strikes someone in a manner that knocks them right down. The Soldier makes a standard attack and if it inflicts damage, the target becomes *prone*.

Whirlwind

Level: 3

The Soldier flips out and stabs everyone. The soldier makes a standard melee attack against every opponent they can reach. They may gain no more bonus cleave attacks than they have Intelligence Modifier.

Executioner

Level: 3

The Soldier chops a dude's head right off and spits down the hole in the stump. The Soldier makes a standard melee attack and if he does any damage the target makes a Fortitude Save or they die.

Delaying Tactics

Level: 3

The Soldier feints and draws things out, unraveling time. The Soldier makes a standard attack. Every creature adjacent to the Soldier is *slowed* for Level/Rounds.

Mind Thwack

Level: 4

The Soldier beats someone in the brain so hard that it creates a psychic resonance the incapacitates others. The Soldier makes a standard attack against a living, non-mindless creature and if he does any damage, all creatures except the Soldier within 10' of the target must make a Will save or be *stunned* for a d4 rounds.

Lingering Strike**Level:** 4

The Soldier hits the target with a cruel and lingering wound that disrupts their concentration. The Soldier makes a standard attack. The attack does double damage, and is considered to be ongoing damage for purposes of Concentration checks made in the following round.

Hurl Away**Level:** 4

The Soldier strikes an opponent and hurls them away from themselves. The Soldier makes a standard melee attack, and if it does any damage the target is also pushed away 5' for every point of Constitution bonus the Soldier has. This works like a successful Bullrush except that the Soldier doesn't need to move to keep the victim moving.

Dimensional Strike**Level:** 5

The Soldier reaches into the ether and tears the target a new one. The Soldier sees the invisible and then makes a standard attack that ignore Incorporeality and can strike Ethereal creatures. If the attack does any damage, the target is moved to the plane of existence that the Soldier is on and is no longer incorporeal for the next 2d4 rounds.

Meteor Smash**Level:** 5

The Soldier strikes the ground so hard that everything just fucking explodes. All other creatures within 30' suffer d8/level of physical bludgeoning damage, Reflex Save for half.

Demoralizing Strike**Level:** 5

The Soldier hits a target so ugly that it freaks out all of their allies. If the target takes any damage they are *sickened* for the next minute. All enemies within line of sight must make a Will save or become *shakened* for one round.

Critical Strike**Level:** 6

The Soldier strikes an opponent perfectly. The Soldier makes a standard attack, and if it hits it is a critical as if it had rolled a natural 20 and then confirmed.

Hydra Strike**Level:** 6

The Soldier makes a flurry of attacks. The character makes a number of standard attacks equal to their Intelligence Modifier. These don't even have to be against the same target. Every time they get a critical hit, they get an additional attack.

Blade Rush**Level:** 6

The Soldier runs around his opponents and jacks them up. The Soldier moves their full move without provoking attacks of opportunity and makes a standard melee attack against every opponent who is within their threatened area at any point during their move. Each attack inflicts bonus damage equal to the maximum damage inflicted by the weapon's damage die (for example: 8 damage for a longsword or falchion). The character cannot gain bonus attacks from Cleave during this maneuver.

Doom Tunnel**Level:** 7

The Soldier hacks a corridor through whatever happens to be in front of him, whether that be air, rock or other people. He may move out to his full charge range and attack everyone who is in his path. If he fails to kill a target, they are shoved aside so he can keep moving. Any nonliving thing in the path is *Disintegrated*, as per the spell.

Heaven Piercer**Level:** 7

The Soldier stabs the sky hard enough to split it open and cause death to rain down upon everyone around. This requires line of sight to the sky, and causes all within 50 feet to take 1d8 Electricity damage per level (Reflex half). Additionally, the general other-dimensional doom raining down pushes creatures over, negates ranged attacks, and impedes flight within 50' of the Soldier until his next turn as per a Hurricane-Force Wind. In some planes of existence, a wounded sky may leak damage types other than lightning, such as fire or acid.

Earth Shaker**Level:** 7

The Soldier strikes the ground and the ground strikes everyone else. All other creatures touching the ground within 60' of the soldier take 1d8 of Bludgeoning damage per level (Fortitude Half). Those creatures that fail their saves are also partially buried in dirt. They are *prone* and *entangled* until they can make an Escape Artist or Size Modified Strength test with a DC of 15 + the Soldier's Constitution modifier as a Full Round Action (or burrow or teleport out).

Banishing Strike**Level:** 8

The Soldier smashes the target out of existence. The Soldier makes a standard attack, and if the target suffers any damage it is sent to its home plane, where it is then *dimensional anchored* for a day. The soldier may travel with the target if they choose.

Harrying Strike**Level:** 8

The Soldier may take a 5' step that teleports to a space adjacent to a creature that was within short range of the Soldier *last turn*. The Soldier need not know where the target has gone since then, and can follow any distance to any plane of existence without fail. The Soldier then makes a standard attack.

Hamster Strike**Level:** 8

The Soldier strikes the target in such a manner that they become a small rodent. The soldier makes a standard attack, and if any damage is inflicted, the target is now a harmless hamster, as per *baleful polymorph*. Some Soldiers learn similar attacks that transform the target into other things.

Perfect Killer**Level:** 9

The Soldier strikes an enemy and they die. The Soldier makes a standard attack against a target, if the target suffers any damage it dies. This is a [Death] effect.

Extra Strike**Level:** 9

The Soldier makes a standard attack as a free action. This may be used once per round, and may be used on other creatures' initiative counts.

World Slaying Strike**Level:** 9

The Soldier attacks every creature they can see. The Soldier makes a standard attack, and this attack is resolved against every target they choose to designate out to line of sight. Make one attack roll and compare to each target's AC, but if miss chances apply, roll for each separately.

Naming Your Stances:

When you name your styles, be sure to have the representative species name in there somewhere, and also generate an adjective and a noun to name the stance. The racial word can go in the first, second, or third position depending on what sounds better. So when making a Drow style, you could have the "Underhanded Grandeur of the Drow" or the "Drow Invincible Method" or the "Informal Drow Approach."

Roll or Choose	Adjective	Noun
1	Rising	Stance
2	Sweltering	Dance
3	Sneaky	Technique
4	Underhanded	Style
5	Virtuous	Grandeur
6	Wonderful	Defense
7	Glorious	Manner
8	Fantastic	Attack
9	Dark	Idiosyncrasy
10	Wicked	Tactic
11	Awesome	Maneuver
12	Splendid	Pattern
13	Informal	Mode
14	Shadow	Method
15	Sexy	Mean
16	Impenetrable	System
17	Invincible	Way
18	Inflammable	Approach
19	Sordid	Attitude
20	Wrathful	Craft

5.2.12 Soulborn

“Do you know what it means when a man has a sword made of blue soulfire? It means he can kill you with a sword made of blue soulfire.”

A Soulborn is a character whose soul is on completely arbitrary blue fire. This allows them to wreathe themselves in magical energies that give them jedi powers as if they had a number of magic items that enhanced their abilities. They can also create a lightsaber made out of soulfire that they use to chop things up.

Necrocarnum Option: Some characters will want to be powered by Necrocarnum instead of Incarnum. That’s fine. Such a character’s soulfire is dim and spooky looking. Any references to shedding light like a torch are ignored for Necrocarnum Soulborn.

Playing a Soulborn: The Soulborn is a warrior whose weapon is as heavy as their soul. As such they can make a passable Strength Warrior or a passable Dexterity warrior. In addition they have a bunch of powers that work off of Charisma, so it is to be expected that Charisma would be their first or second best attribute. In most cases, a Soulborn’s tactics are going to be to run up and smack things.

Starting Gold: 5d6x10 gp (175 Gold)

Starting Age: As Paladin.

Alignment: Soulborn can be any alignment, but they tend to be total douchebags about it regardless. Soulborn feel compelled to be “extreme” in their moral and ethical tirades and favor action and dickery rather than passively letting shit go. Even Neutral Soulborn get all tweaked up about “balance” and shit. They detect their alignment as if they were outsiders or clerics.

Hit Die: d10

Class Skills: The Soulborn’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge [Any] (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), and Use Magic Device (Cha)

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Soulborn class.

Weapon and Armor Proficiency: Soulborn are proficient with all Simple and Martial Weapons. They are also proficient with Light, Medium, and Heavy Armor, and with Shields (but not Tower Shields).

Soulblade (Su): With a Swift Action, a Soulborn can call into existence a weapon of blue soul fire. The soulblade generally looks like a culturally appropriate bastard sword, but it may appear otherwise in the hands of Soulborn characters from other cultures or with different combat styles. The Soulblade is a light weapon that does a d10 damage and has a threat range of 18-20. It has an enhancement bonus equal to one third of the character’s level (round up). While out, the soulblade sheds light like a torch, and it vanishes the moment that it leaves the Soulborn’s

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Chakras
1st	+1	+2	+0	+2	Soulblade, Soulmelds	1
2nd	+2	+3	+0	+3	Resilient Soul, Soul Smite	1
3rd	+3	+3	+1	+3	Arcane Sight, Pressing Assault	2
4th	+4	+4	+1	+4	Soulfire Burst	2
5th	+5	+4	+1	+4	Better Soulmelds	2
6th	+6	+5	+2	+5	Endless Smiting	3
7th	+7	+5	+2	+5	Eternal Champion, Soul Arrow	3
8th	+8/+3	+6	+2	+6	Blood of Soulfire	3
9th	+9/+4	+6	+3	+6	Advanced Soulmelds	4
10th	+10/+5	+7	+3	+7	Reborn Soul	4
11th	+11/+6/+6	+7	+3	+7	Parry Magic	4
12th	+12/+7/+7	+8	+4	+8	Stunning Reaction	5
13th	+13/+8/+8	+8	+4	+8	Astounding Soulmelds	5
14th	+14/+9/+9	+9	+4	+9	Castigation, Souleater	5
15th	+15/+10/+10	+9	+5	+9	Soul Cleave	6
16th	+16/+11/+11/+11	+10	+5	+10	Stunning Critical	6
17th	+17/+12/+12/+12	+10	+5	+10	Giant-Size Soulmelds	7
18th	+18/+12/+12/+12	+11	+6	+11	Name of the Rose	7
19th	+19/+14/+14/+14	+11	+6	+11	Eternal Revolution	7
20th	+20/+15/+15/+15	+12	+6	+12	Inevitable Victory	8

hand (though it can be recalled at a later time with a Swift Action). This weapon does Force damage and therefore ignores Hardness and is Super Effective against Incorporeal opponents.

Soulmelds (Su): A Soulborn has the ability to call upon a number of special blue glowing intangible wardrobe accessories that cause them to glow blue and gain additional powers. Each Soulmeld is unique, and should have its own name (check the Soulmeld chart below in order to name it). Each Soulmeld has a Basic bonus and a Special bonus. A Soulborn can only use a fraction of the Soulmelds they have at a time. At first level, the Soulborn “knows” 2 Soulmelds and learns an additional Soulmeld every time they gain a Soulborn level. Whenever they gain a level, they may trade one of the Soulmelds they know for a different Soulmeld. The number of Soulmelds that can actually be used at one time is the character’s number of Chakras, which is 1 at first level, rising to 2 at 3rd, 3 at 6th, 4 at 9th, 5 at 12th, 6 at 15th, 7 at 17th, and finally 8 at 20th. It takes 1 minute of meditation to change which Soulmelds are available (up to the character’s number of Chakras), but only a Swift Action to activate any or all of them. This activation can be combined with the action to activate a Soulblade if desired. Soulmelds shed light as a torch.

Basic Bonuses: Every Soulmeld (even Advanced or Giant-Size Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmeld is learned:

- Deflection bonus to AC (1/3 level, rounded up)
- Resistance Bonus to Saving Throws (1/3 level, rounded up)
- Enhancement Bonus to an attribute (1/3 level, rounded up)
- Enhancement Bonus to a Skill other than Use Magic Device (Level + 2)
- Enhancement Bonus to Natural Armor Bonus (1/3 Level, rounded up)
- Spell Resistance (8 + Level)
- Energy Resistance to one Energy type (3 points per level)

Special Bonuses: Each Soulmeld also has a Special Bonus. At higher levels, a Soulborn can select their Special Bonuses from the Better list, the Advanced List, or even the Giant-Size list. But at first, they have to make do with this list:

- **Nimbus of Light:** Sheds light as a Sunrod. Once per day per 4 levels (rounded up), the Soulborn can use *flashburst* (SpC) targeted on themselves. They are immune to the blinding effects.
- **Displacement:** The character has a 20% Concealment Miss Chance.
- **Levitation:** The character can hover in the air as per the effects of the spell levitate.
- **Counterspelling:** The Soulborn can, as an immediate action attempt to counter a spell they can see by making a Dispel check using their level as the caster level.
- **Wall Walking:** The Soulborn can be attracted to any surface as if to the ground, allowing them to walk or run on walls and ceilings.
- **Enlargement:** The Soulborn grows as if affected by *enlarge person*.

- **Shrinking:** The Soulborn shrinks as if affected by *reduce person*.
- **Darkvision:** The Soulborn gains Darkvision 120'.
- **Animal Summoning:** Once per day per Charisma modifier, the Soulborn can summon an animal with a CR half their own or less as a Standard Action. The summoned creature lasts 10 rounds.
- **Bolt of Agony:** As a standard action, the Soulborn can shoot bolts of soulfire at things within 60'. It's a ranged touch attack that inflicts a d10 of Force damage and forces the target to make a Fortitude Save (DC 8 + $\frac{1}{2}$ level + Charisma Modifier) or be dazed for 1 round.
- **Silence:** The Soulborn can cast *silence* on themselves at will. Each silence effect lasts until they dismiss it or the Soulmeld is swapped out, but they may only have one silence effect active at one time.

Resilient Soul: A Soulborn of 2nd Level or higher adds their Charisma modifier to all their Saves. If they are for whatever reason already doing that, they get +1 to all saves instead.

Soul Smite (Su): A Soulborn of 2nd Level or higher can declare themselves to be Soul Smiting as a Swift Action. For the rest of the turn, the Soulborn adds their Charisma modifier to their attack rolls and their Soulborn level to their damage rolls on all attacks. After a Soul Smite is declared, it can't be declared again for 10 rounds.

Arcane Sight (Su): At 3rd level, a Soulborn benefits at all times from *arcane sight*.

Pressing Assault (Ex): From 3rd level on, when opponents use a 5' step within the threatened area of the Soulborn this provokes an Attack of Opportunity from them.

Soulfire Burst (Su): At 4th level, as a standard action the Soulborn can emit a burst of soulfire in all directions. This strikes all other creatures (not objects) within 15 feet with a d6 of Force damage per level. Targets are entitled to a Reflex save for half damage, with a DC of 10 + $\frac{1}{2}$ Level + Charisma modifier. This cannot be used again for 10 rounds.

Better Soulmelds: From 5th level on, the Soulborn can select powers off the Better Soulmeld List when making Soulmelds:

- **Crushing Despair:** The Soulborn exudes an aura of palpable ennui. All opponents within 30' suffer a Morale Penalty to Attack Rolls, Damage Rolls, and Saves equal to $\frac{1}{3}$ the character's level (round up)
- **Soul Lash:** The Soulborn's Soulblade provides Reach, and can still threaten adjacent opponents.
- **Winged Flight:** The Soulborn is held aloft on energy wings or something, and gains a Flight speed equal to twice their land speed with Average Maneuverability.
- **Invisibility:** The Soulborn can become invisible as per the spell *invisibility* as a Swift Action at will.
- **Startling Power:** Once per turn, the Soulborn can force a target they have just struck for damage with a melee weapon to make a Fortitude Save (DC 9 + $\frac{1}{2}$ level + Charisma Modifier) or become dazed for one turn.
- **X-Ray Vision:** The Soulborn can see through things like they had a Ring of X-Ray Vision.
- **Blind Sight:** The character has Blindsight out to 60'
- **Super Speed:** The character's Land Speed is increased by 5' per level.
- **Force Armor:** The character gains an armor bonus of 7 + $\frac{1}{3}$ level (round up).
- **Mental Bastion:** The character is immune to [Compulsions].

Endless Smiting: At 6th level, a Soulborn does not have to wait 10 rounds between using Soul Smites.

Eternal Champion: At 7th level, a Soulborn doesn't age and suffers no level loss when returned from the dead.

Soul Arrow (Su): At 7th level, a Soulborn can fire bits of soulfire out of bows or crossbows instead of arrows or bolts. This soul arrows have an enhancement bonus of the character's level divided by 3 (round up) and do Force damage. If they hit, they also cause the target to shed light like a torch for one round, negating the effects of things like displacement or blur as if they had been outlined by fairie fire.

Blood of Soulfire (Su): An 8th level Soulborn is immune to poison and when they suffer damage from physical attacks they cause 1 point of Force Damage to all creatures within 5' of them as Soulfire splashes out.

Advanced Soulmelds: From 9th level on, the Soulborn can select powers off the Advanced Soulmeld List when making Soulmelds:

- **Blink:** The Soulborn benefits from *blink*, and his own attacks do not suffer the miss chance.
- **All Boogy-Boogy:** The Soulborn can create an aura of fear as a free action. All creatures within 10' of the Soulborn need to make a Will save against a Fear effect (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier) or become panicked for 4 rounds. Creatures who save cannot be affected by that Fear Aura for 24 hours.

- **Dimension Door:** The Soulborn can teleport up to 120 feet as a Standard Action as per dimension door.
- **Haste:** The character benefits from haste all the time.
- **Time Ripple:** Once per turn as a free action, the Soulborn can cast *slow*. DC $9 + \frac{1}{2}$ Level + Charisma Modifier.
- **Mental Static:** The area within 40' of the Soulborn is considered distracting, and spellcasters must make a Concentration check to avoid losing spells cast. The DC is $10 + \text{Spell Level} + \text{Charisma Modifier}$. If a spellcaster has to make a Concentration check for any other reason, the DC is increased by the Soulborn's Charisma Modifier.
- **Fireshield:** Any creature who strikes the Soulborn in melee while they are wreathed in soulfire takes $d10 + \text{Level}$ in Force Damage unless they used a reach weapon to do it. The Soulborn is also immune to Force Damage while this is up.
- **Aura of Luck:** Every ally within 30' of the Soulborn gets a Luck Bonus on Attack Rolls, Skill Checks, and Saving Throws equal to $\frac{1}{3}$ the Soulborn's level (round up).
- **Telekinesis:** The Soulborn can use *telekinesis* at will, with only the sustained force option available (no thrust).
- **Demon Summoning:** The Soulborn can summon an Outsider once a day. The Outsider must have a CR two less than their level and sticks around for an hour as if having been summoned. The Outsider is of an alignment appropriate to the Soulborn.

Reborn Soul (Su): When a 10th level Soulborn has been dead for an entire day their body returns to life, with all parts replaced as if benefiting from resurrection.

Parry Magic (Su): If an 11th level Soulborn is aware of magic being cast that draws line of effect through their threatened area (including such spells that target them) and they have their Soulblade out, they can attempt to sever the strands of magic power as an Attack of Opportunity. They make a Dispel Check using their Level for the caster level on their Dispel Check.

Stunning Reaction (Su): If a 12th level Soulborn damages an opponent with an Attack of Opportunity, that opponent must make a Fortitude Save (DC $10 + \frac{1}{2}$ Level + Charisma Modifier) or be stunned for 1 turn.

Astounding Soulmelds: From 13th level on, the Soulborn can select powers off the Astounding Soulmeld List when making Soulmelds:

- **Incorporeality:** The Soulborn is incorporeal.
- **Force Cage:** Once per day, the Soulborn can trap an enemy in a *forcecage*.
- **Prism Strike:** Whenever the Soulborn strikes an enemy with Soulfire, they also have to roll as if struck with a prismatic spray.
- **Banishment:** The Soulborn can use *banishment* at will as a standard action. The DC is $10 + \frac{1}{2}$ Level + Charisma Modifier.
- **Teleport:** The Soulborn can, as a Standard Action, use *greater teleport* (self plus 50 pounds of crap only).
- **Tentacles of Darkness:** Once per day per Charisma Modifier, the Soulborn can use *evard's black tentacles*.
- **Mind Blank:** The Character benefits from mindblank all the time.
- **Antimagic Cone:** The Soulborn emits a 60' long antimagic cone in front of themselves like a Beholder.
- **Missed Step:** The Soulborn can, once per turn, teleport up to 60 feet as a free action.
- **Open Gateway:** Once per day per point of Charisma Modifier, the Soulborn can open a *gate* (travel version only).

Casigate (Su): As an Immediate Action, a 14th level Soulborn can declare that their next attack within the following round hits. The die roll is merely a formality to see if it also critical hits.

Souleater (Su): A 14th level Soulborn can see souls hovering around dead bodies for about a week (or until that soul gets corrupted into a vengeful spirit or raised from the dead or bound into an object or whatever). They can choose to eat those souls, preventing them from being used for other tasks. Souls are delicious.

Soul Cleave (Su): As a Swift Action, the 15th level Soulborn can declare their next attack within the round to be a Soul Cleave, targeting the victim's soul directly. This attack is a touch attack, and also forces the victim to make a Fortitude Save (DC $10 + \frac{1}{2}$ Level + Charisma Modifier) or die. A soul cleave is only a special attack against a target that actually has a soul.

Stunning Critical (Ex): At 16th level, any time the Soulborn inflicts a critical hit, the victim is stunned for 1 round.

Giant-Size Soulmelds: From 17th level on, the Soulborn can select powers off the Giant-Size Soulmeld List when making Soulmelds:

- **Word of Doom:** Every creature within 60' has to make a Fortitude Save or die (DC 10 + $\frac{1}{2}$ level + Charisma Modifier). This is a full round action.
- **No U:** Whenever the character is targeted by a [Death] effect or Gaze attack and passes their Saving Throw, they may target the originator of that effect with the same effect.
- **Eternal Winter:** The character gains the [Cold] Subtype and an area within 3 miles of them in all directions is reduced in temperature 3 categories. The Soulborn can cast *frostburn* at will.
- **Personal Sun:** The character gains the [Fire] Subtype and an area within 3 miles of them in all directions is elevated in temperature by 3 categories. The Soulborn can cast *dessicate* at will.
- **The Silence:** A Field of Silence emanates for 120' in all directions. The Soulborn can also cast *silence* at will.
- **Giant Size:** The Character's size is Colossal, like they were the recipient of giant size.
- **Really Small:** The character's size is Diminutive, like they were the recipient of miniature size.

Name of the Rose: At 18th level, the character is the Rose Champion and can select an area on the Great Wheel that becomes divinely morphic according to their whim.

Eternal Revolution: A 19th level Soulborn has a literal army of petitioners to call upon, and gains the Army of Demons [Leadership] feat as a bonus feat.

Inevitable Victory: At 20th level, the Soulborn wins D&D.

Naming your Soulmelds: Roll a d20, or choose a color, an adjective, and a noun:

1 Azure	1 Crushing	1 Claws
2 Aqueous	2 Rising	2 Mantle
3 Beryl	3 Fierce	3 Cloak
4 Blue	4 Dimming	4 Wings
5 Cerulean	5 Clutching	5 Armor
6 Cobalt	6 Grasping	6 Mask
7 Electric	7 Gnawing	7 Gloves
8 Indigo	8 Devastating	8 Sleeves
9 Midnight	9 Expansive	9 Robe
10 Navy	10 Protective	10 Helm
11 Ocean	11 Secret	11 Hat
12 Sapphire	12 Monstrous	12 Horns
13 Teal	13 Horrendous	13 Gauntlets
14 Turquoise	14 Wicked	14 Cape
15 Ultramarine	15 Awesome	15 Belt
16 Sky	16 Vengeful	16 Boots
17 Steel	17 Depressive	17 Tail
18 Cyan	18 Repetitive	18 Eyes
19 Black	19 Gorgeous	19 Braids
20 Red	20 Futile	20 Amulet

5.2.13 Storm Lord

"My fury will leave you soaking wet."

A Storm Lord is really in touch with the primal power of a big ass storm. He can channel it into baddassery. Storm Lords are more prevalent in races that deal with storms. Storms take many forms, and Storm Lords can be in touch with some or all of them, and may prefer one type to another.

Alignment: Storm Lords can be any alignment, but most strongly favor chaos over order. Doesn't stop Bob the Stormlord from talking about how Storms are really nature putting shit back into it's proper place though. (And see Tome of Trees, that's actually what Nature is doing.)

Starting Gold: 5d4x10gp (125 gold)

Starting Age: As Sorcerer.

Hit Die: d8

Class Skills: The Storm Lord's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Knowledge (Nature) (Int), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Rope (Dex).

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+2	+2	+0	Call of the Storm, Angry Hands, Approaching Doom
2nd	+1		+3	+3	+0	Inevitable Tide, Storm Hound, Winds of Change
3rd	+2		+3	+3	+1	Loud Noises, Blown Away, Lightning Bolt
4th	+3		+4	+4	+1	Storm Immunities, Windwall
5th	+3		+4	+4	+1	Majesty, Storm Hound (Fog)
6th	+4		+5	+5	+2	Long Arm of the Storm, Rain Season
7th	+5		+5	+5	+2	Dust Storm, Sleet Storm
8th	+6/+1		+6	+6	+2	Lightning is My Middle Name, Increased Approaching Doom
9th	+6/+1		+6	+6	+3	Control Weather, Swift Winds
10th	+7/+2		+7	+7	+3	Storm Hound (Winds), Wind Walk
11th	+8/+3		+7	+7	+3	Eye of the Storm, Share the Storm
12th	+8/+3		+8	+8	+4	Control Winds
13th	+9/+4		+8	+8	+4	Earthquake, Wall of Lightning
14th	+10/+5		+9	+9	+4	Tornado
15th	+11/+6/+6		+9	+9	+5	Storm Hound (Solid Fog)
16th	+12/+7/+7		+10	+10	+5	Tsunami
17th	+12/+7/+7		+10	+10	+5	Tornado Accompaniment
18th	+13/+8/+8		+11	+11	+6	Let the World Weep
19th	+14/+9/+9		+11	+11	+6	Storm Hound (Control Winds)
20th	+15/+10/+10		+12	+12	+6	Captain Planet

Skills/Level: 4 + Intelligence Bonus

All of the following are class features of the storm lord.

Weapon and Armor Proficiency: Storm Lords are proficient with Tridents, Simple Weapons, Martial Weapons, and Anything made out of Lightning. They are also Proficient with Light Armor.

Call of the Storm (Su): A Storm Lord may cast *message*, *sending*, *whispering wind*, and *ghost sound* as SLAs at will. He also treats anything with the [Earth], [Water], [Air], or [Electricity] descriptors as being on his class list for the purposes of items.

Angry Hands (Su): As an attack action the Storm Lord throws Lightning from his fists. This is a Ranged Touch Attack within Short Range. It strikes for 1d4 Lightning Damage per Storm Lord level and *entangles* the target until the end of your next turn.

Approaching Doom (Sp): The Storm Lord may cast *omen of peril* at will.

Inevitable Tide (Ex): *freedom of movement* does not apply to wind effects regardless of if your DM thinks it does, or you do. The Storm Lord's wind effects still limit your movement anyway. Deal. Also, Storm Lords have weathered the most terrible of storms, and aren't afraid of that crap. They are immune to fear.

Storm Hound (Su): The Storm Lord is followed by a piece of wayward storm. This is an Obscuring Mist effect that moves 100 ft per round as directed by the Storm Lord. It can be directed as a free action, and dismissed, recalled, or both with a full round action. It can never be more than medium range away from the Storm Lord, and he cannot direct it if he does not have line of effect to some part of it. The Storm Hound is immune to any wind affect created by the Storm Lord, but if dispersed through another wind affect, is treated as dismissed. You may recall any level of Storm Lord you like, as long as you have reached that level.

At level 5 this becomes a Fog Cloud.

At level 10 a 20 ft radius patch of wind blowing either inward or outward at Windstorm Speed (Use saving throw of $10 + \frac{1}{2}$ level + Wisdom modifier).

At level 15 a Solid Fog effect.

At level 19 a Control Winds effect at CL = Storm Lord Level. Its radius can be changed with a full round action.

Winds of Change (Ex): The Storm Lord has winds whip around him, granting a +4 deflection bonus to AC and Reflex saves that increases by 1 every 3 levels (5 at 4th, 6 at 7th, ect.).

Loud Noises (Su): The Storm Lord may cause whipping wind to become very loud in a 20 ft radius at medium range. This forces a fort save ($10 + \frac{1}{2}$ level + Wisdom modifier) against deafness and does 2d6 Sonic damage. At level 10 a failed save also results in being stunned for 1 round.

Blown Away (Su): The Storm Lord may use *gust of wind* as an immediate action.

Lightning Bolt (Sp): The Storm Lord may use *lightning bolt* as an at will SLA at CL equal to his character level. The save DC is $10 + \frac{1}{2}$ level + Wisdom mod, and there is no damage dice cap.

Storm Immunities (Ex): A Storm Lord becomes immune to Sonic, Electricity, And all effects outlined under the heading “Weather” in the DMG. This includes being able to see through weather effects such as Sleet, Fog, etc., including his own. This applies even if created by a spell, but does not apply to spell effects not outlined in the DMG, such as the Solid part of a Solid Fog spell.

Wind Wall (Sp): The Storm Lord may use *wind wall* as an SLA at CL = Storm Lord Level at will. Saving throw of $10+1/2$ level+Wis mod.

Majesty (Su): The Storm Lord flies on the winds that whip around him. He flies at average maneuverability with a speed of 40ft. He may also use *telekinesis* at will but only Sustained Force and Combat Maneuver, using his Wisdom modifier for combat maneuver and a DC of $10+1/2$ level+ Wis mod for sustained force.

Long Arm of the Storm (Ex): Both Loud Noises and Angry Hands extend to Long range. His Gust of Wind and Lightning Bolt SLAs double their range.

Rain Season (Su): The Storm Lord can make it Rain in a 100 mile radius emanation. He can make it keep raining forever. The emanation is always centered on him. He can also stop making it rain.

Sleet Storm (Sp): As the spell, at will, save DC is $10+1/2$ level+Wis mod, CL = Storm Lord level.

Dust Storm (Su): A Raging Dust Storm is manifested in a 60ft Cone in front of the Storm Lord. It does 1d6 Slashing Damage per Storm Lord level, Ref save for half ($10+1/2$ level+Wis mod). The dust lingers in the air, mimicking the effects of Solid Fog for one round.

Lightning is My Middle Name (Su): The Storm Lord can use *chain lightning* as an SLA at CL = Storm Lord level at will. Unlike the spell, it offers no saving throw, does not halve damage on successive targets, and has no dice cap.

Additionally, all Storm Lord powers that do electricity damage bypass all resistance and do half damage to immune creatures. And Lightning Bolt no longer offers a save.

Improved Approaching Doom: Electric Boogaloo (Su): The Storm Lord may sit down and meditate for an hour, during which lots of electricity crackles around him. At the end of this hour, he obtains an answer to one question as the *divination* spell with CL = Storm Lord level. He may do this a number of time per day equal to his Wisdom mod.

Control Weather (Sp): *control weather*, as the spell, at will SLA. CL = Storm Lord level. Wisdom based. DC $10+1/2$ level+Wis. the usual. The same is true of all future SLAs.

Swift Winds (Ex): *gust of wind* increases to Wind Storm level winds. *wind wall* becomes an immediate action. *telekinesis* becomes a swift action, and maintaining it is also a swift action. Also, the Storm Lord’s fly speed increases to 120 ft, and his maneuverability increases to perfect.

Wind Walk (Sp): As the spell, Wisdom, CL yadda.

Eye of the Storm (Su): As a standard action, a Storm Lord can lock someone in a whirling vortex. They are paralyzed for one round per level. Reflex save to avoid. He can also use *wind wall* to wrap himself in protection, and have it move with him.

Share the Storm (Su): By performing a ritual of anointment, the Storm Lord can bless up to five creatures at a time. If he blesses a sixth, the first loses it. The ritual lasts about one hour. Those so blessed gain all the advantages of the Storm Lords “Storm Immunities” class ability. Also, he gets a +7 Fuck You RNG bonus to checks to overcome spell resistance, dispel checks against things he made exist, and anything involving someone trying to control a magic effect that he has control over.

Control Winds (Sp): *control winds*, SLA, as the spell, DC $10+1/2$ level+Wis mod. CL = character level.

Earthquake (Sp): *earthquake*, SLA, as the spell, DC $10+1/2$ level+Wis mod. CL = character level.

Wall of Lighting (Sp): The Storm Lord may summon a wall of lightning within medium range that lasts for 1 minute per Storm Lord level. It fills four 5ft squares per Storm Lord level. It blocks line of sight and line of effect. Any creature or object attempting to enter the wall or move within it must make a DC $10+1/2$ level+Wis mod reflex save to time their movement. A failure deals 10 Electricity damage per Storm Lord level, and they lose whatever action they used to move. Success allows them to move freely for that round at half speed. CL equals Storm Lord level.

Tornado (Sp): As a standard action, the Storm Lord can summon a Tornado that lasts for 1 round per Storm Lord level within medium range. It is at CL = Storm Lord level and the Save DC is $10+1/2$ level+Wis mod. The effect is a 40 ft radius Whirlwind as the Air Elemental Special ability. It does 1d4 damage per two Storm Lord levels.

Tsunami (Sp): Storm Lords summon big ass walls of water. Everyone in the area of effect (a Cone out to Long Range) gets fucked up for 400 bludgeoning damage, and knocked prone. A successful reflex save of DC $10+1/2$ level+Wis mod halves damage and negates the prone condition. The Tsunami also does double damage to objects and automatically bypasses hardness. CL = Storm Lord level.

Tornado Accompaniment (Su): In addition to summoning Tornadoes, the Storm Lord can totally fucking be a dick and have a Tornado that surrounds him at all times and doesn't cost any actions.

Let the World Weep (Sp): The Storm Lord may cast *storm of vengeance* at will as an SLA, same shit as usual applies. He may also be more badass, and summon a Storm of Please Die, which is just like his Rain Season ability except the effects are:

It is either in the lowest or highest possible temperature band everywhere, and it changes daily. Every volcano is constantly erupting. Some kind of precipitation is falling, and it covers the ground and probably most buildings. Winds never decrease below Severe. Earthquakes occur randomly. Any Ocean boils, and occasionally sends off giant raging tsunamis of boiling water.

Captain Planet (Rl): Having mastered the powers of Earth, Wind, Water, and Fire, you must now master the power of Heart. Your character is retired, and you may not create another one until you go out and get a girlfriend. If you already have a girlfriend, you get another one at no charge.

5.2.14 Spirit Shaman

"The fat one hates us... He knows too much. You'll have to do something about that..."

The Spirit Shaman is the team player of the natural world. They work with spirits great and small, the incorporeal spark of life within all things. From pacts and oaths, the shaman gains the camaraderie and power of these beings, allowing them to etch their will within the worlds of the living and the dead. As such, they are divine casters of a different bent than clerics and druids. While the cleric's powers come through faith and the druid's comes through [s]yiffing[/s] communion, the shaman is more pragmatic, gaining their powers from whatever is nearby.

A Spirit Shaman is meant for two things: charming spirits and punching people in the face with said spirits. For this, the most important aspects are Wisdom and Charisma: Wisdom to understand what the spirits are going on about and Charisma to convince those spirits to crush things for you.

Starting Gold: 2d4x10 gp (50 Gold)

Starting Age: As Druid

Hit Die: d6

Class Skills: Athletics, Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge (Any), Perception, Profession, Ride, Survival.

Skills/Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Spellcasting, Spirit Guide, Detect Spirits, Resist Nature's Lure
2nd	+1	+0	+3	+3	Strength of Spirit, Woodland Stride
3rd	+1	+1	+3	+3	See the Unseen, Animism (Speak in Tongues)
4th	+2	+1	+4	+4	<i>Remove Curse</i>
5th	+2	+1	+4	+4	Animism (Speak with Monsters)
6th	+3	+2	+5	+5	<i>Break Enchantment</i>
7th	+3	+2	+5	+5	Animism (Speak with Plants)
8th	+4	+2	+6	+6	Ether Gate
9th	+4	+3	+6	+6	Animism (Speak with Magic), See Pockets
10th	+5	+3	+7	+7	Answering Spirits, Material Shift
11th	+5	+3	+7	+7	Animism (Speak with Stones)
12th	+6/+1	+4	+8	+8	Empty Pockets
13th	+6/+1	+4	+8	+8	Animism (Speak with Air), See Deeper Pockets
14th	+7/+2	+4	+9	+9	End Magic
15th	+7/+2	+5	+9	+9	Live Forever
16th	+8/+3	+5	+10	+10	Dual Nature
17th	+8/+3	+5	+10	+10	Sculpt the Spirit Realm
18th	+9/+4	+6	+11	+11	Banishment
19th	+9/+4	+6	+11	+11	All Sight
20th	+10/+5	+6	+12	+12	Victory

All of the following are class features of the Spirit Shaman class.

Weapon and Armor Proficiency: Spirit Shamans are proficient with all Simple and Martial Weapons, and with Light and Medium Armor

	Spirit Shaman Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-	-	-
3	6	4	2	-	-	-	-	-	-	-
4	6	5	3	-	-	-	-	-	-	-
5	6	6	4	2	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	2	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	2	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	2	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	2	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	2	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	2
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	5

Armor and Casting: If you are proficient, it will come.

Spellcasting: The spirit shaman casts divine spells. Once between times that the sun sets, a spirit shaman may commune with the spirit world for an hour. During this communion, the Spirit Shaman regains their spell slots and may select 4 spells from the Spirit Shaman list of each level she can cast spells from. These spells may be cast spontaneously by the Spirit Shaman. Applying metamagic never takes any extra time. The Spirit Shaman's save DCs are Charisma based, and their bonus spells are Wisdom based.

Spirit Guide: The Spirit Shaman has a spirit guide, some kind of freaky critter that guides them from the Ethereal plane. The spirit guide has the form of a monster with a CR equal to the spirit shaman's level, but always has an Intelligence equal to the spirit shaman's Wisdom and has the same alignment as they do. The spirit guide exists only on the ethereal plane, but the spirit shaman can see and hear it as if it were on the same plane as they are. The spirit guide takes a new form every time the spirit shaman changes level, chosen by the DM.

Detect Spirits (Su): A Spirit Shaman knows when there are incorporeal creatures, astral creatures, ethereal creatures, or fey within 60 feet of themselves. One of these creatures that has remained within 60' of the spirit shaman for a second round has their five foot square known by the spirit shaman. A spirit shaman knows roughly how many hit dice such a creature has if they stay within 60 feet for a third consecutive round.

Resist Nature's Lure (Ex): A spirit shaman gains a +4 bonus on saves against the spell like abilities of Fey.

Strength of Spirit (Su): At 2nd level, a spirit shaman hulks out whenever they are on the ethereal plane. Add their Charisma bonus (if any) to their Strength, their Wisdom bonus (if any) to their Constitution, and their Intelligence bonus (if any) to their Dexterity. The spirit shaman also has a Deflection bonus to AC equal to their Wisdom modifier while they are on the Ethereal Plane.

Woodland Stride (Su): At 2nd level, a spirit shaman can move through natural surroundings unimpeded. The spirit shaman treats difficult terrain caused by vegetation as if it was not difficult terrain.

See the Unseen (Su): A spirit shaman of 3rd level sees invisible, astral, and ethereal things within 60 feet of themselves.

Animism (Ex): A spirit shaman can listen and speak directly to the spirit in all living things. Also they have a really expansive idea of what constitutes a living thing. At 3rd level, a spirit shaman can speak with any living creature that has a language. At 5th level, they can speak with any living creature *as if* they had a language and a language in common with the spirit shaman at that. At 7th level, they can speak with plants. At 9th level, they can speak with magic items and constructs. At 11th level, they can speak with earth and stone. At 13th level they can speak with the air itself, which coincidentally allows them to mimic *message* or *whispering winds* whenever they want. Note that as described in *speak with plants* and *stone tell*, that inanimate objects can be kind of uninteresting conversationalists.

Remove Curse (Sp): At 4th level, a spirit shaman may cast *remove curse* as a spell like ability a number of times per day equal to their Wisdom modifier. Caster level is their character level.

Break Enchantment (Sp): At 6th level, a spirit shaman may cast *break enchantment* as a spell like ability a number of times per day equal to their Wisdom modifier. Caster level is their character level.

Ether Gate (Su): An 8th level Spirit Shaman may open up a gateway between the ethereal plane and the physical world. The gate stays open as long as the spirit shaman concentrates. For every five feet wide the shaman makes the portal, they suffer 2 points of damage for every round they hold it open.

See Pockets (Su): A spirit shaman of 9th level or more can see what's inside any pocket dimensions whose egress is within 60 feet of themselves. The place the pocket dimension connects with the rest of reality is obvious (to the spirit shaman). At 13th level, the range extends to 120 feet.

Answering Spirits (Su): At 10th level, a spirit shaman can ask questions of the spirit world that will actually be answered. This is like *contact other plane*, but there is no chance of going insane. The shaman may ask a number of questions per day equal to their Wisdom modifier.

Material Shift (Su): At 10th level, the spirit shaman can draw things into the material world from coterminous planes.

Empty Pockets (Su): A spirit shaman of 12th level or more can have any number of things they are aware of pushed into the material plane from extradimensional spaces as a standard action.

End Magic (Su): With a standard action, a 14th level spirit shaman can automatically dispel an effect or suppress an item within medium range.

Live Forever (Ex): A 15th level spirit shaman lives forever and never suffers any penalties for old age, nor loses any XP for being reincarnated. Also, their type changes to Fey.

Dual Nature (Ex): At 16th level, the spirit shaman can be in the ethereal plane and whatever other plane at the same time. They count as being on the ethereal plane or their coterminus plane both. Which means that they do get the benefits of strength of spirits while picking up physical objects. Woo-hoo.

Sculpt the Spirit Realm (Su): At 17th level, a spirit shaman can fill up the ethereal realm with stuff just by thinking about it. Five minutes meditating mimics a *true creation*.

Banishment (Su): An 18th level spirit shaman can send any target within medium range to any plane of existence they choose with a standard action. The victim may make a Will save against a DC of 10 + Level + Charisma Modifier to avoid being transported. If the victim is transported, the spirit shaman may additionally *dimensional anchor* them to their destination plane for 24 hours.

All Sight (Ex): At 19th level, a spirit shaman can perceive everything within medium range of themselves, even if that thing might be invisible or on a coterminus plane, or in an extradimensional space. Just because something can be perceived does not mean it is *noticed*, and stealth and perception checks still apply (although distance and visibility modifiers do not).

Victory: At 20th level, the Spirit Shaman wins D&D.

Spirit Shaman Spell List:

0th level: *DAlarm, Cure Minor Wounds, Detect Magic, Dancing Lights, Fleeting Flame, Prestidigitation, Light, Darkness, Detect Poison*

Level 1: *Animate Fire, Charm Person, Cure Light Wounds, Disguise Self, Endue Elements, Entangle, Make Manifest (SC), Pass Without Trace, Protection from Chaos, Protection from Law, Sleep, Summon Spirits I*

Level 2: *Blink, Control Plants, Detect Thoughts, Ethereal Jaunt, Glitterdust, Invisibility, See Invisibility, Summon Spirits II, Tasha's Uncontrollable Hideous Laughter, Stone Tell, Treestride, Warp Wood, Wood Shape*

Level 3: *Animate Objects, Animate Plants, Clairvoyance, Consecrate, Deep Slumber, Desecrate, Etherealness, Improved Invisibility, Magic Circle Against Chaos, Magic Circle Against Law, Plant Growth, Remove Disease, Summon Spirits III, Transport via Plants*

Level 4: *Baleful Polymorph, Charm Monster, Cloak of the Sea (SC), Command Plants, Dimension Door, Dimensional Anchor, Feeblemind, Ghostform (SC), Illusory Feast (SC), Neutralize Poison, Reincarnation, Scry, Stone Shape, Summon Spirits IV, True Sight*

Level 5: *Break Enchantment, Circle of Death, Find the Path, Magic Jar, Move Earth, Sirine's Grace (SC), Plane Shift, Regenerate, Repel Wood, Summon Spirits V, Wall of Thorns*

Level 6: *Hallow, Heal, Insanity, Mass Drown (SC), Nightmare, Otto's Irresistible Dance, Summon Spirits VI, Unhallow*

Level 7: *Dimensional Lock, Finger of Death, Foresight, Greater Plane Shift (SC), Planar Bubble (SC), Solipsism (SC), Summon Spirits VII*

Level 8: *Fimbulwinter (ICO), Frostfell (ICO), Maddening Whispers (SC), Mass Charm, Maze, Summon Spirits VIII, True Reincarnate (MotW)*

Level 9: *Mass Heal, Mind Blank, Programmed Amnesia (SC), Reality Maelstrom (SC), Reaving Dispel, Soul Bind, Summon Spirits IX, Trap the Soul, Weird*

5.2.15 Summoner

“Watch me pull a rhinoceros out of my hat.”

Alignment: A Summoner may be of any alignment.

Races: Summoners appear in every race. Halflings in particular are very likely to adopt the way of the Summoner.

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Summoner’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha), and Spellcraft (Int).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+2	+2	Rapid Summoning, Summoned Cohort, Armored Casting, Aura	5	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+3	+3	Sudden Extend	6	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+3	+3	Advanced Learning	6	5	-	-	-	-	-	-	-	-
4th	+2	+1	+4	+4	Extended Summoning: 1st level	6	6	3	-	-	-	-	-	-	-
5th	+2	+1	+4	+4	Advanced Learning	6	6	4	-	-	-	-	-	-	-
6th	+3	+2	+5	+5	Master Tactician	6	6	5	3	-	-	-	-	-	-
7th	+3	+2	+5	+5	Advanced Learning, Summon	6	6	6	4	-	-	-	-	-	-
8th	+4	+2	+6	+6		6	6	6	5	3	-	-	-	-	-
9th	+4	+3	+6	+6	Advanced Learning, Extended Summoning: 2nd level	6	6	6	6	4	-	-	-	-	-
10th	+5	+3	+7	+7	Medium Armor Proficiency	6	6	6	6	5	3	-	-	-	-
11th	+5	+3	+7	+7	Advanced Learning, Improved Summoning	6	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+8	+8	Advanced Aid	6	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+8	+8	Advanced Learning	6	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+9	+9	Extended Summoning: 3rd level	6	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+9	+9	Advanced Learning, Improved Summoning	6	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+10	+10	Shield Proficiency	6	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+10	+10	Advanced Learning	6	6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+11	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+11	+11	Advanced Learning, Extended Summoning: 4th level	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+12	+12	Perfect Summon	6	6	6	6	6	6	6	6	6	6

All of the following are Class Features of the Summoner class.

Weapon and Armor Proficiency: Summoners are proficient with all simple weapons, as well as the bola, the whip, the net, and the harpoon. Summoners are proficient with light armor but not with shields of any kind. At 10th level, a Summoner gains proficiency with Medium Armor. At 16th level, the Summoner gains proficiency with shields.

Spellcasting: The Summoner is an Arcane Spellcaster with the same spells per day progression as a Sorcerer. A Summoner casts spells from the Summoner Spell List (below). A Summoner automatically knows every spell on her spell list. She can cast any spell she knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available. To cast a Summoner spell, she must have a Charisma at least equal to 10 + the Spell level. The DC and bonus spells of the Summoner’s spells is Charisma based.

Rapid Summoning: A Summoner can cast summoning spells in less time than most other casters. Any Conjunction spell of the [Summoning] subschool that a Summoner casts that would have a casting time of one full round have a casting time of 1 standard action instead. This ability has no effect on spells which already require less than one full round to cast, nor does it affect spells with a casting time greater than one full round.

Summoned Cohort: Once per day when a Summoner casts a Conjunction spell of the [Summoning] subschool, she may extend its duration to 24 hours. This ability is not cumulative with other effects that increase the duration of a spell.

Armored Casting: A Summoner casts arcane spells, but she is not affected by the arcane spell failure of any armor or shield she is proficient with. This ability only applies to her Summoner spells, if she is able to cast any other arcane spells, they are affected by arcane spell failure normally.

Aura: A Summoner's strong connection to the outer planes causes them to be detected very strongly of whatever alignment she has. For purposes of spells like *detect chaos*, levels in Summoner count as Outsider hit dice.

Sudden Extend: At 2nd level, the Summoner gains Sudden Extend as a bonus feat. If she already has Sudden Extend, she may gain any metamagic feat that she qualifies for instead.

Advanced Learning: At 3rd level and every two levels afterwards, the Summoner may permanently add one spell to her spell list. This spell must be of a level she can already cast, and it must be of the Conjunction school. Only spells from the Cleric, Druid, or Wizard spell list may be added in this way.

Extend Summoning: Conjunction spells of the [Summoning] subschool that the Summoner casts can be affected by the Extend Spell metamagic for free. At 4th level, the Summoner may apply this free spell extending to spells of 1st level or lower. At 9th level, she may apply it to 2nd level spells, at 14th level she may apply it to 3rd level spells, and at 19th level she may apply Extend Spell for free to 4th level spells.

Master Tactician: A Summoner learns to fight with many allies. At 6th level, any ally within 30 feet of her may gain a +4 bonus for flanking instead of the normal +2 bonus as long as they can perceive the Summoner.

summon (sp): At 7th level, a Summoner can attempt to summon outsiders with an alignment identical to her own. Summoning another creature of the same character level has a 40% chance of success, and summoning a creature of a lower level increases the chances of success by 10% for every level the Summoner's level exceeds the CR of the target.

Advanced Aid (Ex): A Summoner of 12th level may take the Aid Another action as a free action once per round.

Improved summoning: At 11th level, the Summoner's chances to *summon* an outsider increase by 10%. This chance increases by another 10% at 15th level.

Perfect summon: At 20th level, the Summoner's *summon* power has a 100% chance of success, even when summoning a creature of equal level to herself.

Summoner Spell List:

0th level: *Anticipate Teleportation, Caltraps, Darkness, Detect Magic, Detect Poison, Light, Protection from Alignment, Read Magic, Resist Planar Alignment*

1st level: *Avoid Planar Effects, Comprehend Languages, Grease, Portal Beacon, Summon Frost Beast I, Summon Monster I, Summon Nature's Ally I, Summon Undead I, Wall of Smoke*

2nd level: *Analyze Portal, Baleful Transposition, Dimension Hop, Daylight, Deeper Darkness, Entangle, Phantom Steed, Planar Tolerance, Portal Alarm, Regroup, Sleet Storm, Summon Frost Beast II, Summon Monster II, Summon Nature's Ally II, Summon Undead II, Tongues, Web, Wind Wall*

3rd level: *Clairaudience/Clairvoyance, Dimension Step, Dimensional anchor, Greater Anticipate Teleportation, Magic Circle Against Alignment, Plant Growth, Stinking Cloud, Summon Frost Beast III, Summon Monster III, Summon Nature's Ally III, Summon Undead III, Vipergout, Wall of Ice*

4th level: *Dimension Door, Dismissal, Drawmij's Instant Summons, Lesser planar ally, lesser planar binding, Summon Frost Beast IV, Summon Monster IV, Summon Nature's Ally IV, Summon Undead IV, Wall of Fire*

5th level: *Dimension Shuffle, Dimensional Lock, Evard's Black Tentacles, Greater Dimension Door, Planeshift, Summon Frost Beast V, Summon Monster V, Summon Nature's Ally V, Summon Undead V, Teleport, Wall of Iron, Wall of Stone, Word of Recall*

6th level: *Antipathy, Greater Planeshift, Planar Ally, Planar Binding, Planar Bubble, Summon Frost Beast VI, Summon Monster VI, Summon Nature's Ally VI, Sympathy, Wall of Thorns*

7th level: *Binding, Forcecage, Greater Teleport, Maze, Shadowwalk, Summon Frost Beast VII, Summon Monster VII, Summon Nature's Ally VII, Teleport Object*

8th level: *Freedom, Greater Planar Ally, Greater Planar Binding, Shades, Summon Frost Beast VIII, Summon Golem, Summon Monster VIII, Summon Nature's Ally VIII*

9th level: *Elemental Swarm, Gate, Imprisonment, Refuge, Summon Elemental Monolith, Summon Frost Beast IX, Summon Monster IX, Summon Nature's Ally IX, Teleportation Circle, Unbinding*

5.2.16 Swashbuckler*“Yes, I’m a pirate. No I don’t have a fucking copy of Spore.”***Alignment:** Any**Starting Gold:** 8d4x10 gp (200 Gold)**Starting Age:** As Rogue**Hit Die:** d8

Class Skills: The swashbucklers’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (Your Mum, in the Biblical sense) (Int), Spot (Wis), Survival (Wis), Tumble (Dex), Use Rope (Dex)

Skill Points at 1st Level: (6 + Int modifier) x 4**Skill Points at Each Additional Level:** 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Fencing, Your Opponent is Me!
2nd	+2	+0	+3	+0	Combat Climbing, Tie-Down
3rd	+3	+1	+3	+1	Acrobatic Charge, Stylish Hat
4th	+4	+1	+4	+1	I’m Not Left Handed, Combat Sidle
5th	+5	+1	+4	+1	Power Slide, Constant Cover
6th	+6/+1	+2	+5	+2	Evasion, Close Quarters Fighting
7th	+7/+2	+2	+5	+2	Distraction, Ridiculous Attire
8th	+8/+3	+2	+6	+2	I Had Three Knives, Death Parrot
9th	+9/+4	+3	+6	+3	Master of Escape, Whirlwind
10th	+10/+5	+3	+7	+3	Witty Repartee, Thrice Keelhauled
11th	+11/+6/+6	+3	+7	+3	Control Ropes and Rigging
12th	+12/+7/+7	+4	+8	+4	Dread Pirate Tales, Legendary Booty
13th	+13/+8/+8	+4	+8	+4	Arm’s Length, Catch Me If You Can
14th	+14/+9/+9	+4	+9	+4	Menacing Visage, En Garde!
15th	+15/+10/+10	+5	+9	+5	Foil Action, Rapier Wit
16th	+16/+11/+11/+11	+5	+10	+5	Razor Wind
17th	+17/+12/+12/+12	+5	+10	+5	Razor’s Edge
18th	+18/+13/+13/+13	+6	+11	+6	Bladestorm
19th	+19/+14/+14/+14	+6	+11	+6	One More Thing
20th	+20/+15/+15/+15	+6	+12	+6	The Immortal Dread Pirate Lives On!

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple weapons, all martial weapons, one exotic weapon of the players choice, and all light armors.

Fencing (Ex): Swashbucklers are good at keeping themselves safe from injury. Once per round, as a Not An Action, a Swashbuckler may make a melee attack roll when attacked. If the Swashbuckler rolls higher, the attack is parried and she is safe from harm. This does not work in heavy armour.

Your Opponent Is Me! (Ex): You have to pay attention to a Swashbuckler when fighting her, as even losing concentration for a moment will mean your kidneys get turned into kebabs. Whenever the Swashbuckler successfully strikes a foe in melee combat on her own turn, they must either successfully attack her or take the Full Defence Action before her next turn. Otherwise, when she attacks, she treats them as flat-footed and deals bonus damage equal to three times her class level per hit.

Combat Climbing (Ex): The Swashbuckler gains a Climb speed equal to her land speed, along with all the benefits. She needn’t even hang on with her hands, and can fight just fine hanging upside-down. When she fights while climbing, enemies who lack a Climb speed take a -4 penalty to strike her, due to being unaccustomed to such a fighting style. This does not work in any armour heavier than light.

Tie-Down (Ex): it’s hard to move about when fighting a swashbuckler. Anyone she strikes in melee combat during her turn must make an Escape Artist check, opposed by her attack roll. If they fail, they are treated as Entangled until the start of her next turn. If they fail by 10 or more, they are also unable to move around (but can still act, they just can’t move from one square to another).

Acrobatic Charge (Ex): With a DC 15 Tumble or Balance check (her choice), the Swashbuckler can charge in a zig-zag or curve, ignoring hazards lying in the path. This ability does not work in heavy armour or when heavily encumbered.

Stylish Hat (Ex): Pirates wear stylish hats. This grants a +4 “You’re Shitting Me” bonus on Bluff, Diplomacy, Gather Information and Perform checks. Furthermore, if she throws the hat (a Swift action), everyone paying attention to her (foes in squares she threatens or vice versa) must make a Reflex save (Charisma-based) or lose their concentration for a moment, provoking an Attack of Opportunity.

I’m Not Left Handed (Ex): The Swashbuckler gains the benefits of the Two Weapon Fighting feat. If she already has this feat, or gets it later, she gains the ability to use the Fencing parry at the cost of an Attack of Opportunity (even if the foe does not provoke - this just limits the number of parries or AoOs that could be used per turn).

Combat Sidle (Ex): Once per round, when a foe starts in a square she threatens and makes a 5’ step, the swashbuckler may move as well, to keep up with the foe. Additionally, her normal 5’ steps become 10’ steps, and can be increased to 15’ with a DC 25 Balance check.

Power Slide (Ex): Just like the Jester/Thief-Acrobat ability. Does not work in heavy armour or when heavily encumbered.

Constant Cover (Ex): There is always some kind of cover to protect the swashbuckler. She benefits from 1/4 cover at all times, unless there is more cover, in which case she uses that instead. With a DC 35 Tumble check as an Immediate action, she can increase this to 1/2 cover for the duration of the attack she interrupts.

Evasion (Ex): If a 6th level swashbuckler succeeds in a Reflex Save to halve damage, they suffer no damage instead. This ability does not work if heavily encumbered or wearing medium or heavy armour.

Close Quarters Fighting (Ex): Swashbucklers can fight normally when grappled or pinned, and do not lose their Dex bonus to AC. Effectively it’s like not being grappled, except she can still be chokeslammed. Additionally, she can fight without penalty in cramped conditions. These abilities do not work when wearing medium or heavy armour.

Distraction (Ex): If someone is in a square the swashbuckler threatens, then she is considered to be flanking them, no matter what direction an attack comes from. Additionally, whenever she strikes a foe, she gains the Edge against them until they strike her.

Ridiculous Attire (Ex): All pirates, by law, are required to dress in a ridiculous manner, with the exception of female pirates, who must dress both ridiculous and sexy. At either rate, enemies have a hard time actually taking their garb seriously. During the first round of combat, as well as the surprise round if there is one, all foes take a penalty to attack rolls equal to the swashbuckler’s Charisma modifier.

I Had Three Knives (Ex): Swashbucklers always have another weapon. They gain a special “Other weapon” attack in melee combat, unless very carefully searched beforehand, involving 10 minutes, rubber gloves and a Search check (DC 25 + Swashbuckler’s level + her Dex mod). This attack is made at her highest attack bonus, and deals damage as a +1 dagger, though it always catches foes flat-footed. This becomes a +1 Keen weapon at level 12, a +2 Keen weapon at level 16, and a +2 Keen Wounding weapon at level 20. As if you cared. The weapon can not be pulled out and used when wearing medium or heavy armour.

Death Parrot: The swashbuckler gains a parrot as an animal companion. If it dies, another takes its place the next day. Use the stats for a raven, except that it gains +3d6 Sneak Attack damage and a special Rake attack that deals 2d4 damage and, on a critical hit, permanently Blinds the target. It has Improved Evasion when sharing the swashbuckler’s square.

Master of Escape (Ex): The swashbuckler can never be pinned down. Any Escape Artist check may be made as a Standard action that does not provoke, and she may make Epic checks at the following DCs: Extremely Tight Space (a chimney, a glass jar, someone’s anus) DC 30, Walls of Force DC 40 or Caster Level + 5, whichever is higher. She also gains a +8 bonus to escape a grapple. None of this applies when wearing heavy armour or when heavily encumbered.

Whirlwind: The swashbuckler Whirlwind as a bonus feat. If she already has this feat she may select another [Combat] feat instead.

Witty Repartee (Ex): When making a melee attack, as long as she can speak, the swashbuckler can utilise Witty Repartee. A single foe must be designated, and attacks against this foe receive additional damage equal to a Bluff check (make the check once at the start of the round). The opponent can only nullify this by making a higher Bluff check than her original one.

Thrice Keelhailed (Su): Pirates are used to being keelhailed, it’s a hobby to them. The Swashbuckler can breathe underwater and on land, and gains a Swim speed equal to double her land speed, along with all the usual benefits. While in the water, when fighting foes who do not have a Swim speed - even if they are on land - she always has the Edge.

Control Ropes and Rigging (Su): Every swashbuckler carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). A swashbuckler can hurl its rope 30 feet with no range penalty. .

Dread Pirate Tales (Ex): Word has spread of the terrors of the swashbuckler. When a swashbuckler makes it known who she is, she may immediately make an Intimidate check against everyone within 60'. Against those who would be merely impressed, she may make a Diplomacy check instead. Any person can only be targeted once per day by this.

Legendary Booty (Ex): Whenever there's treasure, someone knows about it, and it's usually the treasure hunter that does. Whenever the issue of a particular cache of treasure or legendary item is raised, the swashbuckler may make a check to remember tales of its location: roll 1d20 + class level + Int mod, against a DC of 10 (mundane treasure you don't care about at this level), 20 (minor magic items), 25 (good stuff for your level) or 30 (artefacts, plot items and crazy-good items).

Additionally, many swashbucklers have legendary booty of another kind, if you know what I mean. Everyone wants to plunder this booty, if you know what I mean. As long as she wears tight-fitting pants (or foregoes them), foes of a swashbuckler are subject to Fascination if they fail a Will save (CHA-based). This lasts until she leaves their sight or someone attacks them. Those who would find her physically unattractive (pre-established criteria aside, assume every NPC is straight and easy) or who also have this ability gain a +4 bonus to the save. Those who meet both requirements or are around her on a daily basis are immune.

Arm's Length (Ex): The swashbuckler is good at holding people at sword-point. Entering a square she threatens provokes attacks of opportunity from her, subject to all the same conditions as leaving a threatened square. If the AoO hits by more than 5, the target is forced back.

Catch Me If You Can (Ex): The swashbuckler gains a +10' Enhancement bonus to all movement speeds when wearing Light or no armour, and only lightly encumbered. Additionally, with a Partial action she may gain the benefits of Freedom of Movement for one full round.

Menacing Visage (Su): It's not that the pirate necessarily looks scary, but her reputation is so fierce that people associate her face with terror. When she reveals her face to enemies, they must make a Will save (CHA based) or Panic for 1d4 rounds, then Cower for a number of rounds equal to her Charisma modifier. Once someone passes the save, they are immune for 24 hours.

En Garde! (Ex): Swashbucklers are amazing at duelling with their foes. Whenever they successfully strike a flat-footed, they must make an opposed BAB+Dex check or drop their weapons (or anything else they are carrying). They then grant her the Edge for the rest of the encounter.

Foil Action (Ex): At 15th level a swashbuckler may attempt to monkeywrench any action an opponent is taking. The swashbuckler may throw sand into a beholder's eye, bat aside a key spell component, or strike a weapon hand with a thrown object, but the result is the same: the opponent's action is wasted, and any spell slots, limited ability uses, or the like used to power it are expended. A swashbuckler must be within 30 feet of his opponent to use this ability, and must hit with a touch attack or ranged touch attack. Using Foil Action is an Immediate action. This ability does not work when wearing Heavy armour.

Rapier Wit (Ex): When attacking a foe she has the Edge against and using Witty Repartee, the swashbuckler may make Bluff checks instead of Attack rolls, and enjoys a doubled threat range (which does not stack with Improved Critical or similar feats, but DOES stack with Keen).

Razor Wind (Ex): When running at full speed, the swashbuckler may make a single attack roll and use this roll to make an attack against every single enemy she threatens at any point in the movement. Any foes who attempt Attacks of Opportunity but miss or are parried automatically fall prone. This cannot be done if encumbered at all or if wearing Medium or Heavy armour.

Razor's Edge (Ex): Now, when foes leave themselves open to the extra damage from "Your Opponent is Me!", they take more damage than normal: five times her level, plus Strength damage.

Bladestorm (Su): As a full round action, the Swashbuckler may make a full attack against each adjacent foe. Additionally, she gains a number of extra attacks against each foe equal to her Dexterity modifier minus the number of foes she is attacking (minimum zero). Foes who suffer the extra damage from "Your Opponent Is Me!" must, at the end of this action, make a Fort save (Dex-based) or be Stunned for one round.

One More Thing (Ex): At the end of the swashbuckler's turn, make a note of every foe she successfully hit. She may make one additional attack against each of them, regardless of how often she hit any given target.

The Immortal Dread Pirate Lives On! (Su): When killed, a swashbuckler continues to fight while dead. Feel free to continue tracking damage, but it doesn't actually do anything (and she gains a Hardness rating, being a dead body). After one minute, she reverts to actually being dead, but becomes a Ghost for free. Enjoy your capstone.

5.2.17 Thief Acrobat

“They put their safe on the ceiling, it’s like they wanted me to take these scrolls.”

While the common rogue is a thief, con-man, and scout extraordinaire, the thief acrobat is a highly trained specialist in the art of housebreaking and feats of dexterity and acrobatics. As an adventurer, they are masters of negotiating difficult terrain and situations with flair and panache. Masters of athletics and gymnastics, they hone their art to a level that seems to be magical to the initiated. Most use these skills to gain the easy score or poorly defended hoard, but some take up the life of an adventurer as a chance to test their purely mortal skills against the world full of magic and supernatural creatures.

Alignment: Any.

Races: Any

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Rogue

Hit Die: d6

Class Skills: The Thief Acrobat’s skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (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).

Skills/Level: 6 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+0	+2	+0	Acrobatic Flair, Trapfinding, Pole Jump
2nd	+1		+0	+3	+0	+1d6 Sneak Attack, Evasion
3rd	+2		+1	+3	+1	Sure Climb, Kip Up
4th	+3		+1	+4	+1	<i>detect magic</i> , Grapple Line
5th	+3		+1	+4	+1	+2d6 Sneak Attack, Rapid Stealth
6th	+4		+2	+5	+2	Mercurial Charge
7th	+5		+2	+5	+2	+3d6 Sneak Attack, Unsettling Choreography
8th	+6/+1		+2	+6	+2	Improved Evasion
9th	+6/+1		+3	+6	+3	+4d6 Sneak Attack, Athletic Cascade
10th	+7/+2		+3	+7	+3	Skill Mastery
11th	+8/+3		+3	+7	+3	+5d6 Sneak Attack, Aggressive Stealth
12th	+8/+3		+4	+8	+4	Dedicated Evasion
13th	+9/+4		+4	+8	+4	+6d6 Sneak Attack, Power Slide
14th	+10/+5		+4	+9	+4	Shadow Tumble
15th	+11/+6/+6		+5	+9	+5	+7d6 Sneak Attack
16th	+12/+7/+7		+5	+10	+5	Death From Above
17th	+12/+7/+7		+5	+10	+5	+8d6 Sneak Attack
18th	+13/+8/+8		+6	+11	+6	Supreme Skill Mastery
19th	+14/+9/+9		+6	+11	+6	+9d6 Sneak Attack
20th	+15/+10/+10		+6	+12	+6	Supreme Evasion

All of the following are Class Features of the Thief Acrobat class.

Weapon and Armor Proficiency: Thief Acrobat are proficient with all simple weapons, as well as the sap, the shortsword, the whip, the bolas, the long staff, and the shuriken. Thief Acrobat are proficient with light armor but not with shields of any kind.

Trapfinding: At 1st level, Thief Acrobat 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. Thief Acrobat 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. An Thief Acrobat 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.

Acrobatic Flair (Ex): A Thief Acrobat may move her full movement while using the Tumble or Balance skill without suffering a penalty or increasing the DC of her check.

Pole Jump (Ex): If holding a pole, spear, staff, long staff, or other pole-like object in both hands, a Thief Acrobat can add twice her reach to her final distance moved during a Jump check, and in this instance her jump distances are not limited by her height.

Sneak Attack (Ex): At 2nd level, a Thief Acrobat gains the sneak attack ability as a Rogue. Her sneak attacks inflict an extra d6 of damage at 2nd level. This damage increases by 1d6 at levels 5, 7, 9, 11, 13, 15, 17, and 19.

Evasion (Ex): If a 2nd level Thief Acrobat succeeds in a Reflex Save to halve damage, she suffers no damage instead.

Sure Climb (Ex): At 3rd level, a Thief Acrobat gains a climb speed equal to half her land speed.

Kip Up (Ex): At 3rd level, a Thief Acrobat may stand up from prone as a free action that does not provoke an attack of opportunity.

detect magic (sp): At 4th level, a Thief Acrobat may use *detect magic* at-will as a spell-like ability. A Thief Acrobat may use her Appraise Skill in place of her Spellcraft in order to glean additional information from her *detect magic*.

Grapple Line: At 4th level, a Thief Acrobat becomes a master of using grapples and grappling lines. By firing a missile weapon designed as a grappling weapon at an unoccupied square and doing at least 1 point of damage to an object filling that square (wall, ceiling, statue, etc) or a securely affixed object (ceiling post, small statue affixed to floor, etc), a Thief Acrobat can run a rope from his current position to that location as a full round action. He may then use this rope to make Balance or Climb checks as normal.

Weapons designed as grappling weapons have a simple pulley and loop attached at the end and are balanced for this modification, and have at least a 50' length of strong thread running through it and connected to a rope so that it can be pulled through swiftly. They cost an additional +1 GP each (ammunition costs as much as normal weapons), and suffer a 5 ft reduction in range increment. Many grappling weapons are made out of adamantite in order to better penetrate hard materials like stone.

Rapid Stealth (Ex): At level 5, the Thief Acrobat does not suffer the -10 penalty to Move Silently or Hide for moving at her full normal speed. She still suffers the normal -20 penalties to hide and move silently for running or fighting if she performs those actions.

Mercurial Charge (Ex): At level 6, a Thief Acrobat need not move in a straight line to charge, nor must she charge the closest available space. She still may not move back on herself during a charge, and her charge move still ends as soon as she threatens her target.

Unsettling Choreography (Ex): A Thief Acrobat of 7th level is adept at making other creatures fall down, and may use her Dexterity Modifier in place of her Strength modifier when making a trip or bullrush attempt.

Improved Evasion (Ex): When a Thief Acrobat of 8th level fails a Reflex Save to halve damage, she takes half damage anyway.

Athletic Cascade (Ex): At 9th level, if a Thief Acrobat moves before making an attack, for the purposes of flanking she may count any square she has moved through as threatening an opponent, in addition to the space she is actually attacking from. In this manner, she may even flank with herself.

Skill Mastery (Ex): At 10th level, a Thief Acrobat is able to take 10 on any Appraise, Balance, Disable Device, Jump, Hide, Move Silently, and Tumble checks even in stressful or dangerous situations.

Aggressive Stealth (Ex): A Thief Acrobat of 11th level does not suffer the -20 penalty to Hide or Move Silently checks for running or fighting.

Dedicated Evasion (Ex): At 12th level, a Thief Acrobat gains the ability to evade with almost supernatural skill. As a standard action, she can add her Thief Acrobat level as a Dodge bonus to her Reflex Saves and AC for one round.

Power Slide (Ex): If a 13th level Thief Acrobat takes damage from an attack, she may allow herself to be flung backwards, thereby lessening the impact. She may make a Balance check with a DC equal to the damage inflicted and if she succeeds, she suffers only half damage. This is a skill check, not a Saving Throw, so abilities such as Evasion do not apply. She is moved away from the source of damage by 5' for every 5 points of damage (or part thereof) negated in this way. If there is not enough space for her to move, she suffers a d6 of damage for each square not moved. If she passes through an occupied square, the Thief Acrobat would have to make a tumble check to avoid attacks of opportunity.

Shadow Tumble (Su): At 14th level, a Thief Acrobat has learned to tumble through the Plane of Shadow. She may make a tumble check with a DC equal to 10 plus five for every square she wishes to pass through another plane of existence. Intervening terrain, even walls of force have no effect on movement through the plane of shadow. The Thief Acrobat's total distance moved does not increase, no matter how much of it may be taken through the plane of shadow.

Death From Above (Ex): At 16th level, the Thief Acrobat has learned to use the energy of a fall to devastating effect. If the Thief Acrobat can fall at least 30' (by falling from a height or by using a Jump check) and end in her enemy's square, any attacks made at the end of that fall do triple damage. Sneak Attack is not multiplied in this way.

Supreme Skill Mastery: At 19th level, a Thief Acrobat is able to take 20 on any Appraise, Balance, Disable Device, Jump, Hide, Move Silently, and Tumble checks even in stressful or dangerous situations, and does not take twenty times as long as usual for taking 20.

Supreme Evasion (Ex): At 20th level, a Thief Acrobat takes no damage from any effect requiring a Reflex save.

5.2.18 Totemist

My soul burns with the strength of the behavior of my ancestors.

Totemists are people whose souls are filled with an arbitrarily blue flame that causes them to channel the beast souls of the natural world. This being the natural world of *Dungeons & Dragons*, those beast souls are crazy crap like displacer beasts and give the Totemist real magical powers.

A Totemist has powers that are comparable in strength to spells that are usable an unlimited number of times in a day. However, each power has a cool-down period that makes it unlikely to be used twice in the same battle. These powers are Charisma based, so it is to be expected that a Totemist will put Charisma as their primary attribute.

Starting Age: As Druid

Starting Equipment: 6d4x10gp

Alignment: Totemists can be of any alignment, but like Magical Beasts that alignment is largely to be taken with a grain of salt. They behave a lot like animals, so even if they are totally all chaotic evil and torture fools it's more like how cats spend an hour killing a mouse if they aren't hungry than any depraved sadism. Totemists hardly detect a non-neutral alignment at all even if they have one.

Hit Die: d8

Good Saving Throws: Will

Skill Points: 4+Int

Class Skills: Balance, Bluff, Climb, Craft, Diplomacy, Handle Animal, Hide, Intimidate, Jump, Knowledge (Any), Listen, Move Silently, Ride, Search, Sleight of Hand, Spot, Survival, Swim, Use Magic Device.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Chakras
1st	+0	+0	+0	+2	Basic Totems, Call Totems, Soulmelds, Wild Empathy	2
2nd	+1	+0	+0	+3	Respect for the Dead, Woodland Stride	3
3rd	+2	+1	+1	+3	Arcane Sight	3
4th	+3	+1	+1	+4	Better Soulmelds	3
5th	+3	+1	+1	+4	Blood of Soulfire	4
6th	+4	+2	+2	+5	Beast Companion	4
7th	+5	+2	+2	+5	Advanced Soulmelds	4
8th	+6	+2	+2	+6	Speak With Souls	5
9th	+6	+3	+3	+6	Corpse Fashion, Reincarnate	5
10th	+7	+3	+3	+7	Astounding Soulmelds	5
11th	+8	+3	+3	+7		6
12th	+9	+4	+4	+8	Autolife	6
13th	+9	+4	+4	+8	Favor of the Totems	6
14th	+10	+4	+4	+9	Exciting Soulmelds	7
15th	+11	+5	+5	+9	Embody Totem	7
16th	+12	+5	+5	+10		8
17th	+12	+5	+5	+10	Giant-Size Soulmelds	8
18th	+13	+6	+6	+11	Limitless Favor of the Totems	8
19th	+14	+6	+6	+11		9
20th	+15	+6	+6	+12	Triumph Promised by Ancestors	9

All of the following are Class Features of the Totemist class.

Weapon and Armor Proficiency: Totemists are proficient with Simple Weapons, as well as the Trident, the Kukri, the shortsword, the gladius, the light and heavy pick, the shortbow, the longbow, the pincerstaff, the net, and the guisarme. Totemists are proficient with light and medium armor.

Soulmelds (Su): A Totemist has the ability to call upon a number of special blue glowing intangible yet vaguely beast-related wardrobe accessories that cause them to glow blue and gain additional powers. Each Soulmeld is unique, and should have its own name (check the Soulmeld chart below in order to name it). Each Soulmeld has a Basic bonus and a Totemic Power. A Totemist can only show a fraction of the Soulmelds they have at a time. At first level, the Totemist "knows" 3 Soulmelds and learns two additional Soulmelds every time they gain a Totemist level. The number of Soulmelds that can actually be used at one time is the character's number of Chakras, which is 2 at first level, rising to 3 at 2nd, 4 at 5th, 5 at 8th, 6 at 11th, 7 at 14th, 8 at 16th, and finally 9 at 19th. It takes 1 minute of meditation to change which Soulmelds are available (up to the character's number of Chakras), but only a Swift Action to activate and display any or all of them. Soulmelds shed light as a torch. Actually calling upon the Totem's power is usually a Standard Action.

Basic Bonuses: Every Soulmeld (even Advanced or Giant-Size Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmeld is learned:

- Deflection bonus to AC (1/3 level, rounded up)
- Resistance Bonus to Saving Throws (1/3 level, rounded up)
- Enhancement Bonus to an attribute (1/3 level, rounded up)
- Enhancement Bonus to a Skill other than Use Magic Device (Level + 2)
- Enhancement Bonus to Natural Armor Bonus (1/3 Level, rounded up)
- Spell Resistance (8 + Level)
- Energy Resistance to one Energy type (3 points per level)

Basic Totems: At first, each Soulmeld is attached to a Basic Totem, and the power delivered when called upon is as such:

- Ankheg: Spit soul acid out to Short Range. Ranged Touch Attack. Inflicts d4 Acid damage/level and on the Totemist's next turn will inflict a similar amount unless the acid has been doused with vinegar or beer or something in the meantime.
- Corollax: Rainbow colors shoot off into a Short Ranged Cone. Creatures in the cone must make a Will save or be *stunned* for 1d2 rounds. This is a [Mind Affecting] [Pattern].
- Carrion Crawler: Touch forces target to make a Fortitude save or be *paralyzed* for a minute.
- Ash Rat: Heavy Smoke extends around the Totemist like *obscuring mist*. The mists last for 4 rounds, and creatures other than the Totemist suffer 1 point of Fire damage per round that they are in the ashy haze.
- Flame Snake: Touch forces target to take d4 Fire Damage/level and to make a Fortitude Save against Poison or lose 1d6 Strength, Dexterity, and Constitution.
- Blood Hawks: The Totemist makes a ranged touch attack against up to one enemy within Medium Range per level. Each target struck suffers 1d3 of Force damage and 2 points of Constitution Damage from blood loss.
- Howler: Scream causes Wisdom Damage. Burst out to Short Range. Will Save or suffer d6 Wisdom damage. Totemist is immune, this is a [Mind Affecting] [Sonic] effect.
- Dark Mantle: As *darkness*, but all light is blocked and it provides complete concealment. Or 3e *darkness* if you prefer.
- Krenshar: Screech causes target within Short Range to be *panicked* for a d4 rounds if they fail a Will save. This is a [Sonic] [Mind Affecting] [Fear] Effect.
- Blood Ape: The character increases in size by 1 size category, and their attributes are adjusted as normal. This change lasts for 4 rounds.
- Mephit: Breath Weapon of something weird and noxious. Extends to a cone out to Short Range. All creatures in the area must pass a Fortitude Save or be *nauseated* for 1d2 rounds.
- Owlbear: Melee Touch Attack Pins target for 1 round.
- Rust Monster: As *rusting grasp*.
- Shocker Lizard: Melee touch attack inflicts d8/level Subdual Electricity damage.
- Stirge: Melee Touch Attack causes d4 damage/level and heals the Totemist an equal amount as to the damage inflicted on a living creature.
- Harpoon Spider: A soul harpoon is sent after an enemy within Short Range. Ranged Touch Attack. On a hit, the target suffers d8 Force damage and must make a Fortitude save or be drawn as many squares towards the Totemist as the totemist feels like dragging them (as if bullrushed).
-

Call Totems (Su): A Totemist can use the Totem Powers of any active Soulmelds any number of times in a day. However, upon calling upon such a Totem, they may not call on the same Totem for the next three rounds. So at first level a Totemist has only 2 Chakras bound, so they could call upon two different powers in the first two rounds of combat, but then they would be unable to use either one again in the next two rounds of combat, forcing them to fall back on weaponry or hiding. The Save DC of any save a Totem's power offers is $10 + 1/2 \text{ Level} + \text{Charisma Modifier}$. And every power is used at the Totemist's Character Level.

Wild Empathy (Ex): Totemists can use Handle Animal as if it was frickin Diplomacy and they were speaking the Queen's Bloody English with any Animal or Magical Beast, whether that creature has a language or not.

Respect for the Dead (Ex): At 2nd level, Totemists treat any armor made out of animal parts as if it was a lot easier to use, and reduce the Armor Check Penalty and Armor Stealth Penalty of such armors by 4, making it a lot more likely that they can move at full speed while wearing someone's mother as a breastplate.

Woodland Stride (Ex): Totemists of 2nd level and up are totally at home in natural environments, even really jacked up ones. They ignore naturally occurring difficult terrain and don't take damage from crap like thorns.

Arcane Sight (Su): At 3rd level, a Totemist benefits at all times from *Arcane Sight*.

Better Soulmelds: At fourth level, each Soulmeld can be attached to a Better Totem, and the power delivered when called upon is as such:

- Aranea: Can throw a soul Web. Creatures within or moving within a 15' burst within short range must make a Reflex Save or be *entangled* and anchored in place. An *entangled* creature may make an Escape Artist or Strength check (DC 20) as a full-round action to wriggle or break free, but if they move out of their square into another square with soul web in it they'll have to make another Reflex save or be caught again. The web dissipates in 1 minute/level or when dismissed, and does not burn.
- Behir: A line of electricity extends out to short range from the Totemist's mouth. It does 1d6 Electricity Damage/level and allows a Reflex Save for half damage.
- Chimera: A cone of fire is breathed out to short range. It does 1d6 Fire Damage/level and allows a Reflex Save for half damage.
- Cloaker: Creates images equivalent to *major image* within Short Range. The Totemist need not concentrate on the images, but they vanish in 4 rounds.
- Cockatrice: Touch forces target to make a Fortitude Save or be *petrified*.
- Digester: A cone of Acid is spat out to short range. Targets in the area suffer a d4 Acid Damage/level (Reflex Half), and then the following turn suffer the same amount of damage unless they have cleaned themselves off.
- Ahuizotl: Melee Touch Attack causes the target to be *blind*.
- Briarvex: With a melee touch attack, the target suffers 2d6 Force Damage. There are then thorns of force crawling in their skin like a Linkin Park Song, and they take 2d6 of Force Damage each round on the Totemist's turn for 1 round/level. This ongoing damage can be halted by taking a Standard Action to make a DC 15 Heal check to gauge out the force thorns. Each attempt inflicts 1 hit point of damage whether it succeeds or fails.
- Joystealer: Target within Medium Range must make a Will Save or suffer a d6 of Charisma Damage and be afflicted as per *crushing despair*.
- Manticore: The Totemist launches a number of spikes of soul energy as their Level distributed between one or more targets within Medium Range. Each spike inflicts 1d6 damage.
- Pegasus: Totemist gains a 90' Flight Speed with Good Maneuverability for the next 4 rounds. Activating this is a Swift Action.
- Cloaked Ape: The Totemist gains Fast Healing equal to their level for 4 rounds. This ability can be invoked as a Swift action.
- Phase Wasp: The Totemist gains the benefits of *true seeing* for 4 rounds.
- Shadow Mastiff: All other creatures within Short Range must make a Will Save or become Panicked for 1d6 rounds. This is a [Sonic] [Mind Affecting] [Fear] effect.
- Unicorn: Heal a touched target by 1d6/level and remove any poisons they are afflicted with.
- Winter Wolf: The Totemist breathes a cone of Cold out to Short Range. It inflicts d6/level Cold Damage, with Reflex save for half damage.

Blood of Soulfire (Su): A 5th level Totemist is immune to poison and when they suffer damage from physical attacks they cause 1 point of Force Damage to all creatures within 5' of them as Soulfire splashes out.

Beast Companion: At 6th level, a Totemist is entitled to a companion. Their companion is a Magical Beast with a CR 2 less than their character level. When the Totemist gains a level, their companion either gets more powerful for no reason or their companion wanders off and they get a new companion. Either way.

Advanced Soulmelds: At seventh level, each Soulmeld can be attached to an Advanced Totem, and the power delivered when called upon is as such:

- Basilisk: Target within medium range must make a Fortitude save or be *petrified*.
- Bulette: The ground trembles as earth and stone excavate themselves at the Totemist's urging. The character can tunnel out up to a 10'x10'x40' area. Every end must be within short range, and yes you can create holes under enemies and drop them in.
- Blink Dog: As *dimension door*.
- Displacer Beast: The Totemist gains full displacement and a 50
- Ethereal Marauder: The Totemist and everything they carry is shifted to the Ethereal Plane or back to the Material from the Ethereal.
- Girallon: Spectral arms rip the target to pieces. The Totemist makes 4 melee touch attacks, and each is a claw that inflicts 1d6 Damage / 2 levels.
- Lamia: As *Charm Monster*. This is a [Mind Affecting] [Compulsion] and allows a Will Save.
- Nymph: Short Ranged Burst. All creatures in area that can see the Totemist must make a Fortitude Save or be *blind*.
- Phoenix: For the next 4 rounds, the Totemist is immune to Fire, and heals when they would suffer fire damage. Also there is a 5' burst of flame centered on the Totemist that inflicts d6/level Fire Damage (Reflex Half), and that heals the Totemist because it is Fire Damage.
- Remorhaz: The Totemist catches on fire, and anything she touches or that even hits her in melee suffers 1d6/level of fire damage from the experience. This effect lasts 4 rounds.
- Frost Salamander: The Totemist exudes an aura of cold. All creatures that begin their turns within 15' of the Totemist suffer d6/2 levels of Cold Damage. This effect lasts 4 rounds.
- Mudmaw: Two soul tendrils lash out and grab enemies. The Totemist can make two melee touch attacks against one or two creatures within 10'. Any creature touched is *pinned* for 1 round.
- Brood Keeper: A spectral swarm races out to engulf your enemies, as *summon swarm*. The swarm summoned uses your save DC (10 + 1/2 level + Cha modifier) for its abilities, inflicts force damage rather than normal damage, is incorporeal, and persists for four rounds.
-
- Umber Hulk: One target within Short Range must make a Will Save or be *confused* as per the spell *confusion*. This can be invoked as a Swift Action.
- Wyvern: Melee Touch Attack causes target to suffer 3d6 Constitution Damage from Poison. Fortitude Save for Half.
- Yrthak: Target within Medium Range suffers d6/level Sonic damage, Fortitude half.

Speak with Souls (Su): A Totemist of 8th level can see the souls of the living and the dead. They are apparently little blue flamy things like in *Soul Eater*. The Totemist can speak with the souls of the dead as if the dead were still alive. The souls depart in about a week unless they get transformed, consumed, or returned to life before that point.

Corpse Fashion (Su): Three times a day, a 9th level Totemist can *fabricate* things out of animal parts. This can make things as respectable as hide armor or as creepy as human bone swords.

Reincarnate (Su): Three times a week, a 9th level Totemist can bring someone back from the dead in a new body. Like *reincarnation*.

Astounding Soulmelds: At tenth level, each Soulmeld can be attached to an Astounding Totem, and the power delivered when called upon is as such:

- Avalancher: As *Transmute Rock to Mud*.
-
-
- Nightmare: Can *plane shift* into a different realm of existence.
- Inferno Spider: Can throw a *flaming* soul Web. Creatures within or moving within a 15' burst within short range must make a Reflex Save or be *entangled* and anchored in place. An *entangled* creature may make an Escape Artist or Strength check (DC 20) as a full-round action to wriggle or break free, but if they move out of their square into another square with soul web in it they'll have to make another Reflex save or be caught again. The web dissipates in 1 minute/level or when dismissed, and is on fire. All creatures suffer 1d8 + Level Fire Damage every round they begin in the area of the web.
- Pixie: All creatures in a 15' burst within Medium range must make a Will Save or fall *asleep* for 10 minutes/level. This is a [Mind Affecting] effect.
- Frost Worm: A strange trill forces everyone to stand still. Emanation extends to Medium range and affects every creature except the Totemist. Creatures that fail a Will Save are *stunned* for a d4 rounds. This is a [Sonic] effect.

- **Lodestone Marauder:** Magnetic pulse yanks all freestanding and handheld metal objects in a Medium Cone and piles them at the Totemist's feet. Creatures can hold onto their weapons and whatnot by making a Reflex save. Creatures wearing metal armor are subjected to a strong gale.
- **Rapture Locust:** All creatures within Short Range must make a Will save or be *dazed* for a d6 rounds. Dazed creatures have locusts made of blue soulfire chewing on them for 2d6 Force damage per round until they snap out of it.
- **Naga:** Target within short range must make a Fortitude Save against Poison or Die. Successful save still results in d8 Poison damage to Constitution.
- **Nightmare Beast:** A creature that is asleep within 5 miles that the Totemist is aware of makes a Fortitude save or dies. This is a [Death] effect.
- **Purple Worm:** Touch Attack shrinks the target to the size of a walnut and swallows them whole. Target suffers 4d8 Acid damage a round and cannot free themselves. If they are transported out of the Totemist or the Totemist dies, they return to normal size.
- **Roper:** The Totemist can fire 6 soul strands at one or more targets within Short Range. Each Strand is a Ranged Touch Attack that inflicts 1d8 Strength Damage.
- **Sphinx:** The Totemist lets out a mighty roar, and all creatures within Long Range must make a Willpower Save or become *Panicked* for 2d6 rounds. Even creatures that succeed in their save are *shaken*. This is a [Mind Affecting] [Sonic] [Fear] effect.
- **Cloud Ray:** As *telekinesis*.
- **Peryton:** Touch attack inflicts 10 points of damage per level.
-

Auto-Life (Su): If a 12th level Totemist has been dead for a whole day, they reincarnate into a new body unless something has happened to their soul in the meantime. This does not cost them a level, it's just slightly disconcerting.

Favor of the Totems: From 13th level on, a Totemist need only forgo calling on a Totem's powers for 2 rounds after the last time they called upon the Totem's Powers.

Exciting Soulmelds: At fourteenth level, each Soulmeld can be attached to an Exciting Totem, and the power delivered when called upon is as such:

- **Cranium Rat:** All targets within a Medium Cone must make a Will save or be *stunned* for 2d4 rounds. This is a [Mind Affecting] [Psionic] effect.
- **Catoblepas:** Target within Medium Range must make a Fortitude Save or die. This is a [Death] effect. Even if the target succeeds, they still take 1d8 damage/2 levels.
-
- **Gorgon:** The Totemist breathes a cone out to Short Range. All creatures in the cone must make a Fortitude Save or be *petrified*.
- **Gravorg:** As *Reverse Gravity*, targets are allowed a Reflex Save as normal.
- **Greenvice:** As *acid fog*. The fog lasts for 4 rounds.
-
-
- **Lammasu:** As *heal*.
-
- **Quanlos:** As *Dominate Monster*. Target is entitled to a Will Save. This is a [Mind Affecting] [Compulsion].
- **Razor Boar:** Touch attack decapitates target. This is a [Death] effect.
- **Spirit of the Air:** The Totemist decides what the weather is.
- **Titanic Toad:** The Totemist stamps on the ground and flattens everything around them. All other creatures and standing objects in a 40' radius are subjected to a d8/level in Force Damage and are knocked prone. A successful Reflex save halves the damage and negates the prone effect.
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Embody Totem (Su): With a standard action, a 15th level Totemist can transform into one of the creatures that is one of their displayed totems. You can argue with the DM as to how Wildshape works, but you get all the Extraordinary, Supernatural, and Spell-like abilities whether they are Attacks or Qualities or whatever.

Giant-size Soulmelds: At Seventeenth level, each Soulmeld can be attached to a Giant-size Totem, and the power delivered when called upon is as such:

- Beholder: The Totemis can create a conical emanation of anti-magic field that extends from their body in any direction and can be rotated each turn. It persists for 4 rounds, and goes out to short range.
-
- Chaos Roc: All creatures in a Medium Range Cone are struck with 2 colors from a *prismatic spray*.
- Chronotyrin: The Totemist takes a second round of action after her normal one. This Totem is invoked as a Swift Action.
- Fiendwurm: The Totemist vomits forth a creature compatible with *summon monster VIII*.
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-
-
- Leviathan: The Totemist is Colossal as per the spell *giant size* for four rounds. This Totem is invoked as a Swift Action.
- Lucent Worm: Every creature that is in the Totemist's Threatened Area before the start of their next turn must make a Fortitude save or be *paralyzed* for 4 rounds.
-
-
- Megapede: wave of force precedes the Totemist as they stampede enemies. Any creatures and freestanding objects within 20 feet are pushed out of the area, suffering a d20 of force damage per 5' moved. The force lasts until the beginning of next turn, and enemies are pushed out of their area (for another d20 of damage per 5' square pushed) as the Totemist moves. Creatures are entitled to a Reflex save for half damage and to move out of the way in a direction of their choice to avoid getting Tekken juggled.
- Sky Bleeder: Acid rains from the sky for a mile in every direction, causing 3d4 Acid damage a round for the next 4 rounds.
- Tarrasque: The Totemist is restored to full health and all baleful conditions end.
- Thunder Worm: The Totemist becomes Incorporeal for the next 4 rounds, and in departing from physicality lets off a huge thunderclap that breaks things in all directions. Everything around the Totemist in a Medium Ranged Burst is subjected to a d8/level Sonic damage (Reflex Half).
-

Limitless Favor of the Totems: At 18th level, the Totemist can call on any of her displayed Totems that she did not call last turn.

Triumph Promised by Ancestors (Su): At 20th level, the Totemist wins D&D.

Soulmelds Table

To name a Soulmeld, combine the Totem with an adjective, a color, and a thingy. This can go in any order you want. So for example, you might have Dimming Electric Corollax Wings or Corollax Crushing Cyan Gauntlets. Whatever. You can fudge it a bit so it sounds less ridiculous or not, at your option. Also, you can really have your soulmelds be any color you want, as long as they are blue.

Roll (or Choose)	Adjective	Color	Thingy
1:	Crushing	Azure	Claws
2:	Rising	Beryl	Mantle
3:	Fierce	Aqueous	Cloak
4:	Dimming	Blue	Wings
5:	Clutching	Cerulean	Armor
6:	Gnawing	Cobalt	Mask
7:	Grasping	Electric	Gloves
8:	Devastating	Midnight	Sleeves
9:	Expansive	Indigo	Robe
10:	Secret	Navy	Helm
11:	Protective	Ocean	Hat
12:	Monstrous	Sapphire	Horns
13:	Horrendous	Teal	Gauntlets
14:	Awesome	Turquoise	Cape
15:	Wicked	Ultramarine	Belt
16:	Depressive	Sky	Boots
17:	Repetitive	Steel	Trail
18:	Vengeful	Cyan	Eyes
19:	Gorgeous	Pale	Braids
20:	Futile	Red	Amulet

I really do like the vest!

5.2.19 Thaumaturge

Alignment: A Thaumaturge may be of any alignment.

Races: Any

Starting Gold: 4d4x10 (100 gold)

Starting Age: As Wizard

Hit Die: d4

Class Skills: Concentration (Con), Craft (Int), Knowledge (all) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha), any two others.

Skills/Level: 2 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Familiar, Spellcasting	2	0	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Bonus Metamagic	2	1	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Sudden Metamagic (1/day)	2	1	0	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Free Metamagic (-1)	2	1	1	-	-	-	-	-	-	-
5th	+2	+1	+1	+4		2	1	1	0	-	-	-	-	-	-
6th	+3	+2	+2	+5	Bonus Metamagic	2	1	1	1	-	-	-	-	-	-
7th	+3	+2	+2	+5	Sudden Metamagic (2/day)	2	2	1	1	0	-	-	-	-	-
8th	+4	+2	+2	+6	Free Metamagic (-2)	2	2	1	1	1	-	-	-	-	-
9th	+4	+3	+3	+6		2	2	2	1	1	0	-	-	-	-
10th	+5	+3	+3	+7	Bonus Metamagic	2	2	2	1	1	1	-	-	-	-
11th	+5	+3	+3	+7	Sudden Metamagic (3/day)	2	2	2	2	1	1	0	-	-	-
12th	+6/+1	+4	+4	+8	Free Metamagic (-3)	2	2	2	2	1	1	1	-	-	-
13th	+6/+1	+4	+4	+8		2	2	2	2	2	1	1	0	-	-
14th	+7/+2	+4	+4	+9	Bonus Metamagic	2	2	2	2	2	1	1	1	-	-
15th	+7/+2	+5	+5	+9	Sudden Metamagic (4/day)	2	2	2	2	2	2	1	1	0	-
16th	+8/+3	+5	+5	+10	Free Metamagic (-4)	2	2	2	2	2	2	1	1	1	-
17th	+8/+3	+5	+5	+10		2	2	2	2	2	2	2	1	1	0
18th	+9/+4	+6	+6	+11	Bonus Metamagic	2	2	2	2	2	2	2	1	1	1
19th	+9/+4	+6	+6	+11	Sudden Metamagic (5/day)	2	2	2	2	2	2	2	2	1	1
20th	+10/+5	+6	+6	+12	Free Metamagic (-5)	2	2	2	2	2	2	2	2	2	2

Weapon and Armor Proficiency: Thaumaturges are proficient with all simple weapons, but not with any armors.

Spellcasting: A thaumaturge casts arcane spells which are drawn from the core cleric, druid, and sorcerer/wizard spell lists; if a spell appears at different levels on these lists, the thaumaturge may cast it at the lowest level it appears on any of them. 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 thaumaturge must have an Intelligence, Wisdom, or Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a thaumaturge's spell is 10 + the spell level + the thaumaturge's highest mental ability modifier. Unlike a wizard or a cleric, a thaumaturge 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. Like other spellcasters, a thaumaturge can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Thaumaturge. In addition, he receives bonus spells per day if he has a high mental ability score (use the highest one). Nevertheless the thaumaturge has the fewest spells per day of any spellcasting class. He makes up for this with his spell selection: thanks to his intuitive connection to magic, a thaumaturge can choose spontaneously from any spell on the core cleric, druid, or sorcerer/wizard lists, so long as he has a spell slot of that level (or any higher level, if he wishes to use a higher slot) available to cast it. However, thaumaturges take longer to cast their highest-level spells than usual: if a spell's casting time is less than one full-round action and is of the highest level a thaumaturge can cast, its casting time increases to one full-round action.

A thaumaturge can add non-core cleric, druid, or sorcerer/wizard spells to his spontaneous casting list by spell research, just as a wizard can, but using his highest mental ability to modify the Spellcraft check instead of intelligence.

Familiar: A thaumaturge 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 thaumaturge chooses the kind of familiar he gets. As the thaumaturge advances in level, his familiar also increases in power, as per the familiar class ability boxed text.

A slain or dismissed familiar cannot be replaced for a month. 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, but the levels in such classes stack for the familiar benefits.

Bonus Metamagic: At 2nd level and every four levels thereafter, the thaumaturge gains a bonus non-sudden metamagic feat for which he meets the prerequisites.

Sudden Metamagic: At 3rd level and every four levels thereafter, the thaumaturge gains a bonus sudden metamagic feat for which he meets the prerequisites.

Free Metamagic: From 4th level on, a thaumaturge can reduce the metamagic adjustment of his spells by 1 level, as long as he would be capable to cast each spell without this reduction. The reduction is applied once, after all metamagic has been applied to the spell. At 8th level, and every 4 levels thereafter, the maximum reduction increases by 1 level; it doesn't have to be applied fully.

5.2.20 Warlock

"I have all the powers of Hell at my disposal. Who are you to question me?"

Some people want power, and are crazy enough to offer their soul to various not nice people to get it. Others are simply (un)lucky enough to be descendants of those same people. However they managed to get their abilities, Warlocks wield the powers of the lower planes, which include powerful magic spells and the ability to shoot hellfire out of their hands.

Alignment: Warlocks who bargain away their souls for power tend to be Evil, though nothing requires them to be. In fact, demons and devils will jump on the chance to corrupt someone Good to Team Evil, but such instances are rare. People whose power comes from their blood can be any alignment.

Races: Warlocks can be any non-Outsider. Actual Outsiders don't bargain away their souls because they already have the ability to use the powers they would get, and that is represented by them having access to classes like [True Fiend](#) or [Conduit of the Lower Planes](#). However, a Warlock who later becomes an Outsider can still be a Warlock.

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Rogue.

Hit Die: d6

Class Skills: The Warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all, taken individually) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Sphere, Eldritch Blast
2nd	+1	+0	+3	+3	Fiendish Similarities
3rd	+2	+1	+3	+3	Sphere
4th	+3	+1	+4	+4	Call Fiends
5th	+3	+1	+4	+4	Hellfire Blast
6th	+4	+2	+5	+5	Sphere
7th	+5	+2	+5	+5	Damage Reduction
8th	+6/+1	+2	+6	+6	Bonus Feat
9th	+6/+1	+3	+6	+6	Sphere
10th	+7/+2	+3	+7	+7	Dark Blast
11th	+8/+3	+3	+7	+7	Fiendish Servant
12th	+9/+4	+4	+8	+8	Sphere
13th	+9/+4	+4	+4	+8	Energy Resistance
14th	+10/+5	+4	+9	+9	Fear Aura
15th	+11/+6/+6	+5	+9	+9	Sphere, Fiendish Apotheosis

All of the following are Class Features of the Warlock class.

Weapon and Armor Proficiency: Warlocks are proficient in light armor, shields (but not great shields), and simple weapons.

Sphere: A Warlock gains basic access to a [sphere](#) at every third level. If the Warlock selects a sphere that he already has basic access to, he upgrades it to advanced access. If he already had advanced access, he gains expert access.

Eldritch Blast (Su): As an attack action, a Warlock may fire a blast of fire at his foes. This has a range of Close (25 feet +5 ft./2 levels), does 1d6 damage per level of Warlock, and requires a ranged touch attack to hit.

Fiendish Similarities A 2nd level Warlock may qualify for and take feats with the [Fiend] or [\[Necromantic\]](#) tag, as long as he meets the other requirements. For [\[Necromantic\]](#) feats, he may use his character level as his caster level.

Call Fiends (Sp): At 4th level, a Warlock can Summon an Outsider with the [Evil] subtype once per day, as long as the Outsider's Challenge Rating is 3 less than his character level or lower. He can also choose to double the number of creatures summoned by reducing the max CR of the creatures by 2 per doubling (a 9th level Warlock could summon one CR 6 fiend, two CR 4 fiends, 4 CR 2 fiends, or 8 CR 1 fiends). This is treated as a spell of one half the Warlock's level, rounded down, with a caster level equal to his levels in Warlock.

Hellfire Blast (Su): At 5th level, a Warlock may choose to fire a blast of hellfire instead of normal fire, at the cost of 2d6 points of damage (i.e. a 5th level Warlock could use a 5d6 fire blast or a 3d6 hellfire blast). This blast bypasses fire resistance and deals half damage to creatures with fire immunity.

Damage Reduction (Ex): At 7th level, a Warlock gains damage reduction equal to one half his class level, rounded up. This damage reduction is bypassed by whatever material is baneful to the Warlock's fiendish patron or ancestor (silver for Baatezu, wood for Yugoloths, stone for Demodands, and iron for Tanar'ri) or Good aligned weapons. At 13th level, it is bypassed only by one of those, which the Warlock chooses upon taking the level. If a Warlock later takes levels in [True Fiend](#), the damage reduction stacks and, at the third level of True Fiend, is bypassed only by weapons that are both Good and made of a baneful substance.

Bonus Feat: At 8th level, a Warlock gains one bonus feat, which can be any [Fiend] feat he qualifies for.

Dark Blast (Su): At 10th level, a Warlock may choose to change the damage of his Eldritch Blast to Unholy damage by reducing the damage it deals by 4d6 (a 10th level Warlock could opt to fire a 10d6 fire blast, 8d6 hellfire blast, or 6d6 unholy blast).

Fiendish Servant: An 11th level Warlock is followed by a cohort whose CR is 2 less than his level, but the cohort can only have levels in True Fiend, Fiendish Brute, or Conduit of the Lower Planes (they can also have racial hit dice).

Energy Resistance: At 13th level, a Warlock gains resistance 10 to two energy types of his choice, and resistance 5 to a third.

Fear Aura (Su): At 14th level, a Warlock can radiate a 20 foot aura of *fear* (as per the spell) at will with a caster level equal to his character level. Save DC is 10+1/2 HD+Cha modifier.

Fiendish Apotheosis: A 15th level Warlock becomes an Outsider with the [Evil] subtype, even if his own alignment is not evil. He is immortal and does not age. This allows him to qualify for the Fiend classes, which can be used to fill out his last 5 levels.

5.2.21 Warmage

TACTICAL GENIUS!

Wizards in general are pretty good on the battlefield. When it comes to killing lots of people at a time, casters excel at that if they feel like it. Not that a single great warrior can't hack through an army by the time everyone else has done their shoes up, but it's always the explosions of flame that people remember.

But some casters are specifically designed for the battlefield. Not only do they call ordinance down, annihilating large numbers of people at a time, but they can also take care of the stuff that only the good commanders think of: food, drink, digging trenches, building fortifications, gathering intel, making the battlefield conditions perfect. When you need someone like that, you turn to the Warmage.

Starting Gold: 5d4x10 gp (125 Gold)

Starting Age: As Wizard

Hit Die: d6

Class Skills:

Skills/Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Elemental Exchange (Fire and Cold), Spellcasting, Armored Casting
2nd	+1	+0	+3	+3	Create Water, Create Food
3rd	+1	+1	+3	+3	Purify Food and Drink
4th	+2	+1	+4	+4	Energy Effect
5th	+2	+1	+4	+4	Swift Cast 1/day, Elemental Exchange (Acid and Electricity)
6th	+3	+2	+5	+5	Limitless Spell Force
7th	+3	+2	+5	+5	Explosive Spell
8th	+4	+2	+6	+6	Energy Surge
9th	+4	+3	+6	+6	Weaken Defences, Elemental Exchange (Sonic)
10th	+5	+3	+7	+7	Swift Cast 2/day, Chain Spell
11th	+5	+3	+7	+7	Rallying Spell
12th	+6/+1	+4	+8	+8	Energy Blitz
13th	+6/+1	+4	+8	+8	Heroes Feast, Elemental Exchange (Force and Negative)
14th	+7/+2	+4	+9	+9	Instant Fortress
15th	+7/+2	+5	+9	+9	Swift Cast 3/day, Arcane Ordinance
16th	+8/+3	+5	+10	+10	Energy Mastery
17th	+8/+3	+5	+10	+10	Dimensional Fortress
18th	+9/+4	+6	+11	+11	Hellstorm
19th	+9/+4	+6	+11	+11	Dragonflight Bombardment
20th	+10/+5	+6	+12	+12	Swift Cast 4/day, Arcane Siege, Win

All of the following are Class Features of the Warmage class.

Weapon and Armor Proficiency: Warmages are proficient with all simple and martial weapons. Warmages are proficient with light armor and medium armor but not with shields of any kind.

Spellcasting: The Warmage automatically knows every spell on their class list that they are a high enough level to cast. They cast spells spontaneously, without preparation. The ability score that determines their spellcasting is Intelligence. Unless stated otherwise, any Warmage class features that affect her spells will only affect those gained from Warmage levels, not other classes.

Armored Casting: A Warmage casts arcane spells, but she is not affected by the arcane spell failure of any armor or shield she is proficient with. This ability only applies to her Warmage spells, if she is able to cast any other arcane spells, they are affected by arcane spell failure normally.

Warmage Spells Per Day										
	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	3	-	-	-	-	-	-	-	-
3	6	4	2	-	-	-	-	-	-	-
4	6	5	3	-	-	-	-	-	-	-
5	6	6	4	2	-	-	-	-	-	-
6	6	6	5	3	-	-	-	-	-	-
7	6	6	6	4	2	-	-	-	-	-
8	6	6	6	5	3	-	-	-	-	-
9	6	6	6	6	4	2	-	-	-	-
10	6	6	6	6	5	3	-	-	-	-
11	6	6	6	6	6	4	2	-	-	-
12	6	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	6	4	2	-	-
14	6	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	6	4	2	-
16	6	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	6	4	2
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	5

Elemental Exchange: If a spell deals a specific type of energy damage (Acid, Cold, Electricity, Fire, Sonic, Force, Negative, Dessication), the Warmage can elect to swap it to Fire or Cold damage - later, more energy types become available. This is not an action and does not affect the spell in any other way, unless the spell has an energy descriptor, in which case it changes to match the new one (so you won't have a Cold Fireball being a [Fire] spell). This applies to any spells the Warmage can cast, not just her Warmage ones.

Create Water (Sp): The Warmage can Create Water as a Spell-like ability at will. The Caster Level is equal to her class level.

Create Food (Sp): The Warmage can Create Food as a Spell-like ability at will. This creates one pound of nutritious, if bland, non-descript food per class level and uses a Standard Action. Consider it the equivalent of a military MRE designed to keep for long times. Yeah, I can see you salivating already.

Purify Food and Drink (Sp): The Warmage can purify food and drink as a Spell-like ability at will.

Energy Effect: When casting spells that deal energy damage, a special effect occurs, based on the energy type:

Energy:	Effect:
Acid	the target becomes Sickened for 1d4 rounds
Cold	the target becomes numb, dropping whatever they are holding
Electricity	the target is momentarily shocked, becoming Staggered for 1 round
Fire	the target catches fire
Sonic	the target is Deafened for 1 minute

The effects only occur if the target is damaged. If a spell causes multiple damage types, only one effect can be chosen per target. Targets are entitled to a Fortitude save to negate this effect (DC 10 + half the Warmage's HD + her Int modifier). If the original spell allows a saving throw, then passing that save negates the effect instead of making someone roll two saves.

Swift Cast: Once per day per five class levels, the Warmage can cast a spell as a Swift Action. This only applies to spells that can be cast as a full round or less, however it does not change the spell level or any other aspect. It DOES change the casting time, in the exact manner that I just stated.

Limitless Spell Force: If a spell has effects that increase with caster level (one ray per 4 levels beyond 3rd, 1d6 per level, 2 targets per level etc.) and usually has a limit on this increase, ignore the limit: the effects increase with the Warmage's caster level indefinitely.

Explosive Spell: When casting a damaging spell with an area of effect, the Warmage may elect to make it an Explosive spell. All targets who take damage must succeed on a Fortitude save or be sent flying. The DC is 10 + half the Warmage's HD + her Int modifier. They are hurled in the direction the spell struck them from, moving to the outer edge, and half the distance travelled again (so if they would need to move 10' to leave the area of effect they would be moved 10+5 = 15'. If they had to move 100' they would end up being knocked 150'), then land prone. If a solid barrier prevents their movement, they take 1d6 Bludgeoning damage for every 10' of movement denied. Yes, the Warmage may pinball people with a bouncing Lightning Bolt.

Energy Surge: Even greater effects apply to Warmage spells that deal energy damage.

Energy:	Effect:
Acid	The target takes 1d4 Str damage as their muscle tissue is eaten away
Cold	The target becomes Slowed for 2d4 rounds as their joints freeze
Electricity	The target is Stunned for 1 round
Fire	The target becomes Exhausted for 2d4 rounds
Sonic	The target is knocked prone and Dazed for 1 round

The Warmage may elect to apply Energy Effect or Energy Surge, but not both at once. As with Energy Effect, there is a saving throw.

Weaken Defences: Any foe who suffers damage from a spell cast by a Warmage takes a penalty on their Armour Class, Damage Reduction, Spell Resistance and Energy Resistances until the beginning of the Warmage's next turn. This penalty is equal to the spell level.

Chain Spell: When casting a single-target spell (whether a single target is designated or it is a ray, orb etc. - even if multiple targets can be selected but only one is chosen, but not for area-of-effect spells) with a casting time of one round or less, the Warmage can make it chain out to other targets. This increases the casting time to take up one round and then a full round action on the following turn. The spell will then chain out, with half of its original effect, to a number of secondary targets up to half her caster level. They are still entitled to any saving throws, and no-one may be targeted multiple times (additional chains are wasted if there are too few targets). The maximum distance from primary to secondary target is equal to half the original range.

By adding yet another full round to the casting time, the secondary targets will then chain out to tertiary targets (but they can't all chain back to each other. Again, any given person is effected only once per casting).

Rallying Spell: Whenever the Warmage casts a spell that successfully takes a foe out of combat, she may elect for it to become a rallying spell. There is a blast of loud noise and she lights up (suppressing any Darkness effects) for one round, and all allies within 30' gain a morale bonus on Attack rolls and Will saves equal to the spell level, lasting for one round.

Energy Blitz: Incredible effects apply to Warmage spells that deal energy damage.

Energy:	Effect:
Acid	All of the target's non-magical equipment on their person is dissolved immediately, and they are Blinded for the rest of the encounter
Cold	The target is Paralysed for 1 round, then Slowed for 2 more
Electricity	The target becomes Confused and Entangled for the rest of the encounter
Fire	The target becomes a raging inferno, as though set on fire for 5d6 Fire damage per round, setting adjacent subjects on fire as well
Sonic	The target is knocked prone and rendered Staggered and unable to stand for 4 rounds

The Warmage may elect to apply Energy Effect, Energy Surge or Energy Blitz, but no combination of the three at a time. As with Energy Effect and Surge, there is a saving throw.

Heroes Feast: Once per day, the Warmage may cast Heroes Feast as a Spell-like Ability, except that it can affect three times as many people. This may be cast again if a major victory is scored (such as the defeat of an enemy army or capture of a large castle. Ask your DM).

Instant Fortress: The Warmage may summon a Fortress as a Spell-like Ability. The fortress appears after three consecutive rounds of concentration, and then functions like the item of the same name. If packed up, then it regenerates all damage within 24 hours. If destroyed, it takes a week for another to be called forth. If the concentration time is extended out to one minute, then the fortress appears as two towers connected by a wall 25' tall, 10' thick and 50' long, with arrow slits and battlements at the top. If extended out to ten minutes, it becomes four towers, each connected by one such wall in a square formation, with a 60' tall tower in the centre, connected to the walls by 10' thick, 10' tall, 20' long corridors.

The fortress requires as much time to pack up as to set up.

Arcane Ordinance: By focusing for two full rounds in addition to the original casting time, the Warmage may quadruple the area of effect of an area spell. By focusing for five rounds in addition to the original casting time, she may multiply the area by ten. However, either benefit will only apply to the first round (unless Instantaneous), unless the Warmage maintains concentration on the spell.

Energy Mastery: Whenever the Warmage kills a target with a spell that deals a type of Energy damage that she could change a spell to do (Acid, Cold, Electricity, Fire, Force, Negative, Sonic), there is an explosion of energy. Everyone adjacent to the target takes 1d4 damage of the same type per caster level (Reflex half, DC 10 + half the Warmage's HD + her Int modifier), with no Effects, Surges or Blitzes applied to this. This is not a spell, so anyone slain by this does [b]not[/b] also explode, creating an infinite peasant chain of ordinance.

Dimensional Fortress: Once per day, the Warmage may cast Mordenkainen's Magnificent Mansion. Anyone who attempts to gain entry uninvited triggers an alarm and a Disintegrate effect. The DC of this effect is 10 + half the Warmage's hit dice + her Caster Level.

Hellstorm: Once per day, the Warmage may call a devastating blitz of arcane power upon her foes, designed to force everyone to stay in cover, but also doing a reasonable job of tearing buildings apart so the battle can truly begin.

The Warmage must spend a full round action concentrating, and then designate the area of effect: two 10x10' squares per caster level. After this, the effect is out of her hands - even if she wants to, she can't stop it. The area is struck by an Earthquake that lasts for one minute, and every round, a single meteor (as per Meteor Swarm) strikes the location of her choosing (if she does not make a selection, a random area is picked, generally large or tall targets such as buildings go first) until the meteor is up. Anyone inside a structure that is not destroyed by the earthquake/meteor is perfectly safe from this damage.

Additionally, anyone who is not enjoying physical cover of at least 50% takes Acid damage and Fire damage, each equal to the Warmage's class level, every round. The only way to avoid this (aside from energy resistance/immunity) is to gain cover or leave the area of effect.

At the end of the minute, all effects stop, except for the pits and difficult ground, which is instantaneous and thus doesn't go away, and everyone within the area must make a Fort save (DC 10 + half the Warmage's hit dice + her Int modifier) or be Stunned for 3 rounds, allowing the invading army to rush in and start the violence.

Dragonflight Bombardment: The Warmage gains a loyal ally: a Dragon with a true CR that must be at least 3 less than the Warmage's character level. If it dies, another turns up in 1d6+6 days. This dragon acts as a mount, and will gladly fight in melee or rain its breath weapon down upon the battlefield. Additionally, as long as both are in physical contact, the Warmage may cast any damaging spell through the dragon, affecting everyone in the Area of Effect of the breath weapon. If the duration was more than Instantaneous, it becomes "one round".

Arcane Siege: Three times per day, the Warmage may target a building she can see and, as a Supernatural Ability, cause it to crack open. If the building fails a Fortitude save (use the best save of the inhabitants, if none it automatically fails) it splits apart, tumbling to the ground and dealing 20d6 damage to all of the inhabitants who are likely trapped and unable to escape. Clouds of dust equal to a Sandstorm are churned up for 1 minute, as well.

Win: The Warmage wins the game. There is no saving throw for this. Note that this doesn't actually affect the game.

Warmage Spell List:

0th level: *Dancing Lights, Darkness, Detect Magic, Detect Poison, Disrupt Undead, Ghost Sound, Light, Magic Missile, Mending, Message, Purify Food and Drink, Rouse, Stand*

Level 1: *Alarm, Detect Scrying, Detect Secret Doors, Disguise Self, Endure Elements, Entangle, Firespray, Grease, Mass Rouse, Mass Stand, Mount, Obscuring Mist, Shocking Grasp, Silent Image, Ventriloquism*

Level 2: *Arcane Lock, Continual Flame, Fireball, Jet of Steam, Gust of Wind, Incendiary Slime, Locate Object, Mass Enlarge Person, Mass Reduce Person, Misdirection, Protection From Arrows, Pyrotechnics, Resist Energy, Scare, Scorching Ray, See Invisibility, Whispering Wind*

Level 3: *Caustic Mire, Caustic Smoke, Deep Slumber, Dispel Magic, Flame Arrow, Fly, Horrid Sickness, Invisibility Sphere, Lightning Bolt, Major Image, Mass Resist Energy, Mordenkainen's Faithful Hound, Nondetection, Protection From Energy, Rage, Sleet Storm, Stinking Cloud, Wall of Fire, Water Breathing, Wind Wall*

Level 4: *Confusion, Dimension Door, Dimensional Anchor, Evard's Black Tentacles, Fear, Fire Shield, Fire Trap, Hallucinatory Terrain, Ice Storm, Move Earth, Scrying, Shout, Solid Fog, Stone Shape, Wall of Fire, Wall of Ice*

Level 5: *Cloudkill, Cone of Cold, Deltane's Fiery Tentacles, Fire and Brimstone, Fire Seeds, Greater Dispel, Dismissal, Fabricate, Lightning Leap, Mind Fog, Mirage Arcana, Nightmare Terrain, Prying Eyes, Seeming, Sending, Tactical Teleportation, Telepathic Bond, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Force, Wall of Stone, Waves of Fatigue*

Level 6: *Acid Fog, Chain Lightning, Contingency, Guards and Wards, Mass (Bull's Strength, Cat's Grace, Bear's Endurance), Mass Suggestion, Storm of Fire and Ice, Sunburst, True Seeing, Veil, Wall of Iron, Wall of Thorns*

Level 7: *Banishment, Control Weather, Deadly Lahar, Earthquake, Forcecage, Greater Teleport, Incendiary Cloud, Mass Hold Person, Mass Invisibility, Mordenkainen's Sword, Phase Door, Planeshift, Prismatic Spray, Reverse Gravity, Waves of Exhaustion, Whirlwind*

Level 8: *Deadly Sunstroke, Dimensional Lock, Greater Prying Eyes, Greater Shout, Horrid Wilting, Mass Charm Monster, Mass Polymorph, Prismatic Wall, Storm of Vengeance*

Level 9: *Astral Projection, Elemental Swarm, Etherealness, Firestorm, Foresight, Mass Hold Monster, Meteor Swarm, Prismatic Deluge, Prismatic Sphere, Timestop, Towering Thunderhead, Wail of the Banshee*

Altered Spells: Chain Lightning: This acts as a Lightning Bolt (and may be bounced, as below), except that every time a target takes damage from it (whether they make the save or not), another smaller bolt shoots out to

another target of your choice within 50 feet. This requires a Ranged Touch Attack, and if the target is struck, they take half the original damage. If a bolt bounces over someone multiple times, multiple secondary bolts are launched. An individual can be hit by the primary bolt and one or more secondary bolts (though not secondary bolts that are caused by them getting struck) in the same casting.

Cone of Cold: This works like normal, except the entire area of effect is coated in ice (functioning like a Grease spell that is automatically Dispelled, square-by-square, by Fire effects) and anyone who fails the save takes 1d6 Dexterity damage.

Firestorm: This spell functions as normal, except that it lasts for as long as the Warmage concentrates. The area of effect cannot be moved, however.

Flame Arrow: When cast, all arrows fired from within 50' of the caster during the next round deal an additional amount of Fire Damage equal to 2d6 plus her Caster Level.

Lightning Bolt: When cast by a Warmage, Lightning Bolts may bounce off surfaces, either at a 90 degree angle or 180 degrees straight back at the caster, caster's choice.

Mass X: The spell works just as normal, except it affects one subject per caster level.

Mass Polymorph: This works only on willing targets, affecting two subjects per caster level. The subjects are transformed into Trolls, effectively replacing their character sheets with the MM entry. They can think like themselves, retaining their alignments and memories, but don't actually retain their skills, feats, ability scores (even mental ones) or anything else. You don't get troll wizards and troll knights and troll thief-acrobats, you get trolls.

These trolls may, however, utter "Hurr hurr, I'm a (their original class)" as a free action. Troll wizards can be said to cast sleep (range: touch, material focus: a club, somatic component: make an attack roll) and Knock (range: touch, material focus: a club, somatic component: make a break check), likewise Troll Rogues can be said to be able to pick locks (with a club) and disable devices (with a club).

Meteor Swarm: this causes four meteors to rain down from the sky, all at different points. Make a ranged touch attack against four different targets (including sections of ground). The targets, if hit, take 10d6 Bludgeoning Damage. Then, all within a 20' radius of each meteor takes 1d6 Fire damage per caster level (if multiple blasts hit the same person, they are damaged multiple times) with a Ref save for half (each time, if struck multiple times). If the targets of the meteors were hit by the attacks, they automatically fail the save.

The area then becomes difficult ground, with the 5' square points of impact becoming deep craters (10' deep pits).

5.3 Monster Base Classes

5.3.1 Fiendish Brute [Fiend]

"Rowwr!"

The power of a fiend goes beyond mere magical power: it is a transformation into a form that most suits one's evil. For some fiends, physical power is the route by which they work their will on the world, and fangs and claws are just a few of the weapons that fiends develop in order to rend the helpless flesh of their prey. Physical transformations like stingers, wings, poisons, and vile diseases all find their way into the armaments of fiends, but do not think that these are the limits of their evil; fiends are nothing if not creative in the pursuit of their own particular brand of evil.

Alignment: A character must be non-good to take any levels in Fiendish Brute. Nothing happens to a Fiendish Brute if he becomes Good, save that he must look elsewhere for class advancing.

Races: The Fiendish Brute is *only* available to Outsiders with a plane of origin in the Lower Planes. Creatures from the prime material plane whose ancestors were from a Lower Plane may take this class, but they must have the Outsider type.

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Warforged Rogue.

Hit Die: d10

Class Skills: The Fiendish Brute's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+2	+2	+0	Natural Weapons, Natural Armor, Attribute Boost
2nd	+1		+3	+3	+0	Bonus Feat
3rd	+1		+3	+3	+1	Attribute Boost
4th	+2		+4	+4	+1	Bonus Feat
5th	+2		+4	+4	+1	Attribute Boost
6th	+3		+5	+5	+2	Bonus Feat
7th	+3		+5	+5	+2	Attribute Boost
8th	+4		+6	+6	+2	Bonus Feat
9th	+4		+6	+6	+3	Attribute Boost
10th	+5		+7	+7	+3	Bonus Feat

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Fiendish Brute class.

Weapon and Armor Proficiency: Fiendish Brutes are proficient only with armor spikes, and aren't inherently proficient with any armor.

Natural Weapons: A Fiendish Brute has 2 claw attacks, one attached to each arm (or its two front legs if it is a quadruped, if it has no limbs at all it grows two vestigial arms that have claws at the end). These claws are natural weapons and inflict damage normal for the creature's size.

Natural Armor: A Fiendish Brute has a natural armor bonus of 3 plus its class level. So a 7th level Fiendish Brute has a natural armor bonus of +10.

Attribute Boost: At 1st level and every odd numbered level afterwards, the Fiendish Brute's physical attributes improve, as if it had gained several character levels. Every time the Fiendish Brute gains an attribute boost, two of his physical attributes irrevocably increase by 1.

Bonus Feat: At every even numbered level, the Fiendish Brute gains a bonus feat. This feat may be any [Fiend], [Monstrous], or [General] feat, and the Fiendish Brute must meet the prerequisites.

5.3.2 Conduit of the Lower Planes [Fiend]

"My powers are more than enough to deal with the likes of you!"

A fiend is more than an individual; he is a representative of a particular brand of evil, and that role carries power with it. To become a Conduit of the Lower Planes is to embrace that role and become a living pathway by which the energies of the Lower Planes can be made manifest. Raw magical power is the result of this process, and a fiend that walks this route refines his mastery of his innate mystical arts to a terrible degree.

Alignment: A character must be non-good to take any levels in Conduit of the Lower Planes. Nothing happens to a Conduit of the Lower Planes if he becomes Good, save that he must look elsewhere for class advancing.

Races: The Conduit of the Lower Planes is *only* available to creatures with a plane of origin in the Lower Planes. Creatures from the prime material plane whose ancestors were from a Lower Plane may take this class.

Starting Gold: 4d4x10 gp (100 gold)

Starting Age: As Wizard.

Hit Die: d6

Class Skills: The Conduit of the Lower Planes's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

All of the following are Class Features of the Conduit of the Lower Planes class.

Weapon and Armor Proficiency: Conduits of the Lower Planes are proficient with all simple and martial weapons, as well as the whip, the scourge, and the dire flail. Conduits of the Lower Planes are proficient with light armor but not with shields of any kind.

Sphere: The Conduit of the Lower Planes gains basic access to a sphere at every odd numbered level. If the Conduit of the Lower Planes selects a sphere that he already has basic access to, he upgrades it to advanced access. If he already had advanced access, he gains expert access.

Petitioner Immunities: A Conduit of the Lower Planes gains his power from a specific lower plane, and is protected by the nature of that plane:

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+0	+0	+2	Sphere, Petitioner Immunities
2nd	+1		+0	+0	+3	Enhanced Sphere Access
3rd	+2		+1	+1	+3	Sphere
4th	+3		+1	+1	+4	Bonus Feat
5th	+3		+1	+1	+4	Sphere
6th	+4		+2	+2	+5	Petitioner Skills
7th	+5		+2	+2	+5	Sphere
8th	+6/+1		+2	+2	+6	Bonus Feat
9th	+6/+1		+3	+3	+6	Sphere
10th	+7/+2		+3	+3	+7	Magical Training

- **Pandemonium:** Sonic Immunity
- **The Abyss:** Immunity to Electricity
- **Carceri:** Immunity to Cold
- **Hades:** Immunity to Fear and Morale Effects.
- **Gehenna:** Immunity to Acid
- **Baator:** Immunity to Fire
- **Acheron:** Immunity to [Compulsion] effects.

Enhanced Sphere Access: At 2nd level, the Conduit of the Lower Planes gains extra uses of the spell-like abilities that he gains from his Spheres. The Conduit of the Lower Planes gains a number of extra uses of any spell-like ability equal to half the number his character level exceeds the minimum character level to use the spell-like ability (rounded up). So if the Conduit of the Lower Planes has a character level of 4, he would gain 1 extra use of a spell-like ability that is granted by one of his spheres at character level 3 and 2 extra uses of any spell-like from one of his spheres with a minimum level of 1. Upon gaining this ability, the Conduit of the Lower Planes immediately gains a number of extra feats that must all have the [Fiend] tag equal to the number of spheres he has expert access to. If he ever gains expert access to another sphere, he also gains an extra [Fiend] feat.

Bonus Feat: At 4th level, the Conduit of the Lower Planes gains a bonus feat. This feat may be any [Fiend], [Monstrous], or [Item Creation] feat, and the Conduit of the Lower Planes must meet the prerequisites. He gains another such feat at level 8.

Petitioner Skills: A Conduit of the Lower Planes gains his power from a specific lower plane, and at 6th level gains abilities from the nature of that plane (this must be the same plane as was chosen at 1st level):

- **Pandemonium:** +10 to Listen checks.
- **The Abyss:** +10 bonus to Survival checks.
- **Carceri:** +10 bonus to Bluff checks.
- **Hades:** +10 bonus to Hide checks.
- **Gehenna:** +10 bonus to Climb checks, if he doesn't already have a climb speed, he gains one equal to half his normal ground speed (bonuses to Climb from having a Climb speed gained in this way would be included in the +10 bonus)
- **Baator:** +10 bonus to Disguise checks.
- **Acheron:** +10 bonus to Intimidate checks.

Magical Training: At 10th level, the Conduit of the Lower Planes is able to cast magic in a more traditional fashion. He has the spells known and spells per day of a 6th level Sorcerer. The Conduit of the Lower Planes has a caster level of 10, and can take classes that improve spellcasting in order to gain additional spellcasting ability.

5.3.3 True Fiend [Fiend]

"I am a lord of the realms infernal, if I wanted your opinion I would beat it out of you."

Tanar'ri, Baatezu, Yugoloth, Demodand... these are the names that inspire terror throughout the planes, and with good reason. These True Fiends are far more powerful than the other denizens of the Dark Realms. These fiends stand above others and are destined to a life of greatness, to be legendary in the annals of Evil.

These true fiends are good at everything they do, but this doesn't make them more powerful at any particular level than any other fiend. Indeed, level is a measure of power. The most powerful fiends are True Fiends and higher level than Fiendish Brutes. The True Fiend advances in everything all at once, and thus gains new abilities relatively slowly compared to what other, more focused Fiendish progressions are capable of.

Alignment: Nothing *requires* a True Fiend to be Evil, but it's... highly recommended that they be Evil.

Races: The True Fiend is *only* available to Outsiders with a plane of origin in the Lower Planes. Creatures from the prime material plane whose ancestors were from a Lower Plane may take this class, but they must have the Outsider type.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: Since a True Fiend is immortal and never ages, a character may claim any starting age she wishes.

Hit Die: d8

Class Skills: The True Fiend's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha), and Use Rope (Dex).

Skills/Level: 8 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Immortality, Fiendish Traits
2nd	+2	+3	+3	+3	Telepathy
3rd	+3	+3	+3	+3	Fiendish Damage Reduction
4th	+4	+4	+4	+4	Sphere
5th	+5	+4	+4	+4	Greater Fiendish Traits
6th	+6/+1	+5	+5	+5	
7th	+7/+2	+5	+5	+5	Greater Fiendish Damage Reduction
8th	+8/+3	+6	+6	+6	Sphere
9th	+9/+4	+6	+6	+6	Summon
10th	+10/+5	+7	+7	+7	
11th	+11/+6/+6	+7	+7	+7	Bonus Feat
12th	+12/+7/+7	+8	+8	+8	Sphere
13th	+13/+8/+8	+8	+8	+8	Greater Fiendish Damage Reduction
14th	+14/+9/+9	+9	+9	+9	
15th	+15/+10/+10	+9	+9	+9	Greater Summoning
16th	+16/+11/+11/+11	+10	+10	+10	Sphere
17th	+17/+12/+12/+12	+10	+10	+10	Dark Power
18th	+18/+13/+13/+13	+11	+11	+11	
19th	+19/+14/+14/+14	+11	+11	+11	Epic Damage Reduction
20th	+20/+15/+15/+15	+12	+12	+12	Sphere

All of the following are Class Features of the True Fiend class.

Weapon and Armor Proficiency: True Fiends are proficient with all simple and martial weapons, as well as the whip, the scourge, and the dire flail. True Fiends are proficient with light armor but not with shields of any kind.

Immortality (Ex): Like a pizza on the counter, the True Fiend only gets worse with age.

Fiendish Traits: A True Fiend is a member of one of the iconic aristocracies evil. Starting at first level she has gains access to the distinctive abilities of her race, as befits her plane of origin:

- **Baator:** Baatezu Traits:
 - ▷ **See in Darkness (Ex):** A Baatezu can see in normal or magical darkness as if it was fully illuminated.
 - ▷ **Immunity to Fire:** A Baatezu takes no damage from fire of any kind.
- **Gehenna:** Yugoloth Traits:
 - ▷ **Magic Resistance (Ex):** Yugoloths are inherently resistant to magic, and have a Spell Resistance of 10 + their character level. If a Yugoloth has SR from any other source, this ability increases that SR by +2 (if that would be more beneficial than simply replacing the other SR).
 - ▷ **Immunity to Acid:** A Yugoloth takes no damage from Acid of any kind.
- **The Abyss:** Tanar'ri Traits:
 - ▷ **Bonus Feat:** Forged with unbridled Chaos, every Tanar'ri is unique. Upon gaining access to its Fiendish Traits, a Tanar'ri gains one bonus feat of any [Fiend] feat that it qualifies for.

- ▷ **Immunity to Electricity:** A Tanar'ri takes no damage from electricity of any kind.
- **Carceri:** Demodand Traits:
 - ▷ **Freedom of Movement (Ex):** A Demodand benefits from the effects of a freedom of movement spell at all times.
 - ▷ **Immunity to Poison (Ex):** A Demodand suffers no harmful effect from poisons of any kind.

Telepathy (Su): At 2nd level, a True Fiend gains the ability to communicate telepathically with any creature that speaks a language within 100 feet.

Fiendish Damage Reduction (Su): At 3rd level, the True Fiend gains damage reduction that stops their class level in damage and that can be penetrated by Good weapons or weapons made out of a material that is baneful to the Fiend's race (Silver for Baatezu, Wood for Yugoloths, Iron for Tanar'ri, and Stone for Demodands). At 7th level, the Damage Reduction can be penetrated only by Good weapons. At 13th level the Damage Reduction is only penetrated by weapons which are both Good and made of a baneful substance. At 19th level, the True Fiend's Damage Reduction can only be penetrated by Epic weapons.

Sphere: The True Fiend gains basic access to a sphere at 4th level, and gains a new sphere at every fourth level afterwards. If the True Fiend selects a sphere that she already has basic access to, she upgrades it to advanced access. If she already had advanced access, she gains expert access.

Greater Fiendish Traits: A True Fiend of 5th level or more gains access to more of the distinctive abilities of her race, as befits her plane of origin:

- **Baator:** Baatezu Traits:
 - ▷ **Mundane Poison Immunity (Ex):** A Baatezu is immune to all non-magical poisons.
 - ▷ **Resistances:** A Baatezu has Cold and Acid Resistance 10.
- **Gehenna:** Yugoloth Traits:
 - ▷ **Mundane Poison Immunity (Ex):** A Yugoloth is immune to all non-magical poisons.
 - ▷ **Resistances:** A Yugoloth has Cold, Fire, and Electricity Resistance 10.
- **The Abyss:** Tanar'ri Traits:
 - ▷ **Mundane Poison Immunity (Ex):** A Tanar'ri is immune to all non-magical poisons.
 - ▷ **Resistances:** A Tanar'ri has Cold, Fire, and Acid Resistance 10.
- **Carceri:** Demodand Traits:
 - ▷ **Immunities:** The worlds of Carceri are varied beyond belief and each is filled with a new torture that defies comprehension. Upon reaching 5th level, a Demodand gains immunity to 2 Energy Types. Once chosen, the energy types cannot be changed.

Summon (Sp): At 9th level, a True Fiend can attempt to summon others of its kind (*for example: a Yugoloth could summon other Yugoloths*). Summoning another Fiend of the same character level has a 40% chance of success, and summoning a Fiend of a lower level increases the chances of success by 10% for every level the summoner's level exceeds the CR of the target.

Bonus Feat: At 11th level, a True Fiend gains a bonus feat. This feat may be any [Fiend] feat for which she meets the prerequisites.

Greater Summoning: A True Fiend of 15th level may attempt to use her summon power to summon a fiend of a level higher than her own, though doing so carries only a 30% chance of success.

Dark Power: The powers of the lower planes are awesome to behold. At 17th level, the True Fiend gains a +10 bonus to defeating Spell Resistance with the spell-like abilities granted by her spheres.

5.3.4 Genie

"Who controls the past, controls the future. Who controls the wishes, controls the past."

Djinn, Efreet, Marid, Dao... these are the names that inspire terror and greed throughout the planes, and with good reason. These Genies are far more powerful than the other denizens of the Elemental Sultanates, and it is for this reason that they rule them. They control the wishes, and for many they may as well control the *universe*.

The Genies are universally accomplished, but this doesn't make them more powerful at any particular level than any other character. Indeed, level is a measure of power. The most powerful denizens of the Elemental Planes are Genies *and higher level* than mere elementals. The Genie advances in everything all at once, and thus gains new abilities relatively slowly compared to what other, more focused Outsider progressions are capable of.

Alignment: While the Elemental Planes are Neutral, the denizens often are not. Genies can be of any alignment and often are.

Races: The Genie is *only* available to Outsiders with a plane of origin in the Elemental Planes. Creatures from the prime material plane whose ancestors were from an Elemental Plane may take this class, but they must have the Outsider type.

Starting Gold: 6d6x10 gp (210 gold)

Starting Age: Since a Genie is immortal and never ages, a character may claim any starting age she wishes.

Hit Die: d8

Class Skills: The Genie's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (-), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (-), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha), and Use Rope (Dex).

Skills/Level: 8 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Immortality, Planar Traits
2nd	+2	+3	+3	+3	Telepathy, Lesser Genie Powers
3rd	+3	+3	+3	+3	Genie Powers
4th	+4	+4	+4	+4	Sphere
5th	+5	+4	+4	+4	Greater Planar Traits
6th	+6/+1	+5	+5	+5	
7th	+7/+2	+5	+5	+5	Greater Genie Powers
8th	+8/+3	+6	+6	+6	Sphere
9th	+9/+4	+6	+6	+6	<i>Summon</i>
10th	+10/+5	+7	+7	+7	
11th	+11/+6/+6	+7	+7	+7	Grant Wishes
12th	+12/+7/+7	+8	+8	+8	Sphere
13th	+13/+8/+8	+8	+8	+8	Damage Reduction
14th	+14/+9/+9	+9	+9	+9	Awesome Planar Traits
15th	+15/+10/+10	+9	+9	+9	Greater Summoning
16th	+16/+11/+11/+11	+10	+10	+10	Sphere
17th	+17/+12/+12/+12	+10	+10	+10	Elemental Power
18th	+18/+13/+13/+13	+11	+11	+11	<i>Gate</i>
19th	+19/+14/+14/+14	+11	+11	+11	Epic Damage Reduction
20th	+20/+15/+15/+15	+12	+12	+12	Sphere

All of the following are Class Features of the Genie class.

Weapon and Armor Proficiency: Genies are proficient with all simple and martial weapons, as well as the whip, the net, and the lajatang. Genies are proficient with light armor but not with shields of any kind.

Immortality (Ex): Ageless as the earth and endless as the sky, the True Genie never ages and retains a youthful appearance unto a thousand thousand generations.

Planar Traits: A Genie is a member of one of the iconic aristocracies of the Elemental Conflux. Starting at first level she may travel on any elemental plane without suffering the baleful effects of those extreme environments, in addition she gains access to the distinctive abilities of her race, as befits her plane of origin:

- **Fire:** Efreet Traits:
 - ▷ **Heat(Ex):** Any time an Efreet hits an opponent with a melee attack or she is struck with a natural weapon she inflicts her Constitution Modifier in Fire Damage in addition to whatever else she does. This ability may be suppressed as a standard action and resumed as a Swift action.
 - ▷ **Immunity to Fire:** An Efreet takes no damage from fire of any kind.
- **Air:** Djinn Traits:
 - ▷ **Air Mastery (Ex):** Airborne creatures suffer a -1 penalty to attack and damage rolls against a Djinn.
 - ▷ **Immunity to Acid:** A Djinn takes no damage from Acid of any kind.
- **Water:** Marid Traits:
 - ▷ **Water Mastery (Ex):** A Marid gains a +1 bonus to attack and damage rolls against opponents touching water.
 - ▷ **Water Breathing (Ex):** A Marid benefits as per *water breathing*, but non-magical and all the time.
 - ▷ **Immunity to Cold:** A Marid takes no damage from cold of any kind.
- **Earth:** Dao Traits:

- ▷ **Earth Mastery (Ex):** A Dao receives a +1 bonus to attack and damage rolls if both it and its opponent are touching the ground.
- ▷ **Immunity to Electricity:** A Dao takes no damage from electricity of any kind.

Telepathy (Su): At 2nd level, a Genie gains the ability to communicate telepathically with any creature that speaks a language within 100 feet.

Genie Powers (Sp): At 2nd level, a Genie may cast *create food and water* once per day. At 3rd level, the Genie can *planeshift* at will. The only planes which can be accessed in this manner are the Elemental planes and the prime material. Only willing creatures may be transported. At 7th level, a Genie may cast *major creation* 3 times a day. Any objects created which last more than 12 hours are permanent.

Sphere: The Genie gains basic access to a sphere at 4th level, and gains a new sphere at every fourth level afterwards. If the Genie selects a sphere that she already has basic access to, she upgrades it to advanced access. If she already had advanced access, she gains expert access.

Greater Planar Traits: A Genie of 5th level or more gains access to more of the distinctive abilities of her race, as befits her plane of origin:

- **Fire:** Efreet Traits:
 - ▷ **Size Changing (Sp):** An Efreet can change a creature's size up or down one size category for an hour, and can do this twice per day. This can be used offensively, and the save DC is Charisma based. This is the equivalent of a 2nd level spell.
 - ▷ **Start Fires (Su):** An Efreet can set anything she can see on fire as a standard action.
- **Air:** Djinn Traits:
 - ▷ **Whirlwind (Ex):** A Djinn can assume the form of a whirlwind, as described in the description of the Air Elemental.
 - ▷ **Gust of Wind (Sp):** A Djinn can use *gust of wind* at will.
- **Water:** Marid Traits:
 - ▷ **Drench (Ex):** A Marid can extinguish normal or magical fires with a touch. This always works.
 - ▷ **Resistances:** A Marid has Sonic, Fire, and Acid Resistance 10.
- **Earth:** Dao Traits:
 - ▷ **Earth Glide:** At 5th level, a Dao is able to move through solid stone as if it were open space. She may take any non-living objects she can carry with her.

Summon (Sp): At 9th level, a Genie can attempt to *summon* vassals and others of its kind (for example: a Djinn could summon other denizens of the Plane of Air). Summoning another creature of the same character level has a 40% chance of success, and summoning a creature of a lower level increases the chances of success by 10% for every level the summoner's level exceeds the CR of the target.

Grant Wishes (Sp): At 11th level, a Genie becomes a steward of the *wish* economy. She may grant up to three mortal wishes each day. Doing so takes a few minutes to word the *wish* properly and any costs are paid by the recipient (remember that many wishes do not have a special cost).

Damage Reduction (Su): A 13th level Genie has Damage Reduction of Level/Adamantine. At 19th level this becomes DR of Level/Epic.

Awesome Planar Traits: A Genie of 14th level or more gains access to more of the distinctive abilities of her race, as befits her plane of origin:

- **Fire:** Efreet Traits:
 - ▷ **Firestorm (Sp):** An Efreet can use *firestorm* at will.
- **Air:** Djinn Traits:
 - ▷ **Telekinesis (Sp):** A Djinn can use *telekinesis* at will.
- **Water:** Marid Traits:
 - ▷ **Acid Fog (Sp):** A Marid can use *acid fog* once per hour.
- **Earth:** Dao Traits:
 - ▷ **Transmute Rock and Mud (Sp):** A Dao can use *transmute rock to mud* and *transmute mud to rock* at will.

Greater Summoning: A Genie of 15th level may attempt to use her summon power to summon a creature of a level higher than her own, though doing so carries only a 30% chance of success.

Elemental Power: The powers of the lower planes are awesome to behold. At 17th level, the True Fiend gains a +10 bonus to defeating Spell Resistance with the spell-like abilities granted by her spheres.

Gate (Sp): At 18th level, a Genie can open a *gate* (transport version) whenever she wants.

5.4 NPC Classes

5.4.1 Adept [NPC]

“The acolytes of the college of sorceries will not allow an outsider to see the Necromancer.”

The worlds of D&D have a multitude of world altering magicians who slay dragons with their mighty magics and transform the very fabric of history and reality with their minds. But while these characters are often the primary focus of the D&D game, the fact remains that magic is an extremely palpable and utilitarian force in the D&D world, and the vast majority of those who use it are not actually capable of performing such awesome displays of magical prowess. These are the Adepts – the people who wield sorceries in a manner that is entirely unlikely to get their names told in lasting song and story.

Adepts in the Game: Adepts aren’t playable as PCs. They lack the depth and tactical versatility to be an interesting character and they are not powerful enough to pull their weight in any real adventuring setup. They have a CR equal to half their Adept level and don’t get multiclassed with real classes at all. In order to keep this from being potentially unbalanced, we strongly suggest that Adepts show up in groups. So while a 4th level Adept is nominally a CR 2 opponent, he’s not really a good challenge for a 2nd level party. But 2 of them are an appropriate challenge for a 4th level party. And that’s really what the Adept is for – showing up in groups and getting smacked around anyway.

Hit Die: d8

Class Skills: The Adept’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (Any, Int), Profession.

Skills/Level: 2 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Replaceable, Elemental Attack
2nd	+1	+0	+0	+3	Dangerous Magic
3rd	+1	+1	+1	+3	Versatile Magic
4th	+2	+1	+1	+4	Defensive Magic
5th	+2	+1	+1	+4	Specific Magic

All of the following are Class Features of the Adept class.

Weapon and Armor Proficiency: An Adept is proficient with all simple weapons, as well as Light Armor.

Replaceable: Adepts represent the faceless hordes of assistant spellcasters, acolytes, and cultists. They are intended to be easy to use, and relatively easy to replace. Instead of worrying about the feats that an Adept has, simply give Adepts +1 to the damage of their magic powers for each feat they would be eligible for.

Elemental Attack (Sp): Depending upon what school of magic or cult they belong to, the Adept may use one of a number of different energy types. Necromancers and Death cultists use Negative Energy, Fire Adepts and Pyromancers use Fire, and so on. Each Adept has an elemental attack which does one kind of energy damage chosen when the Adept is created. It does a d8 of damage to a single target within Medium range and allows a Saving Throw of the *target’s* choice to halve the damage. The Save DC is either Intelligence, Wisdom, or Charisma based depending upon what the precepts of the group happen to be. This is a spell-like ability, but it has Somatic and Verbal Components anyway (no Arcane Spell Failure though). Energy types are chosen from the following list (though nothing prevents unique cults from having Adepts which use more obscure energy types):

- Negative Energy
- Fire
- Electricity
- Acid
- Cold
- Force

Dangerous Magic: 2nd level Adepts have magic that causes a dangerous side effects on those who fail their save against the effect and take at least one point of damage. The effects are based on what kind of magic is being used:

- **Negative Energy:** Targets who fail their save are *frightened* for one round.

- **Fire:** Targets who fail their save are *on fire* until they are put out.
- **Electricity:** Targets who fail their save are *stunned* for one round.
- **Acid:** Targets who fail their save will take damage again next turn (save for half), and will continue to take damage every round until they make a save or they are washed off with alcohol.
- **Cold:** Targets who fail their save are *slowed* for 10 rounds.
- **Force:** Targets who fail their save are pushed back a number of 5' squares equal to the bonus damage the Adept has from lost feats, minus one square for every size category the target is larger than Medium.

Versatile Magic: 3rd level Adepts can use their choice of two different energy types, which are still both selected when the Adept is created (the original and the extra energy type).

Defensive Magic: 4th level Adepts use magic defensively somehow. All allies within 10' of a 4th level Adept have a +2 Resistance Bonus to Saving Throws and a +2 Deflection bonus to AC.

Specific Magic: 5th level Adepts no longer allow their target to select the Saving Throw type they make against their Magic. The Adept selects one save type (Fort, Reflex, or Will), and all targets must make that saving throw type against their Elemental Attacks regardless of whether that's a good thing for them or not.

Trading Out Adept Levels: Adept levels aren't capable of doing anything good. If for some reason an Adept became a named character, he becomes a member of a real character class. That is, simply trade levels of Adept for levels in a real class that has a casting or spell-like ability progression.

5.4.2 Warrior [NPC]

"Guards! Get them!"

The worlds of D&D have a multitude of powerful champions who slay dragons with their swords and break necromancers over their knees. But while these characters are often the primary focus of the D&D game, the fact remains that the way of the sword is traveled quite frequently by orcs and elves alike, and the vast majority of those who do so are not actually capable of performing such awesome displays of martial prowess. These are the Warriors – the people who wield weapons in a manner that is entirely unlikely to get their names told in lasting song and story.

Warriors in the Game: Warriors aren't playable as PCs. They lack the depth and tactical versatility to be an interesting character and they are not powerful enough to pull their weight in any real adventuring setup. They have a CR equal to half their Warrior level and don't get multiclassed with real classes at all. In order to keep this from being potentially unbalanced, we strongly suggest that warriors show up in groups. So while a 4th level Warrior is nominally a CR 2 opponent, he's not really a good challenge for a 2nd level party. But 2 of them are an appropriate challenge for a 4th level party. And that's really what the Warrior is for – showing up in groups and getting smacked around anyway.

Hit Die: d8

Class Skills: The Warrior's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Replacable
2nd	+2	+0	+0	+3	Signature Weaponry
3rd	+3	+1	+1	+3	Loyal to Death
4th	+4	+1	+1	+4	Rank
5th	+5	+1	+1	+4	Unshakable Morale

All of the following are Class Features of the Warrior class.

Weapon and Armor Proficiency: A Warrior is proficient with all simple and martial weapons, as well as Light and Medium Armor and Shields. In addition, a Warrior is proficient with either Heavy Armor or an Exotic Weapon.

Replaceable: Warriors represent the faceless hordes of grunts, guards, and mooks. They are intended to be easy to use, and very easy to replace. Instead of worrying about the feats that a Warrior has, simply give Warriors +1 to-hit for each feat they would be eligible for.

Signature Weaponry: 2nd level warriors are proficient with all racial and cultural weapons and armor of their people. For example, 2nd level Dwarven Warriors are proficient with the Dwarven Waraxe and Stone Plate armor, while 2nd level Elven Warriors are proficient with Elven Thinblades and Darkleaf Armor.

Loyal to Death: 3rd level Warriors will fight to the death and remain conscious when below 0 hit points (they are still staggered as normal).

Rank: 4th level Warriors are qualified to lead troops, and have a Command Rating equivalent to being a Sergeant.

Unshakable Morale: 5th level Warriors never have to make Morale checks and receive a +2 bonus on saves vs. Fear.

Trading Out Warrior Levels: Warrior levels aren't capable of doing anything good. If for some reason a Warrior became a named character, he becomes a member of a real character class. That is, simply trade levels of Warrior for levels in a real class that has a full BAB progression.

5.5 Multiclassing Characters

"What do I do? I stab things in the face... Fine, I'm a Fighter/Ranger/Barbarian/Master of Black Fire/Cloud Jumper."

It's time to face the music, Warriors are the only people who multiclass, and thus the proper place to discuss multiclassing characters is right here in the book about War. The reasons for this are extremely simple: the only level appropriate abilities that Warriors get are based on skill ranks and BAB, and those things stack up between classes just fine. A Warrior can take three different classes and still be getting abilities that are as appropriate to his level as if he had taken one all the way through. Spellcasting, on the other hand, grants its primary level appropriate abilities based on the class spell level chart, and that does not stack between classes at all. In fact, if a Spellcaster takes prestige class that simply does not advance spellcasting every level, he has permanently sacrificed his ability to ride the level appropriate ability train forever, and D&D does not have the possibility of a quick fix for this. Maybe 4th edition is going to have a universal ability slots system in which characters have level appropriate daily slots and different classes could allow you to use them for different things (such as casting powerful spells or performing amazing non-magical stunts) – certainly it would if I were writing it. But for now that kind of overhaul is simply outside the scope of this document.

What we can do is eliminate some of the rough edges that occur with multiclassing non-spellcasting classes. That's pretty simple, and most of it is common sense:

5.5.1 XP Penalties

I don't know why these ever seemed like a good idea to anyone, but they weren't. The best spellcasters are single classed and classically warrior builds have rarely taken more than 2 levels of anything. So really multiclass XP penalties only happen to organic and concept characters. And those are the characters we don't want to jack over. So poof! No multiclass XP penalties. That was easy, wasn't it?

5.5.2 Favored Classes

So we're getting rid of Multiclassing XP Penalties because they are dumb... what then is the Favored Class supposed to do? Well, it's supposed to be a minor advantage for races to play those classes (instead of being a complete waste of our time like it is in the base book), so let's make it a real minor advantage. If you are taking your race's favored class, you can take racial substitution levels, if you want. And yes, that means that a Human can take any racial substitution levels that they want – merry christmas.

And while we're on the subject, it has probably come to your attention that when the idea of Favored Classes was first thrown down there were only 11 base classes. Now there are... many classes. That's why all the races listed in this document have two favored classes. We suggest that you do the same for any other races you allow (for example: Gnomes have favored classes of Bard and Wizard).

5.5.3 Saving Throws

As we all know, characters multiclassing get saving throws that are crazy-go-nuts. The simple fact that the good save is restarted every time you start a new class (or prestige class into a variant class) means that the maximum save bonus at 20th level is 40, and the minimum is zero. That means that two characters are different in their base saves by more than two entire random number generators. And while you can come up with fractional schemes to fix this problem, experience has shown that players actually can't keep track of those. What's needed is something simple that works within the existing D&D rules framework. Our suggestion is to throw down the caveat that if you start a progression with a good save and you already have at least one level with a good save in that category that you gain +1 instead of +2. It's simple, easy to understand, and pulls in the crazy just enough that you can overlook the mathematical inadequacies of the system and play the game.

5.5.4 Skill Points

It goes without saying that the entire idea of paying skill points at the cross-class rate breaks D&D. No one should ever buy things at the cross-class rate. Ever. Cross class skill maximums are fine, but the Cross Class skill rate exists only as a method to perform repeatable actions to permanently increase or reduce your total skill points.

6.1 Character Backgrounds

“I... I’m a fighter. I stab people. In the face.”

D&D is a cooperative storytelling game, and we would hope that the stories it generates will be worth retelling again and again. In the interest of that actually happening, it is imperative that each and every point of view character in the story (that is, the Player Characters) be interesting. To be interesting, a fictional character really only has to have three things: An interesting motivation, an interesting schtick, and an interesting set of adventures. The schtick of the character is generally going to be handled by a character’s class levels and equipment and is really up to the game mechanics themselves to generate – ideally the classes contained in this writing will cover that. Interesting adventures are the game itself and hopefully involve challenges only barely overcome and dastardly deeds thwarted in the nick of time – and this falls largely upon the DM to properly gauge the talents of the PCs and provide challenges that can be bested by the skin of the teeth. But the character’s motivation, their backstory, really comes from the player’s own mind. That’s something that the player really needs to bring to the table on his own lookout.

A character with an interesting backstory is fundamentally better for the story than one without. And while it is true that the DM’s world is going to highly flavor it (sorry, there are no elven maidens in those mountains!) the fact remains that the player is pretty much going to get what he puts into this. And yet, while the story is frankly going to be somewhat uninteresting if the players don’t put some effort into their backstories, putting effort into anything is... well... effort. If people don’t get some tangible effect from putting in that effort, they are quite likely to just not do it at all.

So here’s what we’re going to do: we’re going to make some minor character advantages accessible only by writing yourself a character background. Then, when your character has a simple set-piece introduction, you get a tangible bonus that isn’t especially game breaking. Note that we don’t expect, or even want your character’s background to be 7 pages of narrow font before the beginning of the first game. In fact, we probably want it to never get that long. This is a cooperative storytelling game, in D&D you tell the story with the input of the other players and the DM. If you just want to write the story of an awesome character without the input of other players – don’t play D&D at all. You really can just type up a story and either submit it for publication or hide it in your diary all emo style as your relative shyness dictates. So no, we want your character’s background to be short, but we need it to be there. The kind of thing that a character might actually be able to relate in a one-paragraph info-dump in a book without causing the reader to skim. Normally, a character gets one background. This is as much to keep character background from filling up the world as anything else.

Amnesia

Sometimes a player is really lazy or cannot think of a backstory.

Effect: None. If you’re too lazy to think of a damned backstory, you get nothing at all. If the DM is feeling generous or vindictive, she can have things gradually get surreal on you like a David Lynch extravaganza. In doing so, you’ll gradually find out that you actually have a backstory, and all the perks and flaws of whatever it is.

Apprenticed

You learned from the best. Or maybe not the best. But you learned from a successful adventurer, and that’s pretty good. Maybe they were your parents, maybe your parents saw fit to hire you on to a master wizard.

Effect: Hide, Spot, and Spellcraft are class skills for you. That’s how people stay alive in the adventuring business,

after all. You probably know some adventurers, and that means that they'll show you all the tricks like how to identify objects or scribe spells for free, how to turn artifacts into artifacts you want, and how to spend planar currency.

Experimental Stock

You, or your parents, were experimented upon by one of the many mad arcanists that dot the D&D landscape. Maybe they were members of the dreaded Mad Wizards Guild that claims responsibility for Gulguthhydras and Perytons. Maybe it was another group. You might not even know.

Effect: You have a positive, if really messed up looking trait grafted into you. You either have a natural weapon, or your natural armor bonus is increased by 1, or you have low light vision. But you also have some bad trait, like a 5' reduction in speed, or a flipper hand, or a -2 to initiative checks. Also, in polite company you might want to cover up your eyestalk. The ladies do not find it your most attractive feature.

Hero of the Peasants

You're the third son of a poor woodcutter or something. Maybe your father remarried and your new mother hates you. Whatever. The point is that you come from an exceedingly poor background, and your plucky spirit and do-gooder nature propels you forward to make a difference in the world.

Effect: It's not that you're too lazy to pick starting equipment it's that... OK, you're too lazy to pick out starting equipment. Believe me, I understand. A Hero of the Peasants character begins play practically naked. Leather armor or functional clothing, a sling, a quarterstaff, 10 copper pieces, and some bread. Have fun with that. But you're just generally kind of awesome. You get a +2 bonus on Survival, Handle Animal, and Sense Motive checks for no reason. And don't forget that you probably have a destiny of some sort, which means that periodically the DM will go off on a tirade about your destiny (this is worth nothing, all D&D characters have a destiny).

Moil Wrought

Every setting has some horribly tainted land filled with necromantic power. People who live there become tainted with necromantic power and grow up twisted and evil more often than not. You grew up there too, which means that either you grew up all evil, or you grew up tragically misunderstood, which makes you Good and totally awesome.

Effect: You are damaged by Positive Energy as if you were undead. You are also healed by negative energy as if you were undead. Also, some people find you really creepy and you have a tendency to talk in flat affect like the girl in Aliens.

Raised by Owlbears

Tarzan was raised by an ape, Mowgli was raised by a bear, Romulus was raised by a wolf, and in the D&D world your character can be raised by creatures much more exotic. The sky is really the limit here: simply pick some improbable beast and your character was protected and fed as a small child by that beast after she was orphaned or abandoned in the wilderness. While I'd like to think that we've all read enough Burroughs that this story pretty much tells itself, the truth is even more astonishing. This character background has become clichéd and we're totally fine with that. You can really have an interesting and memorable character with a clichéd backstory and a three sentence intro that ends with "And then I came to this village to reclaim my birthright as a gnome."

Effect: Characters who were raised by Girallon (or whatever) are arbitrarily able to talk to magical beasts and animals as if they shared a language. No one knows how they do it, but they do. Unfortunately, such characters didn't grow up surrounded by humanoid languages, and your only starting language is Common no matter what your Intelligence is.

Refugee from The War

When the big war came, not everyone was old enough or brave enough to fight in it, and your character was in one of those categories and fled to a new land. The people already living in the new land treated your people poorly and made them live in ghettos with little food and poor access to magical healing. You spent several years living as a pawn in someone else's lands and all you got was a disease. Now you're adventuring, to find a new place where you fit in and possibly get a little vengeance on all those peoples who took time out of their day to screw your people.

Effects: Refugees are exposed to a wide variety of places, dangers, diseases, and people that those who live relatively comfortable lives will never know. In essence, they can be thought of as adventurers already, though they rarely get any rewards out of the deal. A refugee begins play knowing one additional language, and this language need not be an available bonus language for her race. In addition, a refugee may consider Knowledge (Geography) and Sense Motive as class skills for the rest of their lives. A refugee character is missing teeth or has the distinctive circular scars of having survived The Pox.

The Resistance

Your nation got overrun by someone you didn't like. And those Halfling oppressors (or whatever) went way too far. You were in a cell of revolutionaries dedicated to removing the foreign devils from the lands of your people.

Effect: Those who spent time in The Resistance have a number of contacts and can easily make contacts in new areas. Essentially this means that they get a +2 bonus on Gather Information checks. Members of The Resistance can make disguises out of substandard materials and suffer no penalties while doing so. Of course, The Resistance is a downright cannibalistic organization what with all the time all of the members spend betraying people. Every even modestly successful member is certain to have a wide variety of enemies, and not just from the oppressors they are fighting! Of course, it would be folly to claim that having large numbers of enemies is much of a disadvantage for a D&D character. I'm more concerned about the fact that you can never really be sure about the loyalty of another person. Not enough to risk sleeping with them anyway.

Royalty of a Fallen Nation

Welcome to the harsh realities of the Iron Age. If the last hard core member of a noble house dies, there is nothing keeping people from arbitrarily taking all their lands and gold away. Such was apparently the case with your family. When you were young, the last powerful Fighter (or Wizard, or whatever) in your family was slain, and now the only people left in your family with more than a level or two have aristocrat levels. Needless to say, more powerful characters came and took all your stuff. Now you wander the land attempting to gain power and secure your revenge.

Effect: People believe in you for no good reason. Some ancestor of yours was awesome, and people just assume that you'll get the band back together. You get free drinks when people know who you are, and your Leadership value is increased by +2. People will also offer you assistance and otherwise try to get on your good side. Of course, your family's enemies will send ninja and assassins to finish off your line (note: this may seem like a disadvantage, but it's really not – you're a D&D character so you are going to get into fights all the time, the fact that it's ninja attempting to erase your family name is just flavor). And of course, not everyone liked the way your family did things, so sometimes people are going to spit on your horse or in your burritos.

Slave of the Hobgoblin Clans

The Hobgoblin Clans take slaves every generation, and the children of those slaves are also slaves, but also members of the clans, and they can potentially be promoted within the clan to the point where they aren't even a slave anymore. You may have done that. Or you may have simply run away and escaped Hobgoblin society to become an adventurer.

Effect: You speak Goblin. You also speak any other language you know with a Goblin Accent that makes Dwarves distrust you. If you ran away from the Hobgoblins, there may be a group of them out looking for you who will start adventures for you. If not, then you are still part of the Hobgoblin clans and there will be Hobgoblin plotohooks that will draw you into adventures. Of more importance, perhaps, is the fact that you've grown up your whole life among Hobgoblins, and have a +2 racial bonus to Move Silently (yes, that's a racial bonus, so it doesn't stack with the racial bonus you get from actually being a Hobgoblin). Also, Listen is a class skill for you no matter what you do.

Street Rat

You grew up on the hard end of the streets. The part where kids are total jerks and sometimes the wererats just make one of your friends disappear, and no one else seems to care. You had to lie and steal just to survive, man.

Effect: You have Bluff and Sleight of Hand as class skills no matter what you do. You don't catch normal diseases because you've already had them all. You get a +2 bonus on handle animal checks with street animals like dogs, rats, and pigeons. Also, you have a small shell that a girl gave you when you were twelve. You think she's dead, but really she's been turned into a wererat, so when eventually you meet again it'll be traumatic and you might have to kill her. Or maybe you'll be able to convince her to turn away from Team Monster and live happily ever after.

Veteran of The War

There was a great and terrible war that wracked the lands, and you fought on one or more sides of it.

Effect: Veterans have proficiency with 3 Martial weapons and one armor type. Veterans who belong to a class that already has martial weapon proficiency begin play with proficiency in 3 Exotic weapons appropriate to the lands upon which the battles raged. Veterans also have nightmares sometimes and talk about The War more than is perhaps strictly required.

War Profiteer

The War came... and that spells P-R-O-F-I-T. Hoo boy! Maybe you just came from a Goblin family and you really like this sort of thing, maybe you consider yourself a visionary who can see through to a new economic theory based less on gold and more on value. Whatever, you've sold people daggers to cut themselves out of snare traps, and you're proud of it.

Effect: Appraise and Search are class skills for you no matter what you do. Also, you're a jerk. Your personal weapons and armor start masterwork at no cost.

6.2 The Failure of Feats

“How about instead of being able to travel anywhere in the multiverse, transform yourself into anything you can think of, stop time, and slay everyone you can see, we just give a nice +1 to hit with your secondary weapon? Deal?”

Feats were an interesting idea when they were ported to 3rd edition D&D. But let’s face it; they don’t go nearly far enough. Feats were made extremely conservative in their effects on the game because the authors didn’t want to offend people with too radical a change. Well, now we’ve had third edition for 6 years, and we’re offended. Feats are an interesting and tangible way to get unique abilities onto a character, but they have fallen prey to two key fallacies that has ended up turning the entire concept to ashes in our mouths. The first is the idea that if you think of something kind of cool for a character to do, you should make it a feat. That sounds compelling, but you only get 7 feats in your whole life. If you have to spend a feat for every cool thing you ever do, you’re not going to do very many cool things in the approximately 260 encounters you’ll have on your way from 1st to 20th level. The second is the idea that a feat should be equivalent to a cantrip or two. This one is even less excusable, and just makes us cry. A +1 bonus is something that you seriously might forget that you even have. Having one more +1 bonus doesn’t make your character unique, it makes you a sucker for spending one of the half dozen feats you’ll ever see on a bonus the other players won’t even mention when discussing your character.

We all understand this problem, what do we do about it? Well, for starters, Feats have to do more things. Many characters are 5th level or so and they only have 2 feats. Those feats should describe their character in a much more salient way than “I’m no worse shooting into melee than I am shooting at people with cover that isn’t my friends.” This was begun with the tactical feats, but it didn’t go far enough. It’s not enough to add additional feats that do something halfway interesting for high level characters to have – we actually have to replace the stupid one dimensional feats in the PHB with feats that rational people would care about in any way. Spending a single feat should be enough to make you a “sniper character” because for a substantial portion of your life you only get one feat. Secondly, we have to clear away feats that don’t provide numeric bonuses large enough to care about. The minimum bonus you’ll ever notice is +3, because that’s actually larger than the difference between having rolled well and having rolled poorly on your starting stats. Numeric bonuses smaller than that are actually insulting and need to be removed from the feats altogether. 3.5 Skill Focus was a nice start, but that’s all it was – a start.

Furthermore, the fundamental structure of feats has been a disaster. The system of prerequisites often ensures that characters won’t get an ability before it would be level appropriate for them to do so, but actually does nothing to ensure that such characters are in fact getting level appropriate abilities. Indeed, if a 12th level character decides that they want to pursue a career in shooting people in the face, they have to start all over gaining an ability that is supposed to be level appropriate for a 1st level character. Meanwhile, when a wizard of 12th level decides to pursue some new direction in spellcasting – he learns a new 6th level spell right off – and gets an ability that’s level appropriate for a 12th level character.

6.2.1 Exploits

Getting proficiency with a weapon isn’t worth a feat. They hand that crap out with your character class for free. Seriously, even exotic weapon proficiencies aren’t a big deal. Therefore, we’re instituting Exploits as something that can be acquired in-game. These are for any of the binary abilities that simply don’t have a massive impact on your character’s performance at any level.

If you have Martial Weapon Proficiency, it’s really unreasonable for it to be that hard to learn how to use a new weapon, whether it’s exotic or not. If you spend a week training with a weapon, you can make an Int check (DC 10) to simply gain the Exploit of Exotic Weapon Proficiency. And no, you can’t take 10 on that.

If you don’t have Martial Weapon Proficiency and you want to use a new weapon, that’s touchier. But if you have a weapon for an entire level, you should just gain proficiency in it when you gain your next level whatever level you happen to select.

6.2.2 The New Feat System

So where are we going with this? First of all, feat chains are gone. That seemed like a good idea, but it wasn’t. Secondly, the vast majority of feats don’t have prerequisites at all, they scale. A [Combat] feat scales to your Base Attack Bonus, a [Skill] feat scales to your ranks in a skill, and a [Metamagic] feat scales to the highest level spell you can cast. And that’s because those are the only things in the game that actually have anything to do with the level your character is in any way that we feel good about.

6.3 [Combat] Feats

Blind Fighting [Combat]

You don't have to see to kill.

- +0: You may reroll your miss chances caused by concealment.
- +1: While in darkness, you may move your normal speed without difficulty.
- +6: You have Blindsense out to 60', this allows you to know the location of all creatures within 60'.
- +11: You have Tremorsense out to 120', this allows you to "see" anything within 120' that is touching the earth.
- +16: You cannot be caught flat footed.

Blitz [Combat]

You go all out and try to achieve goals in a proactive manner.

- +0: While charging, you may opt to lose your Dexterity Bonus to AC for one round, but inflicting an extra d6 of damage if you hit.
- +1: You may go all out when attacking, adding your Base Attack Bonus to your damage, but provoking an Attack of Opportunity.
- +6: Bonus attacks made in a Full Attack for having a high BAB are made with a -2 penalty instead of a -5 penalty.
- +11: Every time you inflict damage upon an opponent with your melee attacks, you may immediately use an Intimidate attempt against that opponent as a bonus action.
- +16: You may make a Full Attack action as a Standard Action.

Combat Looting [Combat]

You can put things into your pants in the middle of combat.

- +0: You may sheathe or store an object as a free action.
- +1: You get a +3 bonus to Disarm attempts. Picking up objects off the ground does not provoke an attack of opportunity.
- +6: As a Swift action, you may take a ring, amulet/necklace, headband, bracer, or belt from an opponent you have successfully grappled. You may pick up an item off the ground in the middle of a move action.
- +11: If you are grappling with an opponent, you may activate or deactivate their magic items with a successful Use Magic Device check. You may make Appraise checks as a free action.
- +16: You can take 10 on Use Magic Device and Sleight of Hand checks.

Combat School [Combat]

You are a member of a completely arbitrary fighting school that has a number of recognizable signature fighting moves.

- +0: First, name your fighting style (such as "Hammer and Anvil Technique" or "Crescent Moon Style", or "Way of the Lightning Mace"). This fighting style only works with a small list of melee weapons that you have to describe the connectedness to the DM in a half-way believable way. Now, whenever you are using that technique in melee combat, you gain a +2 bonus on attack rolls.
- +1: Your immersion in your technique gives you great martial prowess, you gain a +2 to damage rolls in melee combat.
- +6: When you strike your opponent with the signature moves of your fighting school in melee, they must make a Fortitude Save (DC 10 + 1/2 your level + your Strength bonus) or become dazed for one round.
- +11: You may take 10 on attack rolls while using your special techniques. The DC to disarm you of a school-appropriate weapon is increased by 4.
- +16: You may add +5 to-hit on any one attack you make after the first each turn. If you hit an opponent twice in one round, all further attacks this round against that opponent are made with The Edge.

Command [Combat] [Leadership]

You lead tiny men.

- +0: You have a Command Rating equal to your Base Attack Bonus divided by five (round up).
- +1: You can muster a group of followers. Your leadership score is your Base Attack Bonus plus your Charisma Modifier.
- +6: You are able to delegate command to a loyal cohort. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- +11: With a Swift Action you may rally troops, allowing all allies within medium range of yourself to reroll their saves vs. Fear and gain a +2 Morale Bonus to attack and damage rolls for 1 minute. This is a language-dependent ability that may be used an unlimited number of times.
- +16: Your allies gain a +2 morale bonus to all saving throws if they can see you and you are within medium range.

Danger Sense [Combat]

Maybe Spiders tell you what's up. You certainly react to danger with uncanny effectiveness.

- +0: You get a +3 bonus on Initiative checks.
- +1: For the purpose of Search, Spot, and Listen, you are always considered to be "actively searching". You also get Uncanny Dodge.
- +6: You may take 10 on Listen, Spot, and Search checks.

- +11: You may make a Sense Motive check (opposed by your opponent's Bluff check) immediately whenever any creature approaches within 60' of you with harmful intent. If you succeed, you know the location of the creature even if you cannot see it.
- +16: You are never surprised and always act on the first round of any combat.

Elusive Target [Combat]

You are very hard to hit when you want to be.

- +0: You gain a +2 Dodge bonus to AC.
- +1: Your opponents do not gain flanking or higher ground bonuses against you.
- +6: Your opponents do not inflict extra damage from the [Power Attack](#) option.
- +11: Diverting Defense – As an immediate action, you may redirect an attack against you to any creature in your threatened range, friend or foe. You may not redirect an attack to the creature making the attack.
- +16: As an immediate action, you may make an attack that would normally hit you miss instead.

Expert Tactician [Combat]

You benefit your allies so good they remember you long time.

- +0: You gain a +4 bonus when flanking instead of the normal +2 bonus. Your allies who flank with you gain the same advantage.
- +1: You may [Feint](#) as an Immediate action.
- +6: As a move action, you may make any 5' square adjacent to yourself into difficult ground.
- +11: For determining flanking with your allies, you may count your location as being 5' in any direction from your real location.
- +16: You ignore Cover bonuses less than full cover.

Ghost Hunter [Combat]

You smack around those folks in the spirit world.

- +0: Your attacks have a 50% chance of striking incorporeal opponents even if they are not magical.
- +1: You can hear incorporeal and ethereal creatures as if they lacked those traits (note that shadows and the like rarely bother to actively move silently).
- +6: You can see invisible and ethereal creatures as if they lacked those traits.
- +11: Your attacks count as if you had the Ghost Touch property on your weapons.
- +16: Any Armor or shield you use benefits from the Ghost Touch quality.

Giant Slayer [Combat]

Everyone has a specialty. Yours is miraculously finding ways to stab creatures in the face when it seems improbable that you would be able to reach that high.

- +0: When you perform a [grab on](#) Grapple maneuver, you do not provoke an attack of opportunity.
- +1: You gain a +4 Dodge bonus to your AC and Reflex Saves against attacks from any creature with a longer natural reach than your own.

- +6: You have The Edge against any creature you attack that is larger than you. Also, an opponent using the Improved Grab ability on you provokes an attack of opportunity from you. You may take this attack even if you do not threaten a square occupied by your opponent.

- +11: When you attempt to trip an opponent, you may choose whether your opponent resists with Strength or Dexterity.

- +16: When involved in an opposed bull rush, grapple, or trip check as the attacker or defender, you may negate the size modifier of both participants. You may not choose to negate the size modifier of only one character.

Great Fortitude [Combat]

You are so tough. Your belly is like a prism.

- +0: You gain a +3 bonus to your Fortitude Saves.
- +1: You die at -20 instead of -10.
- +6: You gain 1 hit point per level.
- +11: You gain DR of 5/-.
- +16: You are immune to the fatigued and exhausted conditions. If you are already immune to these conditions, you gain 1 hit point per level for each condition you were already immune to.

Horde Breaker[Combat]

You kill really large numbers of people.

- +0: You gain a number of extra attacks of opportunity each round equal to your Dexterity Bonus (if positive).
- +1: Whenever you drop an opponent with a melee attack, you are entitled to a bonus "cleave" attack against another opponent you threaten. You may not take a 5' step or otherwise move before taking this bonus attack. This Cleave attack is considered an attack of opportunity.
- +6: You may take a bonus 5' step every time you are entitled to a Cleave attack, which you may take either before or after the attack.
- +11: You may generate an aura of fear on any opponents within 10' of yourself whenever you drop an opponent in melee. The save DC is 10 + the Hit Dice of the dropped creature.
- +16: Opponents you have the Edge against provoke an attack of opportunity from you by moving into your threatened area or attacking you.

Hunter [Combat]

You can move around and shoot things with surprising effectiveness.

- +0: The penalties for using a ranged weapon from an unstable platform (such as a ship or a moving horse) are halved.
- +1: Shot on the Run – you may take a standard action to attack with a ranged weapon in the middle of a move action, taking some of your movement before and some of your movement after your attack. That still counts as your standard and move action for the round.

- +6: You suffer no penalties for firing from unstable ground, a running steed, or any of that.
- +11: You may take a full round action to take a double move and make a single ranged attack from any point during your movement.
- +16: You may take a full round action to run a full four times your speed and make a single ranged attack from any point during your movement. You retain your Dexterity modifier to AC while running.

Insightful Strike [Combat]

You Hack people down with inherent awesomeness.

- +0: You may use your Wisdom Modifier in place of your Strength Modifier for your melee attack rolls.
- +1: Your attacks have The Edge against an opponent who has a lower Wisdom and Dexterity than your own Wisdom, regardless of relative BAB.
- +6: Your melee attacks have a doubled critical threat range.
- +11: You make horribly telling blows. The extra critical multiplier of your melee attacks is doubled (x2 becomes x3, x3 becomes x5, and x4 becomes x7).
- +16: Any Melee attack you make is considered to be made with a magic weapon that has an enhancement bonus equal to your Wisdom Modifier (if positive).

Iron Will [Combat]

You are able to grit your teeth and shake off mental influences.

- +0: You gain a +3 bonus to your Willpower saves.
- +1: You gain the slippery mind ability of a Rogue.
- +6: If you are stunned, you are dazed instead.
- +11: You do not suffer penalties from pain and fear.
- +16: You are immune to compulsion effects.

Juggernaut [Combat]

You are an unstoppable Juggernaut.

- +0: You may be considered one size category larger for the purposes of any size dependant roll you make (such as a Bull Rush, Overrun, or Lift action).
- +1: You do not provoke an attack of opportunity for entering an opponent's square.
- +6: You gain a +4 bonus to attack and damage rolls to destroy objects. You may shatter a Force Effect by inflicting 30 damage on it.
- +11: When you successfully **bullrush** or overrun an opponent, you automatically Trample them, inflicting damage equal to a natural slam attack for a creature of your size.
- +16: You gain the Rock Throwing ability of any standard Giant with a strength equal to or less than yourself.

Lightning Reflexes [Combat]

You are fasty McFastFast. It helps keep you alive.

- +0: You gain a +3 bonus to your Reflex saves.
- +1: You gain Evasion, if you already have Evasion, that stacks to Improved Evasion.
- +6: You may make a Balance Check in place of your Reflex save.
- +11: You gain a +3 bonus to your Initiative.

- +16: When you take the Full Defense Action, add your level to your AC.

Mage Slayer [Combat]

You have trained long and hard to kill magic users. Maybe you hate them, maybe you just noticed that most of the really dangerous creatures in the world use magic.

- +0: You gain Spell Resistance of 5 + Character Level.
- +1: Damage you inflict is considered "ongoing damage" for the purposes of concentration checks made before the beginning of your next round. All your attacks in a round are considered the same source of continuing damage.
- +6: Creatures cannot cast defensively within your threat range.
- +11: Your attacks ignore Deflection bonuses to AC.
- +16: When a creature uses a [Teleportation] effect within medium range of yourself, you may choose to be transported as well. This is not an action.

Murderous Intent [Combat]

You stab people in the face.

- +0: You may make a **Coup de Grace** as a standard action.
- +1: When you kill an opponent, you gain a +2 Morale Bonus to your attack and damage rolls for 1 minute.
- +6: Once per round, you may take an attack of opportunity against an opponent who is denied their Dexterity bonus to AC.
- +11: You may take a **Coup de Grace** action against opponents who are stunned.
- +16: You may take a **Coup de Grace** action against opponents who are dazed.

Phalanx Fighter[Combat]

You fight well in a group.

- +0: You may take attacks of opportunity even while flat footed.
- +1: Any Dodge bonus to AC you gain is also granted to any adjacent allies for as long as you benefit from the bonus and your ally remains adjacent.
- +6: Charging is an action that provokes an attack of opportunity from you. This attack is considered to be a "readied attack" if it matters for purposes like setting against a charge.
- +11: You may attack with a reach weapon as if it was not a reach weapon. Thus, a medium creature would normally threaten at 5' and 10' with a reach weapon.
- +16: You may take an Aid Another action once per round as a free action. You provide double normal bonuses from this effect.

Point Blank Shot [Combat]

You are crazy good using a ranged weapon in close quarters.

- +0: When you are within 30' of your target, your attacks with a ranged weapon gain a +3 bonus to-hit.
- +1: You add your base attack bonus to damage with any ranged attack within the first range increment.

- +6: You do not provoke an attack of opportunity when you make a ranged attack.
- +11: When armed with a Ranged Weapon, you may make attacks of opportunity against opponents who provoke them within 30' of you. Movement within this area does not provoke an attack of opportunity.
- +16: With a Full Attack action, you may fire a ranged weapon once at every single opponent within the first range increment of your weapon. You gain no additional attacks for having a high BAB. Make a single attack roll for the entire round, and compare to the armor class of each opponent within range.

Sniper [Combat]

Your shooting is precise and dangerous.

- +0: Your range increments are 50% longer than they would ordinarily be. Any benefit of being within 30' of an opponent is retained out to 60'.
- +1: Precise Shot – You do not suffer a -4 penalty when firing a ranged weapon into melee and never hit an unintended target in close combats or grapples.
- +6: Sharp Shooting – Your ranged attacks ignore Cover Bonuses (total cover still bones you).
- +11: Opponents struck by your ranged attacks do not automatically know what square your attack came from, and must attempt to find you normally.
- +16: Any time you hit an opponent with a ranged weapon, it is counted as a critical threat. If your weapon already had a 19-20 threat range, increase its critical multiplier by 1.

Subtle Cut [Combat]

You cut people so bad they have to ask you about it later.

- +0: Any time you damage an opponent, that damage is increased by 1.
- +1: As a standard action, you can make a weapon attack that also reduces a creature's movement rate. For every 5 points of damage this attack does, reduce the creature's movement by 5'. This penalties lasts until the damage is healed.
- +6: As a standard action, you may make a weapon attack that also does 2d4 points of Dexterity damage.
- +11: Any weapon attack that you make at this level acts as if the weapon had the wounding property.
- +16: As a standard action, you may make an attack that dazes your opponent. This effect lasts one round, and has a DC of 10 + half your level + your Intelligence bonus.

Two Weapon Fighting [Combat]

When armed with two weapons, you fight with two weapons rather than picking and choosing and fighting with only one. Kind of obvious in retrospect.

- +0: You suffer no penalty for doing things with your off-hand. When you make an attack or full-attack action, you may make a number of attacks with your off-hand weapon equal to the number of attacks you are afforded with your primary weapon.

- +1: While armed with two weapons, you gain an extra Attack of Opportunity each round for each attack you would be allowed for your BAB, these extra attacks of opportunity must be made with your off-hand.
- +6: You gain a +2 Shield Bonus to your armor class when fighting with two weapons and not flat footed.
- +11: You may Feint as a Swift action.
- +16: While fighting with two weapons and not flat footed you may add the enhancement bonus of either your primary or your off-hand weapon to your Shield Bonus to AC.

Weapon Finesse [Combat]

You are incredibly deft with a sword.

- +0: You may use your Dexterity Modifier instead of your Strength modifier for calculating your melee attack bonus.
- +1: Your special attacks are considered to have the Edge when you attack an opponent with a Dexterity modifier smaller than yours, even if your Base Attack Bonus is not larger.
- +6: You may use your Dexterity modifier in place of your Strength modifier when attempting to trip an opponent.
- +11: You may use your Dexterity modifier in place of your Strength modifier for calculating your melee damage.
- +16: Opportunist – Once per turn, when an opponent is struck, you may take an attack of opportunity on that opponent.

Weapon of Righteous Destruction [Combat]

Your hands make whatever is being held by them holy and on fire. For some reason this doesn't make them melt or burn up.

- +0: Whatever weapon you are wielding is considered Magical (+1/3 bonus/level) in addition to any other properties that it has. Your unarmed attacks, even if not proficient, count for this effect.
- +1: The above, plus Flaming.
- +6: The above, Holy instead of Flaming.
- +11: The above, plus Sun weapon, Fort save. (BoG)
- +16: The above, plus Vorpal weapon (BoG).

Whirlwind [Combat]

You are just as dangerous to everyone around you as to anyone around you.

- +0: As a full round action, you may make a single attack against each opponent you can reach. Roll one attack roll and compare to each available opponent's AC individually.
- +1: You gain a +3 bonus to Balance checks.
- +6: As a full round action, you may take a regular move action and make a single attack against each opponent you can reach at any point during your movement. Roll one attack roll and compare to each available opponent's AC individually.
- +11: Until your next round after making a whirlwind attack, you may take an attack of opportunity against any opponent that enters your threatened area.

- +16:** As a full round action, you take a charge action, overrunning any creature in your path, and may make a single attack against each opponent you can reach at any point during your movement. Roll one attack roll and compare to each available opponent's AC individually.

Zen Archery [Combat]

You are very calm about shooting people in the face. That's a good place to be.

- +0:** You may use your Wisdom Modifier in place of your Dexterity Modifier on ranged attack rolls.

- +1:** Any opponent you can hear is considered an opponent you can see for purposes of targeting them with ranged attacks.
- +6:** If you cast a Touch Spell, you can deliver it with a ranged weapon (though you must hit with a normal attack to deliver the spell).
- +11:** As a Full Round Action, you may make one ranged attack with a +20 Insight bonus to hit.
- +16:** As a Full Round Action, you may make one ranged attack with a +20 Insight bonus to hit. If this attack hits, your attack is automatically upgraded to a critical threat. If the threat range of your weapon is 19-20, your critical multiplier is increased by one.

6.4 [Skill] Feats

Acquirer's Eye [Skill]

You know what you want, even if other people have it right now.

Appraise Ranks:

- 0:** You gain +3 to your Appraise checks.
- 4:** You automatically know if something is ordinary, masterwork, or magic when looking at it.
- 9:** You can discover the properties of a magic item, including how to activate it (if appropriate) and how many charges are left (if it has them), with a successful Appraise check (DC item's caster level + 10) and 10 minutes of work.
- 14:** Once per round as a free action, you can examine a magic item and attempt an Appraise check (DC item's caster level + 20) to determine its properties, including its functions, how to activate those functions (if necessary), and how many charges it has left (if it has charges).
- 19:** You know what the most valuable piece of treasure is in any collection, such as the most valuable magic item an enemy is wearing or the most valuable object in a dragon's horde, just by looking at the collection. You automatically recognize an artifact when looking at it.

Acrobatic [Skill]

You can totally flip out and kill someone with your gymnastic prowess.

Tumble Ranks:

- 0:** You gain a +3 bonus to Tumble checks.
- 4:** When using the Combat Expertise option, your dodge bonus to AC increases by +1. This further increases by +1 for every ten ranks of Tumble you have (+2 at 14, +3 at 24, and so on).

- 9:** If an opponent attempts to bull-rush, overrun, or trample you, if you succeed on Tumble check of DC 25 + their base attack bonus, their movement continues in a straight line to the maximum allowed by their speed, you remain where you were, and you don't suffer from the effects of their bull-rush, overrun, or trample. If you fail, you provoke an attack of opportunity from that enemy.
- 14:** If you succeed on a DC 40 Tumble check, you can move 10 feet when taking a 5-foot step.
- 19:** If you succeed on a Tumble check against a DC of 30 + an opponent's base attack bonus, an action that would normally provoke an attack of opportunity doesn't.

Alertness [Skill]

Your ears are so sharp you probably wouldn't miss your eyes.

Listen Ranks:

- 0:** You gain a +3 bonus to Listen checks.
- 4:** You can make a Listen check once a round as a free action. You don't take penalties for distractions on your Listen checks.
- 9:** You gain blindsense to 60 feet. You don't take penalties for ambient noise, such as loud winds. Divide any distance penalties you take on Listen checks by two.
- 14:** You gain blindsight to 120 feet.
- 19:** You can hear through magical silence and similar effects, but you take a -20 penalty on your check. Divide any distance penalties you take on Listen checks by five.

Animal Affinity [Skill]

You're one of those people animals just won't leave alone for no apparent reason.

Handle Animal ranks:

- 0:** You gain the wild empathy ability, with your check equal to your character level plus your Charisma modifier plus any other applicable bonuses. If you already have wild empathy, or later gain it from another source, you gain a +3 bonus on Handle Animal checks.
- 4:** You can handle an animal as a free action, and push it as a move action.
- 9:** You gain the benefits of *Speak with Animals* permanently as an extraordinary ability. The DCs for you to rear and train creatures are halved.
- 14:** With a DC 30 Handle Animal check, you can use a mass version of *charm animal* as a spell-like ability, with save DC equal to 10 + $\frac{1}{2}$ your character level + your Cha modifier and effective caster level equal to your bonus on Handle Animal checks.
- 19:** You can summon animals to your aid. Choose an animal with a CR equal to or less than your character level, and make a Handle Animal check at a DC of 25 + your character level. If you succeed, you summon a number of animals depending on how much the animal's CR is less than your character level for an hour. You can't use this ability again until any animals you've summoned with it have unsummoned or you've dismissed them.

CR	Number Appearing
Level - 1	1
Level - 2	1d3
Level - 3	1d4
Level - 4	1d6
Level - 5	1d8
Level - 6	1d10
Level - 7	2d6
Level - 8	3d6
Level - 9	3d10
Level - 10	10+3d6
Level - 11	15+3d10
Level - 12	40
Level - 13	50
Level - 14	60
Level - 15	80
Level - 16	100
Level - 17	150
Level - 18	200
Level - 19	300

Army of Demons [Celestial] [Fiend] [Leadership] [Skill]

You have an army of planar crazy crap.

Knowledge (The Planes) ranks:

- 0:** You have a Command Rating equal to your Knowledge (The Planes) ranks divided by five (round up).
- 4:** You can muster a group of followers. Your leadership score is your ranks in Knowledge: Planes plus your Charisma mod. These followers can and must be outsiders.
- 9:** Your followers swell in number to that of an army.
- 14:** You own a planar stronghold.
- 19:** Your allies gain a +2 morale bonus to all saving throws if they can see you and you are within medium range.

Battlefield Surgeon [Skill]

You like to cut people open with a saw. But it's good for them. Seriously.

Heal ranks:

- 0:** You gain +3 to your Heal checks.
- 4:** You can make first aid, treat poison, and treat wound checks as move actions.
- 9:** For every 5 points your Heal check exceeds the DC for long term care, your patients recover another +100% faster. For instance, if your Heal check result is 23, your patients would heal at thrice the normal rate.
- 14:** If you operate on a patient for a minute, they regain hit points equal to your Heal check result. You also may, instead of healing hit point damage, cure any condition that heal could, reattach severed limbs, or repair ruined organs, if you succeed on a DC 30 check. Patients under your long-term care heal permanent ability drain as if it was ability damage.
- 19:** With one hour of work, 25,000 gp worth of materials (which are consumed in the process), and a DC 40 Heal check, you can restore a creature that died within the last twenty-four hours to life. The subject's soul must be free and willing to return for the effect to work.

Bureaucrat [Skill] [Leadership]

You have a functioning guild that makes stuff for you and gives you money

Appraise ranks:

- 0:** You draw an income for working as an administrator, getting 1 GP/week per rank in Appraise.
- 4:** You can muster a group of followers. Your leadership score is your ranks in Appraise plus your Intelligence modifier. These followers all have profession and craft skills.
- 9:** You get your own Stronghold.
- 14:** You get a +2 bonus to profit checks.
- 19:** Your guild goes planar, your number of followers swell to the size of an army and their ranks start filling up with producers and managers from other planes of existence.

Combat Casting [Skill]

Having a sword sticking out of your chest doesn't noticeably impede your ability to do...well, just about anything.

Concentration ranks:

- 0:** You gain +3 to your Concentration checks.
- 4:** You can take 10 on Concentration checks and caster level checks.
- 9:** You may maintain concentration on a spell as a move action (DC 25 + spell level). If you beat the DC by 10 or more, you can maintain concentration as a swift action. If you fail your check, you lose concentration.
- 14:** If you would be nauseated, you're sickened instead.
- 19:** All Concentration DCs are halved for you.

Con Artist [Skill]

You can fool some of the people, all of the time.

Bluff ranks:

- 0:** You gain a +3 bonus to Bluff checks.
- 4:** Magic effects that would detect your lies or force you to speak the truth must succeed on a caster level check with DC equal to 10 plus your ranks in Bluff or fail.
- 9:** Divination magic used on you detects a false alignment of your choice. You can present false surface thoughts to *detect thoughts* and similar effects, changing your apparent Intelligence score (and thus your apparent mental strength) by as much as 10 points and can place any thought in your “surface thoughts” to be read by such spells or effects.
- 14:** If you beat someone’s Sense Motive check by 25, you can instill a *suggestion* in them, as the spell. This suggestion lasts for one hour for each of your character levels.
- 19:** You are protected from all spells and effects that detect or read emotions or thoughts, as by *mind blank*.

Cryptographer [Skill]

You’re good at reading things no one intended you to.

Decipher Script ranks:

- 0:** You gain +3 to your Decipher Script checks.
- 4:** You can decipher a written spell (like a scroll) without using *read magic*, if you succeed on a Decipher Script check of DC 20 + the spell’s level. You can try once per day on any particular written spell.
- 9:** You don’t trigger written magic traps (like *explosive runes* or *symbols*) by reading them. You can disable them with Decipher Script as if you were using Disable Device. You can read the material hidden by a *secret page* with a DC 25 Decipher Script check.
- 14:** When you cast a spell from a scroll, the spell’s save DC is equal to 10 + the spell’s level + your Intelligence modifier + any other applicable bonuses, and its caster level is equal to your character level, plus other applicable bonuses.
- 19:** Reading text using Decipher Script is a free action for you. You may disable written magical traps as a swift action, and you can cast 5th-level or lower spells from scrolls as a swift action.

Deft Fingers [Skill]

Your amazing manual dexterity is the talk of princes and princesses.

Sleight of Hand ranks:

- 0:** You gain a +3 bonus on your Sleight of Hand checks.
- 4:** If you draw a hidden weapon and attack with it in the same round, your opponent loses their Dexterity bonus to AC against your first attack with that weapon that round. This ability can only be used once per round.

- 9:** You can make an adjacent creature or object your size or smaller “disappear” with your *legerdemain*. If you succeed on a DC 30 Sleight of Hand check as a standard action, your target can make a Hide check, or you can make the Hide check for them or it. As usual, you can hide larger creatures or objects by taking a -20 cumulative penalty for each size category larger they are than you.
- 14:** With a DC 30 Sleight of Hand check, you can use *shrink item* as a spell-like ability.
- 19:** With a DC 40 Sleight of Hand check, you can use *teleport object* as a spell-like ability. You can also retrieve items placed in the Ethereal Plane using *teleport object*. With a DC 40 Sleight of Hand check, you can use *instant summons* as a spell-like ability without requiring *arcane mark*, but you may only designate one item at a time.

Detective [Skill]

You’re good at finding things out just by conversing with townsfolk.

Gather Information ranks:

- 0:** You gain a +3 bonus on your Gather Information checks.
- 4:** Your ability to pick up on the social context aids you in establishing rapport. After succeeding on a Gather Information check, you gain a +2 bonus to Knowledge checks, Sense Motive checks, and checks for Cha-based skills in the same milieu.
- 9:** With 2d6 hours of research, you can study a specific topic, such as a particular location or a well-known local monster, and substitute a Gather Information check for any Knowledge checks pertaining to the topic. You need access to local informants, a library, scholars, or other appropriate sources to use this ability.
- 14:** You can gain the benefits of *legend lore* with a DC 30 Gather Information check. If you have the person or thing at hand, or are in the place, this takes a day; otherwise, it consumes the time as normal for *legend lore*. You need access to individuals or resources with relevant knowledge to use this ability.
- 19:** With a DC 40 Gather Information check and 1d4+1 days of talking to people, you can either find an answer to any question you can pose in ten words or less, or find out where you need to go to get the answer. You need access to individuals or resources with relevant knowledge to use this ability.

Dreadful Demeanor [Skill]

People know you’re a badass motherfucker the instant you enter the room.

Intimidate ranks:

- 0:** You gain +3 to your Intimidate checks.
- 4:** You can demoralize an opponent as a move action.
- 9:** Opponents you’ve demoralized remain *shaken* until they lose sight of you.
- 14:** Opponents who would be *panicked* because of your fear effects are *cowered* instead for the duration of the effect.

- 19: Any time you confirm a critical hit in melee, your target is *covered* until they lose sight of you. This is a fear effect.

Expert Counterfeiter [Skill]

You aren't a common forger, you're an *artiste*.

Forgery ranks:

- 0: You gain a +3 bonus to Forgery checks.
- 4: When creating a forgery, you roll twice and take the better result.
- 9: In situations where you can present a legal document of some sort, you can substitute a Forgery check for a Bluff, Diplomacy, or Intimidate check.
- 14: You can purchase items with counterfeit bills of exchange, falsified credit vouchers, and the like. You can acquire any item available through the gold economy in this method. Normally, your counterfeits are so good they don't provoke suspicion, but if someone examines them, they must still beat you in an opposed Forgery check to recognize they're not the real thing.
- 19: You can duplicate a scroll with eight hours of work and a Forgery check against DC 35 + the spell's level. The duplicate functions in all manners like the original scroll. You must have appropriate materials on hand for scribing the scroll, and if the spell requires XP or expensive material components, you must provide the requisite components or make up the XP cost in materials.

Ghost Step [Skill]

You might as well be incorporeal for all the noise you make.

Move Silently ranks:

- 0: You gain +3 to your Move Silently checks.
- 4: Anyone attempting to use Survival to track you must beat you in an opposed check against Move Silently.
- 9: Creatures with blindsense, blindsight, tremorsense, or similar abilities do not automatically detect your presence, but must succeed on a Listen check, opposed by your Move Silently check, to notice you.
- 14: With success on a DC 30 Move Silently check as a standard action, you can control ambient sounds within 30 feet of yourself for a round. You can specifically duplicate any effect from *control sound* (XPH), *silence*, or *ventriloquism*, and in general can make sound you've heard come from any part of the area, displace sounds in the area, or suppress any sounds or sounds. Also, if you take a -10 DC penalty on your Move Silently check, anyone within 30 feet of you can substitute your check result for their own.
- 19: You're so quiet that people don't even remember you when you're standing right next to them. Your opponents count as flat-footed whenever you attack them.

Investigator [Skill]

You have an eye for detail and so much patience that going through a 100' by 100' room inch-by-inch doesn't even try it.

Search ranks:

- 0: You can use Search to find traps like a character with trapfinding. If you already have that ability, you gain +3 to your Search checks. Search is always a class skill for you.
- 4: You can Search a 10' by 10' area with a full-round action.
- 9: You automatically sense any active magic effects in an area you search. If you succeed on a DC 20 Search check, you can determine their number, strength, and school, as if using *detect magic*.
- 14: You can Search objects or areas within 30 feet of yourself. You can make a Search check as a swift action.
- 19: You have an intuitive sense for hidden things. Anytime something that someone has hidden is within 60 feet of you, you know it; if there are multiple things, you know how many. However, you must still make Search checks as normal to locate them.

Item Master [Skill]

You make magic items do things you want.

Use Magic Device ranks:

- 0: You gain a +3 bonus to Use Magic Device checks.
- 4: You don't suffer mishaps with magic items.
- 9: When rolling Use Magic Device checks or random effects from magic items, you may roll twice and take the better result.
- 14: With a swift action and a successful Use Magic Device check against a DC of 30 + the item's caster level, you can gain the benefits of a slotted magic item without needing to have a slot available (for instance, a third ring on your finger) for one round.
- 19: When you activate a wand or staff, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements. When using spell trigger, spell completion, or other consumable magic items, if you succeed on a Use Magic Device check of 40 + the caster level of the item as a swift action, the item or charges thereof are not consumed.

Leadership [Leadership] [Skill]

You convince people that obeying you is a good career move.

Diplomacy ranks:

- 0: You can awe even strangers and enemies into following your orders. With a DC 20 Diplomacy check, you can use *command* as a spell-like ability, with save DC equal to 10 + $\frac{1}{2}$ your character level + your Cha modifier.
- 4: Your natural talent for leaderships attracts followers. Your leadership score is equal to your ranks in Diplomacy plus your Charisma modifier.

- 9: You persuade someone that you are so awesome that they should follow you around all the time, acquiring a cohort. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- 14: Your natural majesty stirs guilt in those who refuse your demands. With a DC 30 Diplomacy check, you can use *geas* as a spell-like ability, but it offers a Will save at DC 10 + $\frac{1}{2}$ your character level + your Cha modifier.
- 19: You command the loyalty of armies... even opposing ones. With a DC 40 Diplomacy check, you can use *greater command* as a spell-like ability, with save DC equal to 10 + $\frac{1}{2}$ your character level + your Cha modifier and effective caster level equal to your bonus on Diplomacy checks.

Legendary Wrangler [Skill]

No one can tell where you end and your ropes begin.

Use Rope ranks:

- 0: You gain a +3 bonus to Use Rope checks and proficiency with the bolas, net, and whip.
- 4: You can use a rope as if it was a bolas or whip, and you can substitute your ranks in Use Rope for your Base Attack Bonus for combat maneuvers made with it. You can also use it as a net, replacing the normal DC 20 Escape Artist check for someone entangled with it with your Use Rope check. You can throw a grappling hook, tie a knot, tie a special knot, or tie a rope around yourself one-handed as a move action. You don't provoke attacks of opportunity for using Use Rope.
- 9: You can use a rope, whip, grappling hook, or similar item to manipulate any item within 30 feet of yourself as easily as if it was in your hands; you can also make disarm, entangling (as if with a net), and trip attempts with it. You can move around on ropes and similar structures, like webs, as easily as you can on the ground.
- 14: With a DC 30 Use Rope check, you can use *animate rope* as a spell-like ability; you can use any ability you can with an ordinary rope with an animated rope.
- 19: You can manipulate items out to 60 feet with ropes and similar items. You can use ropes for the grab on and hold down grapple maneuvers. When using combat maneuvers with ropes, you can replace the relevant check (disarm, grapple, trip, etc.) with a Use Rope check.

Lord of Death [Leadership] [Necromantic] [Skill]

A whole bunch of skeletons and crap show up to fight under your tattered banner.

Knowledge (Religion) ranks:

- 0: You have a Command Rating equal to your ranks in Knowledge (Religion divided by five (round up)). You are a Necromantic leader (see *Heroes of Battle*).

- 4: You can muster a group of followers. Your leadership score is your ranks in Knowledge Religion plus your Wisdom modifier. Your followers are all mindless Undead. You don't make them or anything, they just show up.
- 9: You are able to delegate command to a loyal cohort. Your cohort is an intelligent and loyal Undead creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- 14: Your followers swell in number to that of an army.
- 19: Your allies gain energy resistance to Positive Energy equal to your level while they are within line of sight of you.

Magical Aptitude [Skill]

You're crazy good at manipulating magic.

Spellcraft ranks:

- 0: You gain a +3 bonus on Spellcraft checks.
- 4: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.
- 9: You can dismiss a spell as a free action. You can redirect a spell as a move action, if it normally requires a standard action, or a swift action, if it normally takes a move action. You gain a +3 bonus on dispel checks.
- 14: You can counter a spell as an immediate action.
- 19: You automatically know which spells or magic effects are active on upon any individual object you see, as if you had *greater arcane sight* active on yourself.

Many-Faced [Skill]

You change identities so often even you don't remember what you look like anymore.

Disguise ranks:

- 0: You gain +3 to your Disguise checks.
- 4: When creating a disguise, you roll twice and take the better result.
- 9: You can use *nystul's magic aura* as a spell-like ability at will, with a caster level equal to your character level and a save DC of 10 + $\frac{1}{2}$ your character level + your Cha modifier.
- 14: You can create a disguise as a full-round action, but you take a -10 penalty to your Disguise check. You can't be under direct observation while doing this, but you can use Bluff to create a diversion to allow you to change guises, as for the Hide skill.
- 19: You can choose an appearance that anyone viewing you with scrying or other divination magic sees instead of your "real" appearance. Even someone who benefits from *true seeing* must succeed on a caster level check (DC 11 + your ranks in Disguise) to penetrate the illusion.

Master of Terror [Leadership] [Skill]

You scare people so bad they follow you around hoping you won't hurt them.

Intimidate ranks:

- 0: Whenever you use Intimidate in combat, it affects everyone within 30 feet of you.

- 4: You gain followers. Your leadership score is equal to your ranks in Intimidate plus your Charisma modifier.
- 9: You gain a cohort who enjoys frightening your underlings almost as much as you do. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- 14: You gain the frightful presence ability. When you speak or attack, enemies within 30 feet of you must succeed on a Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) or become shaken for 5d6 rounds. An opponent that succeeds on its saving throw is immune to your frightful presence for 24 hours.
- 19: Your opponents take a -2 morale penalty to saving throws if they can see you and you are within medium range (based on your character level).

Monster Rancher [Skill] [Leadership]

You can breed and train a large number of crazy beasts.

Handle Animal ranks:

- 0: You can use Handle Animal as if it were Diplomacy when dealing with Magical Beasts and Dragons. You can do similarly with Aberrations and Plants with an Intelligence Score that is less than 9.
- 4: You can muster a group of followers. Your leadership score is your ranks in Handle Animal plus any synergy bonuses you get to that skill. Your followers can, and must be, monsters.
- 9: You have a loyal cohort that is a monster of some kind. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.
- 14: You know what any monster is unless it is disguised by illusion, and you can look up its stat line in the appropriate monster book when devising your strategies.
- 19: Once per day, you can reroll a saving throw allowed by a Supernatural Ability.

Mounted Combat [Skill]

You are at your best when fighting with an ally that you are sitting on.

Ride Ranks:

- 0: Once per turn, you may attempt to negate an attack that hits your mount by making a Ride skill check with a DC equal to the AC that the attack hit. Attacks that do not require an attack roll cannot be negated in this way.
- 4: While Mounted, you may take a charge attack at any point along your mount's movement, so long as your mount is moving in a straight line up to the point of your attack.
- 9: You suffer no penalty to your ride or handle animal skill checks when training or riding unusual mounts such as magical beasts or dragons.

- 14: You may use your Ride Check in place of your mount's Balance, Jump, Climb, or Reflex Saving Throws.
- 19: Any time a spell effect would target your mount, you may elect to have it target you instead. Any time a spell effect would target you, you may elect to have it affect your Mount instead.

Natural Empath [Skill]

You read people like books.

Sense Motive ranks:

- 0: You gain a +3 bonus to Sense Motive checks.
- 4: You can quickly size up potential opponents. If you succeed on a Sense Motive check as a free action, opposed by their Bluff, you can tell if they're an even match (their CR equals your character level), an easy challenge (their CR is 1-3 less than your level), irrelevant (their CR is 4 or more less than your level), stronger (their CR is 1-3 higher than your level), or overwhelmingly powerful (their CR is 4 or more higher than your level). You can use this ability once on a particular creature every 24 hours.
- 9: If you succeed on a Sense Motive check, opposed by Bluff, you know your opponent's alignment. If you beat their Bluff by 20 or more, you can read their surface thoughts, as if during the third round of *detect thoughts*.
- 14: You have an uncanny intuition for when people are interested in you. Any time someone uses a remote spell or effect, like *scrying*, to examine you, you know you're under observation and if you make a Sense Motive check that beats their Bluff check, you know some details about them: if you've met them before, you recognize them, but if not, you get a basic idea of their reasons for their interest in you. Similarly, if you use Sense Motive on someone influenced by an enchantment effect, you can find out who created the effect with a Sense Motive check opposed by the controller's Bluff, getting the same information.
- 19: You know what people are going to do before they do. Any time someone you're aware of attacks you, make a Sense Motive check opposed by their Bluff: if you succeed, you get a free surprise round.

Persuasive [Skill]

When you tell you people something that contradicts the evidence of their own eyes, they believe you.

Diplomacy ranks:

- 0: You gain a +3 bonus to Diplomacy checks.
- 4: Your words can stop fights before they start. Any creature that can hear you speak must make a Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) or it can't attack you directly; however, you aren't protected from its area or effect spells, or similar abilities. Any creature that succeeds on its save is immune to this ability for 24 hours. You may use nonattack spells or otherwise act, but if you attack the creature or its allies, it may attack you. This is a mind-affecting, language-dependent charm effect.

- 9: You can fascinate creatures with your silver tongue. You can affect as many HD of creatures as your bonus on Diplomacy checks; any creature that fails a Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) becomes fascinated. If you use this ability 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 a subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude, allowing you to make a single request of an affected creature. 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.
- 14: You can influence even hostile creatures into talking things over with you. With a DC 30 Diplomacy check, you can use a language-dependent version of *charm monster* as a spell-like ability, with save DC equal to 10 + $\frac{1}{2}$ your character level + your Cha modifier; this is a mind-affecting charm effect.
- 19: You can convince an entire group of enemies to listen to you. If you succeed on a DC 40 Diplomacy check, your *charm monster* ability improves to *mass charm monster*, with a caster level equal to your bonus on Diplomacy checks.

Professional Luddite [Skill]

You've learned to break machines because you're an antitechnology fanatic – or maybe you just work for the local protection racket.

Disable Device ranks:

- 0: You can use Disable Device on magic traps like a character with trapfinding. If you already have that ability, you gain +3 to your Disable Device checks. Disable Device is always a class skill for you.
- 4: You can use your Dexterity modifier instead of your Intelligence modifier for Disable Device checks. Darkness and blindness do not hinder your ability to disable devices.
- 9: You can reduce the amount of time required to disable a device. For each multiple of 10 you beat the required DC, you can decrease the time required from 2d4 rounds to 1d4 rounds to 1 round to a standard action to a move-equivalent action to a free action.
- 14: You can use Disable Device to end any persistent effect or area spell effect as if it was a magic trap, but the DC is 25 + twice the spell's level.
- 19: As an attack action, you can disable magic items. You must succeed on a melee touch attack roll for attended objects. Make a Disable Device check against a DC of 15 + the item's caster level: if your check succeeds, the item must make a Will save against a DC of 10 + $\frac{1}{2}$ your character level or be turned into a normal item, and even if it saves, its magical properties are suppressed for 1d4 rounds.

Sharp-Eyed [Skill]

Nothing escapes you.

Spot ranks:

- 0: You gain a +3 bonus to Spot checks.
- 4: You can make a Spot check once a round as a free action. You don't take penalties for distractions on your Spot checks.
- 9: As a move action, you can make a Spot check against a DC of an opponent's Armor Class: if you succeed, you can ignore their Armor and Natural Armor bonus to AC for the next attack you make against them. If you accept a -20 penalty to your check, you can attempt this check as a swift action. Divide any distance penalties you take on Spot checks by two.
- 14: If you beat an opponent's Hide check with a Spot check at a -10 penalty, you can ignore concealment. If you beat their Hide check at a -30 penalty, you can ignore total concealment.
- 19: You can see through solid objects, but you take a -20 penalty on your Spot check for each 5'. Divide any distance penalties you take on Spot checks by five.

Slippery Contortionist [Skill]

Your childhood nickname was "Greasy the Pig," but now people call you "The Great Hamster."

Escape Artist ranks:

- 0: You gain +3 to your Escape Artist checks.
- 4: While squeezing into a space at least half as wide as your normal space, you may move your normal speed and you take no penalty to your attack rolls or AC for squeezing.
- 9: You can squeeze through a tight space or an extremely tight space as a full-round action, but you take a -10 penalty to your Escape Artist check. Opponents grappling you don't get positive size modifiers added to their grapple bonus when you use Escape Artist to try to break their hold.
- 14: If you succeed on a DC 30 Escape Artist check, you can ignore magical effects that impede movement as if you were under the effects of *freedom of movement* for one round; this is not an action. You can also slip through a *wall of force* or similar barrier with a DC 40 check.
- 19: You can make an Escape Artist check instead of a saving throw for any effect that would keep you from taking actions. (This does not help against effects that don't allow a saving throw.)

Steady Stance [Skill]

You can fight just about anywhere.

Balance ranks:

- 0: You gain a +3 bonus to your Balance checks.
- 4: If an effect would knock you prone, if you succeed on a DC 20 Balance check, you remain standing.
- 9: If your opponent is balancing, you gain a +3 dodge bonus to AC against their attacks unless they succeed at beating you in an opposed Balance check.
- 14: All Balance DCs are halved for you.

- 19:** You never suffer any impairment or damage from anything you're standing on, whether it's molten lava, a cloud, or even another creature. Ambient conditions, such as lighting or weather, can still impair you.

Stealthy [Skill]

If someone sees you, you have to kill them.

Hide ranks:

- 0:** You gain a +3 bonus to your Hide checks.
- 4:** You can Hide as a free action after attacking, and snipe with melee attacks (or ranged attacks from closer than 10').
- 9:** A constant *non-detection* effect protects you and your equipment, with an effective caster level equal to your ranks in Hide.
- 14:** You can attempt to Hide even when under direct observation, but you take the usual -20 penalty to your check.
- 19:** Even opponents who can see you have trouble locating you. If they succeed at beating your Hide check with Spot (and thus can see you), they have a 50% concealment miss chance when attacking you, which decreases by 5% for each point they beat your Hide DC.

Swim Like a Fish [Skill]

You're at least as home in the water as you are on land.

Swim ranks:

- 0:** You gain +3 to your Swim checks.
- 4:** You gain a swim speed equal to your base land speed, with the attendant benefits. You don't take armor check penalties to your Swim checks.
- 9:** You can breathe water, and you can attack through water as if under the effects of *freedom of movement*.
- 14:** While under water, you can substitute Swim checks for Reflex saves, and you gain a +4 bonus to attack and damage rolls.
- 19:** As a swift action, you can add your ranks in Swim as a dodge bonus to your Armor Class while under water.

Track [Skill]

You feel at home no matter where you are.

Survival ranks:

- 0:** You can follow tracks using Survival, as the Track and Legendary Tracker feats.
- 4:** You can identify the race/kind of creatures from their tracks.
- 9:** You can move through or over difficult natural terrain without being slowed, taking nonlethal damage, or suffering other impairment. You take no penalties for moving your speed when tracking, and only -10 when moving double your speed. You can track subjects protected by *pass without trace* or similar spells at a -20 penalty.
- 14:** You can track through the Astral Plane with a DC 35 Survival check. You can determine the destination of a teleportation spell when standing at the point of departure with a DC 40 Survival check; if you have *teleport* or a similar spell, you can follow as if you had seen the destination once.
- 19:** You're immune to natural planar effects as if you had *planar tolerance* always active.

Tyrant [Skill] [Leadership]

You push people around and get larger and larger groups trapped in the iron gauntlet of your brutal rule.

Intimidate ranks:

- 0:** You inspire such terror that creatures you intimidate continue to act intimidated after you leave, too afraid to raise their voice in defiance even after you have apparently left them far behind.
- 4:** You can muster a group of followers. Your leadership score is your ranks in Intimidate plus your Strength modifier.
- 9:** Your followers swell in number to that of an army.
- 14:** Your mere presence inspires fear and can break a battle. Enemies with more than 5 hit dice less than you do must make a Will save (DC 10 + Level + Strength Modifier) of flee in panic. This is a [Fear] effect.
- 19:** Your presence causes despair in even brave opponents. All enemies within 30' of your suffer a -2 Morale penalty to Willpower saves.

6.5 [Celestial] and [Fiend] Feats

A feat with the [Celestial] or [Fiend] tag can only be taken by a creature who is an Outsider. For this purpose, any creature from any upper plane is a Celestial regardless of its alignment, while any creature from any lower plane is a Fiend regardless of its alignment. Further, any elemental or outsider with a Good alignment is a Celestial regardless of its plane of origin., while any elemental or outsider with an Evil alignment is a Fiend regardless of its plane of origin. The abilities granted by feats with the [Celestial] or [Fiend] tag are Extraordinary abilities unless otherwise stated. A Celestial does not gain a Fiendish trait from taking a [Celestial] feat that also has the [Fiend] tag.

Apprenticeship

New Mentor Types for the Lower Planes:

While the race of a mentor is usually irrelevant, some

mentors draw their knowledge and experience solely from their racial heritage and the magical radiations of their home plane. To choose one of these extraplanar mentors, the character must have at least 2 ranks in Knowledge

(planes).

Devil: A devil mentor is a powerful baatezu from the Nine Hells of Baator that has decided to share its knowledge with a worthy apprentice. An apprentice of this mentor gains an innate understanding of infernal contracts, and may use Knowledge(planes) to influence the attitude of any native of a plane that is aligned to law and evil, or any subject of a calling spell.

- Knowledge (Planes)
- Knowledge (any one)

Demon: A demon mentor is a powerful tanar'ri from the Abyss, and it has forced his apprentices to hide a portion of his power. Once per month, you may use one of its spell-like abilities of a 2nd level effect or less.

- Bluff
- Knowledge (Planes)

Yugoloth: While utterly evil, Yugoloth mentors are honorable in their own way and have been known to train apprentices in the dark arts. Apprentices of these fiends learn the true nature of evil, and may choose to count as evil for the prerequisites of feats or prestige classes, and for magical effects like spells or magic items.

- Knowledge (Planes)
- Diplomacy

Demondand: A demondand mentor is a powerful fiend from Carceri. An apprentice of this mentor learns the arts of punishment at the hands of these extraplanar jailors, and may use Intimidate to influence a creature's attitude to Helpful by accepting a +10 to the DC of the check.

- Knowledge (Planes)
- Intimidate

Attune Domain

You incorporate the workings of a divine domain into your magic.

Prerequisite: Caster level 1+, Must follow a god or philosophy consistent with the chosen domain.

Benefit: Choose a domain when this feat is selected. Every spell from that domain is considered to be on your spell-list for any spellcasting classes you happen to have. These spells are considered to be spells known at the level they appear in the chosen domain. These spells are cast (and prepared, if appropriate) as normal for your class.

Special: You may select this feat multiple times, its effects do not stack. Each time you may select a new domain, so long as your chosen god or philosophy can incorporate all of them. As usual, your DM must approve any god or philosophy. You may not have more than three attuned domains or spheres together.

Attune Sphere

You incorporate the workings of a sphere into your magic.

Prerequisite: Caster level 1+, Must have bled from a wound inflicted by an outsider with access to the chosen sphere.

Benefit: Choose a sphere when this feat is selected. Every spell from that sphere is considered to be on your spell-list for any spellcasting classes you happen to have. You are considered to know each of those spells at the level they appear in the chosen sphere. These spells are cast (and prepared, if appropriate) as normal for your class.

Special: You may select this feat multiple times, its effects do not stack. Each time you may select a new sphere. You may not have more than three attuned domains or spheres together.

Blood War Sorcerer

As a battle magician in the Blood War, you've learned killing arts that would amaze common spellcasters.

Prerequisite: Blood War Squaddie, Caster level 5, must have fought in the Blood war for one year.

Benefit: Each time one of your spells successfully damages a creature with Spell Resistance, they take a cumulative -1 penalty to SR. This penalty is reduced by 5 for every day of rest, and can be otherwise healed as ability damage. In addition, you may cast any spell that requires you to be of a fiendish race.

Blood War Squaddie

Due to your time during the Blood War, you've been tainted, honed, and hardened by the horrors you've seen.

Prerequisite: Knowledge(planes) 2, must have fought in the Blood War for one year.

Benefit: You are immune to fear, and actually gain a +2 Morale bonus to hit, damage, and saves when exposed to an enemy's fear effect (this bonus lasts one minute). In addition, you may treat any fiendish Exotic weapons as martial weapons.

Special: This can only be taken at 1st level.

Spell	CR
Summon Monster I	2
Summon Monster II	4
Summon Monster III	6
Summon Monster IV	8
Summon Monster V	10
Summon Monster VI	12
Summon Monster VII	14
Summon Monster VIII	16
Summon Monster IX	18

Breath Weapon [Celestial], [Fiend]

Prerequisites: Character level 6.

Benefits: Choose a spell-like ability you possess with a duration of Instantaneous: this ability can be used as a Supernatural Breath Weapon with an area equal to a 10' per spell level of the spell-like ability used. Each use of this ability expends one use of the spell-like ability. Each time this breath weapon is used, it cannot be used again for 1d4 rounds.

Broker of the Infernal

Due to the study of the Infernal laws, you have learned to harness the powers of True Names in your summoning

magic.

Prerequisites: Knowledge (Planes) 10, must be able to cast a spell of the [calling] subtype

Benefits: When you possess the True Name of a creature, you may summon it with a Summon Monster spell. The version of the summon monster spell used must equal half their CR, as shown below. For all effects, this spell is a summoning spell, and functions as if the creature were a summoned monster, but if killed the creature is dead as normal and cannot be summoned again until it is returned from the dead.

Carrier [Fiend]

You are a carrier of a dangerous disease, though you are immune to its effects

Prerequisite: Must have one level of a Fiend class.

Benefit: When you gain this ability choose a disease with a DC equal to the DC your disease would have (Half HD + Con mod). Your disease does ability damage or special effects equal to the disease chosen. Once chosen, your disease type does not change, but your disease DC will increase when your HD or Con modifier increase. Unlike a normal disease, this is a supernatural disease, and its initial effects occur immediately.

Constricting Fiend [Fiend]

Your legs merge into a long tail, and you gain the ability to squeeze the life from your foes.

Prerequisites: Character level 6.

Benefits: On a successful Grapple check, you can choose to do a 4d6 Constricting attack as a normal attack. Due to you change in form and body type, you can only use nonstandard-sized armor.

Craft of the Soulstealer

By studying stolen souls, you have learned to fully tap their power for your magical creations.

Prerequisites: Three or more item creation feats, caster level 6.

Benefits: When creating magic items, you can bind a soul into the item by adding the actual receptacle of the soul into the item. In many cases, this is a gemstone that is added as decoration. A single soul is worth GP equal to its CR square, times 100 for magic item creation purposes, and is worth 1/5th of that value in XP. Only one soul may be added to an item, and any extra gold or XP provided by the soul above the cost of the item is wasted. Also, if the creature whose soul was taken had spell-like abilities, these spells may be used as prerequisites for the item's creation. Any item created by this art radiates the alignment of the soul inside the item, and it also radiates strong evil. If the receptacle containing the soul is removed from the item, the item is destroyed and the soul is released.

Devour the Soul [Fiend]

As a fiend, you gain nourishment from devouring souls.

Prerequisite: Must have one level of a Fiend class.

Benefit: Each time a soul is consumed (either a receptacle or petitioner), you regain HPs equal to 10 times its CR, and heal ability damage or drain equal to its CR. Souls eaten in this fashion cannot be restored from the dead until you are killed.

Dominions of the Infernal

When you call, armies of those you have defeated are forced to answer in service.

Prerequisite: Must have the signature *summon* ability of the great Fiendish Houses; must have a Leadership score.

Benefit: If you successfully *summon* a fiend with a CR less than your level, more than one creature may appear. The weaker the creatures are, the more are summoned.

CR	Number Appearing
Level-2	d2
Level-3	d3
Level-4	d4
Level-5	d6
Level-6	d8
Level-7	2d6
Level-8	2d10
Level-9	3d10
Level-10	7d6
Level-11	3d20
Level-12	7d12
Level-13	d100
Level-14	6d20
Level-15	25d6
Level-16	10d20
Level-17	40d6
Level-18	60d6
Level-19	80d6

Elemental Aura [Celestial], [Fiend]

Your close relationship with primal elemental forces has manifested in a damaging aura.

Prerequisites: Character level 7, must have a subtype granting immunity to a form of elemental damage.

Benefits: Choose one of your elemental subtypes granting immunity to a form of elemental damage. You radiate a damaging aura that does 4d6 of elemental damage of that type to any creature within 10' of you at the beginning of your turn.

Extra Arms [Celestial], [Fiend]

You have more arms than normal.

Prerequisite: Character level 6 (per extra pair).

Benefit: You have two extra humanoid arms. Each arm has your full strength and dexterity.

Special: You may take this feat more than once, its effects stack. You must have a minimum of 6 levels for each iteration of this feat (so a 12th level character may have 2 sets of extra arms).

Essence Gourmand [Fiend]

Even among soul-eating fiends, you are a accomplished eater.

Prerequisite: Must have one level of a Fiend class, Devour the Soul.

Benefit: Whenever you devour a soul, you gain knowledge of your victim's personal history and important memories (not skills, levels, feats, etc), in addition to the normal effects. You also may cure any one status effect.

Extra Summons [Celestial], [Fiend]

You may use your Summoning ability two extra times each day

Prerequisite: Must have the signature *summon* ability of the great Angelic or Fiendish Houses.

Benefit: Your *summon* ability may be used two extra times each day (the ability is normally usable once each day, so it could be used for 3 separate chances to conjure an ally.)

Fiend Cabalist

You were trained in the mystic arts by a powerful fiend, and your magical power stems from a dark source.

Prerequisite: Caster level 1

Benefit: You gain Knowledge(planes) as a class skill, and all of your spells gain the [evil] subtype, and spells you cast and magic items you create radiate an evil aura equal to the strength of their normal magical aura. Any spells you cast that already have the Evil subtype gain a +4 caster level.

Special: This can only be taken at 1st level.

Fiendish Invisibility [Fiend]

You cannot be seen.

Prerequisite: Character level 6

Benefit: You are naturally invisible, as with the spell improved invisibility.

Special: Fiendish Invisibility always has a flaw, something that will allow your character to be seen. Examples include:

- **Invisible in Light:** If you are ever in shadowy illumination, you are visible.
- **Visible by Breath:** You are only invisible if you hold your breath for 3 rounds first. When you next exhale, you become visible again.
- **Invisible on Stone:** Your character is invisible when touching the ground. While standing on worked floors or flying, you can be seen.

Greater Teleport [Celestial], [Monstrous]

The extraplanar blood running through your veins allows you to use the signature travel methods of the outer planes.

Prerequisite: Outsider, character level 5+

Benefit: You may use *greater teleport* at will as a spell-like ability. You may only transport yourself and 50 pounds of carried items.

Harmless Form [Celestial], [Fiend]

You can assume the likeness of a mortal.

Prerequisites: Character level 4

Benefits: You can Change Shape into a medium-sized Humanoid appearance. You can use this ability to Disguise yourself as other people, and it gives a +10 to Disguise checks as normal. When using this ability, your reflection in mirrors is of your true form.

Heighten Spell-like Ability [Celestial], [Fiend]

You can treat your spell-like abilities as more powerful spell effects.

Benefit: When you use a spell-like ability, you may use it as if it were of a higher than normal spell level. You may not raise a spell-like ability to in this fashion to an effective spell-level higher than half your character level.

Hellscarred

Having had your mind or body twisted by the essence of a fiend, you have gained some sensitivity and immunity to their power.

Prerequisites: Must have failed a saving throw to a spell or effect associated with a fiend, and cannot be a fiend or have any feats with the [Fiend] subtype.

Benefits: If you ever fail a save to a Special attack, Special Quality, or spell of a fiend, you may a reroll that save (once per save). This ability may be used a number of times per day equal to your Charisma modifier (minimum 1). In addition, you may cast detect fiends as a spell like ability at will. This spell functions as enlarged detect magic (120 foot range), but it only detects the presence of fiends and their magical effects. This effect also cannot determine school of magic, but instead will indicate the race of the fiend (baazetu, tanar'ri, yugoloth, or demondand subtype if appropriate).

Huge Size [Celestial], [Fiend]

Your size increases to Huge.

Prerequisites: Character level 10

Benefits: If your size would normally be Large without this feat, it increases to Huge (with all the usual changes).

Large Size [Celestial], [Fiend]

Your size increases to Large.

Prerequisites: Character level 5.

Benefits: If your size would normally be Medium without this feat, it increases to Large (with all the usual changes).

Memories of Death

You retain your memories perfectly after you are slain and brought back from the dead.

Prerequisite: Must be a native to the Prime Material Plane

Benefit: When you die and are returned back from the dead by any means, you do not lose a level, any XP, or Constitution. Any other penalties associated with returning to life (such as being exhausted or waking up in a new body) are unchanged. Note that this means that you have flawless intelligence as to the alignment of whoever

brought you back from the dead.

Pincers [Fiend]

Two of your hands are converted into pincers.

Benefit: Each Pincer is a natural weapon, and attacks made with the Pincer are considered to have the Improved Grab ability.

Poison Sacs [Fiend]

One of your natural weapons is envenomed.

Prerequisite: Must have one level of a Fiend class.

Benefit: When you gain this ability choose any poison in Dungeons and Dragons with a DC equal or less to the DC your poison would have (Half HD + Con mod). You poison does ability damage or special effects equal to the poison chosen. Once chosen, your poison type does not change, but your poison DC will increase when your HD or Con modifier increase.

Product of Celestial Dalliance

One of your recent ancestors was a Celestial Outsider or from a good-aligned plane. Maybe your parents play it off as a virgin birth, maybe your dad became a Saint.

Benefits: You may take any [Celestial] feat. Additionally, you gain Resistance 5 to Acid, Cold, and Electricity; the [Angel], [Archon], [Eladrin], or [Guardinal] subtype; and a Smite Evil attack usable at will that does bonus damage equal to 1/2 of your strength modifier.

Special: Can only be taken at 1st level.

Product of Infernal Dalliance

One of your recent ancestors mated with an infernal creature, and now the tainted blood of a Lower Planar creature flows in your veins. Though you can resist the call of your evil heritage, it manifests itself in an inheritance of fiendish power.

Benefits: You may take any feat with the [Fiend] subtype. In addition, you radiate faint evil, have either two claws or one bite natural weapon, and have Cold Resistance 5 or Fire Resistance 5. When this feat is gained, you also gain the [Baazetu], [Tanar'ri], [Yugoloth], or [Demondand] subtype.

Special: Can only be taken at 1st level.

Slime Trail [Fiend]

Your body secretes a slick mucus that dries quickly in contact with air, but you've learned to use this to your advantage.

Prerequisites: Character level 2.

Benefits: Your square counts as if the spell grease has been cast in it, and this effect ends when you leave a square and renews itself at the end of your turn. You are immune to this grease effect. You also gain a +4 bonus any checks to escape a Grapple.

Sphere Focus [Monstrous]

You can draw on the power of a specific Sphere more easily.

Prerequisite: Access to at least one Sphere

Benefit: Select a Sphere that you know. The DC of any saving throw against spell-like abilities from that Sphere increases by 1.

Special: You may select this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different Sphere.

Spines of Fury [Fiend]

Spines cover your body, and you may fire these spine at your enemies.

Prerequisites: Character level 3.

Benefits: You may fire up to two of your body's protruding spines per round as a standard action. You are proficient in these spines, and they have the same game effects as daggers. You may also remove them and use them as daggers, and they count as your natural weapons for purposes of damage reduction and spell effects. You body has a number of spines equal to twice your character level, and regenerate these amounts after one day of rest.

Sting of the Scorpion [Fiend]

You have a viciously barbed tail that carries a lethal poison.

Benefit: You have a stinger as a natural weapon that carries a poison that inflicts initial and secondary damage of 1d6 Con. The save DC is Constitution based. You may only inject a number of doses of poison per day equal to your Con bonus.

Stolen Breath [Fiend]

Prerequisites: Character level 3.

Benefits: On a successful grapple check, your opponent may not speak or breathe for one round in addition to any normal effects of a successful Grapple check.

Stoning Gaze [Fiend]

Your gaze petrifies the living and leaves them as statue to decorate your domain as a warning to others.

Prerequisite: Character level 9

Benefit: Once per round as a Free Action, you must designate one living creature within 60 feet of you. If that creature meets your gaze before your next turn, it must make a Fortitude save or be permanently transformed into Stone as by a stone to flesh spell. The save DC is Charisma based. The effects of this feat are a Supernatural Ability.

Supernatural Virulence [Fiend]

Your poison is as much magical as it is biological.

Prerequisite: Must have a poisonous natural weapon.

Benefit: Choose one of your spell-like abilities of 3rd level or lower. Any time you successfully poison a victim, they are also targeted by this spell-like ability as if this effect was cast (this expends one use of the ability). While poisoned with your venom, the victim cannot be

affected by your spell-like ability again.

Wings of Evil [Fiend]

You have sinister bat-like wings growing from your back.

Prerequisite: Character level 5.

Benefit: You have a fly speed double that of your normal ground speed. You have good maneuverability, and you must be able to flap your wings to stay aloft (meaning that it requires very specialized armor or cloaks to permit flight).

Special: If you would prefer to have insectile wings or

feathered wings instead, you can do that. The maneuverability and speed are unchanged. Once the look and feel of the wings is selected it cannot be changed.

Wings of Good [Celestial]

Benefits: You gain wings and a fly speed equal to double your base land speed with good maneuverability. You must be able to flap your wings to stay aloft (meaning that it requires very specialized armor or cloaks to permit flight). These must be feathery or energy-based.

6.6 [Elemental] Feats

A feat with the [Elemental] tag can only be taken by a creature who is from an inner plane or any Elemental or Outsider with an elemental subtype. If the feat has another similar tag (such as [Celestial], [Fey], or [Fiend]), a creature who fulfills the criteria for the other tag may waive this requirement. The abilities granted by feats with the [Elemental] tag are Extraordinary abilities unless otherwise stated.

Abode of Earth [Elemental]

You are at home within the earth.

Prerequisites: (Earth) subtype, Burrow speed, Character level 3+

Benefits: Your Burrow speed improves by 10' or to a minimum of 30', and you may burrow through rock. You may leave a tunnel or leave the earth behind you undisturbed, as you choose. If you leave the earth undisturbed, there is no sign of your passage unless you are in a square adjacent to a surface, except to creatures with Tremorsense or who make the Perception check to hear you. The Perception check is not made more difficult by the earth you are in, just by distance through it. Other rocks and earthen walls do interfere as normal.

Adept Flyer [Elemental]

You are a natural flyer.

Prerequisites: (Air) subtype, Fly speed, Character level 5+

Benefits: Your Fly speed improves to twice your base land speed (minimum 60'), or +10', whichever is more, and your maneuverability improves to Perfect. Your Fly speed improves by 20' for every five character levels you gain beyond 5th.

Binding Growth [Elemental]

You grow on people.

Prerequisite: Wood Elemental Creature (e.g., Psuedoelemental Being (Wood) feat)

Benefit: After pinning or lifting a creature for a round, you may attempt to grow a Binding Growth on them with another grapple check against a DC of 10 + their Grapple modifier. Once you do so, they are bound, losing their Dexterity bonus to AC and their ability to take physical actions other than try to escape, until they break the bonds. The bonds can be broken by others with a

slashing melee weapon capable of doing 5 + your hit dice points of damage against AC 5+your Constitution modifier, but a miss hurts the bound creature, or by a Strength check (DC 15 + your Constitution modifier) or Escape Artist check (DC 10 + your hit dice + your Constitution modifier). Even once broken, they remain on for 1d4 rounds, entangling the bound creature.

Ice Trail [Elemental]

You leave a trail of ice wherever you go.

Prerequisite: Character Level 3+, (Cold) Subtype

Benefit: Your square counts as if it had the *Grease* spell cast on it, except that the slick is made of ice and has the (Cold) descriptor. Any square you leave has this effect on it, lasting until the end of your next turn. You never slip on ice, making you immune to this effect.

Infusion of Elemental Essence

You have been infused with the power of one of the elemental planes, granting you an affinity for that element and a small degree of magical power.

Benefit: You may take any feat with the [Elemental] subtype that you qualify for; additionally, choose an elemental subtype (Air, Earth, Fire, or Water), and you may take [Elemental] feats as though you had that subtype. You also gain Resistance 10 to an energy type dependent on your element:

Air or Earth: Acid or Electricity

Fire: Fire

Water: Acid or Cold

You may select this feat only once.

Large Size [Elemental]

As the Outsider feat of the same name, except that, optionally, two points of the Strength boost and one point of the Natural Armor increase for the size increase may be traded to remove the reduction to Dexterity. You may

do this trade twice, for a final total of STR +4, Dex +2, Natural Armor +0.

Primal Armor [Elemental]

Your body deflects blows off of itself.

Benefit: You gain impenetrable Damage Reduction equal to half your character level, rounded up (1/- at first level, 2/- at 3rd, 5/- at 9th, 10/- at 19th).

Primal Fortification [Elemental], [Racial]

Your body has become even more impenetrable.

Prerequisite: Elemental-Bodied, Hardiness of the Elements

Benefit: You gain immunity to Critical Hits. You also cannot be flanked, as your undifferentiated body has no clear front or back.

Psuedoelemental Being [Racial]

You are a psuedoelemental being, with rare and unique powers.

Prerequisite: Elemental-Bodied.

Benefits: Instead of picking a normal elemental type as an elemental-bodied, select one of the following other planes: Ice, Magma, Shadow, or Wood. You gain benefits as follows for the type you've picked:

Ice: You gain the (Cold) subtype, a 30' base land speed, a 30' swim speed, and +2 to Str. Your melee attacks do 1d6 bonus Cold damage. You speak Aquan and Auran.

Magma: You gain both the (Earth) and (Fire) subtypes. Your base land speed is 20', and you gain +2 Str. Otherwise you gain the full benefits of both elements.

Shadow: You have a 30' base land speed and a Fly speed of 10', with good maneuverability, and gain +2 Dex. You are *invisible* in any lighting less than bright light. You speak Common. Despite your affiliation to the Plane of Shadow instead of to the Inner Planes, you still qualify for [Elemental] feats.

Wood: You have no elemental subtype, and gain +2 Con and a 10' Climb speed. You gain Regeneration 0, penetrable by Fire and Slashing weapons, which improves to Regeneration equal to your level in areas of natural daylight or equivalent brightness (such as a *daylight* spell). You only gain natural healing if you spend at least 8 hours/day in such brightness. You count as a Plant, in addition to an Elemental, for all effects relating to type. You speak your choice of Sylvan or Treant, and any Elemental language.

Other Dual-element types than Magma, such as Ooze (Water and Earth), Smoke (Air and Fire), Vapor (Water and Air), and so on are possible.

Special: This feat can only be taken at 1st level.

Stolen Breath [Elemental]

As the [Fiend] feat of the same name, except where noted below. **Prerequisites:** (Air) Subtype or Drowning Grasp, Character level 3+

Tremorsense [Elemental]

Your close connection to your home element gives you Tremorsense.

Prerequisites: (Earth) or (Water) Subtype, Character level 6+

Benefits: You gain Tremorsense out to 120'. You gain Blindsight out to 30' against any creature you can Tremorsense. If you have the (Water) subtype and not the (Earth) subtype, your Tremorsense works at its full range in liquids, but only to half range and you do not gain Blindsight through solids.

Touch of Shadow [Elemental]

Your shadowy touch can bypass armor.

Prerequisite: Shadow Elemental Creature (Psuedoelemental Being (Shadow), Shadow Genasi, or similar), Natural weapon, Character Level 3+

Benefit: You may choose to make natural weapon attacks as touch attacks. Such attacks use your Dexterity bonus to hit, instead of Strength, and do not gain Strength to damage.

Uncanny Flexibility [Elemental], [Racial]

Your body, being made of a material other than flesh, bends in directions and places that flesh neither can nor should.

Prerequisite: Airbodied, Firebodied, or Waterbodied; or Psuedoelemental Being (Magma or Shadow).

Benefit: You gain a +4 bonus to Escape Artist checks, and Escape Artist is always a class skill for you. You can compress your head to about half area for purposes of slipping through tight spaces, and may attempt to slip manacles, ropes, webs, nets, grapples, and similar bonds as a free action.

Unstoppable Force [Elemental], [Racial]

You cannot be stopped.

Prerequisites: Elemental-Bodied, Hardiness of the Elements

Benefit: You become immune to paralysis and stunning.

6.7 [Necromantic] Feats

Necromantic Creation Feats:

Any feat with the [Necromantic] tag is a necromantic creation feat. This means that it is merely one part of

the dark tradition of necromancy; other means such as necromancy spells or other effects can create these undead, but this is an easy path for the serious Necromancer. One trait shared by these feats is that each feat has a separate control pool for the undead it creates. For example, if a necromancer has the Path of Blood feat and the A Feast Unknown feat, he may control up to his unmodified charisma modifier in vampires or vampire spawn in addition to controlling up to his unmodified charisma modifier in ghouls. It is a move action to give commands any one undead creature. Any undead controlled by this feat cannot create undead or use the Spawn Undead ability.

The rituals are inexpensive, but require the flesh and blood of intelligent creatures as well as living creatures or fresh corpses as subjects. Any additional costs or conditions are listed in the individual feat. These rites take 1 hour per CR of the creature created, and can only be performed at night or in a location that has never been touched by the sun (such as a deep cave). The maximum CR of an undead creature created with these rites is two less than the creator's Character level.

Materials to create any undead always cost at least 25 gp per hit die. Creating undead by these methods generally requires at least an hour.

Body Assemblage [Necromantic]

The discarded husks of life are nothing more than a building material to you.

Prerequisite: Caster Level 1, ability to cast 1st level spells of the Necromancy school.

Benefit: You may create skeletons and zombies that serve you alone. You automatically control up to your unmodified Charisma modifier in undead created by this feat, but no undead can have a CR greater than two less than your Character level.

Special: A first or second level character can create undead less than their own CR, but each undead creature counts as two for control purposes.

A Feast Unknown [Necromantic]

You have partaken of the feast most foul and count yourself a king among the ghouls.

Prerequisite: You must have consumed the rapidly cooling flesh of an intelligent mortal creature. Must be evil.

Benefit: You can create Ghouls or Ghosts from any dying person (at -1 to -9 hps). Any undead you create have the Scent special quality. In addition, any time you completely consume the flesh of a sentient creature, you regain 5 hps per HD.

You automatically control up to your Charisma modifier in undead created by this feat, but no undead can have a CR greater than two less than your Character level.

Feed the Dark Gods [Necromantic]

You have attracted the attention of dark gods and demon lords, and they are willing to grant dark life to your creations in exchange for pain and power.

Prerequisite: Any two necromantic feats, Character level 7, 10 ranks in Knowledge (Religion)

Benefit: You may create any undead creature through the art of sacrifice. For every CR of the creature you wish to create, you must sacrifice one sentient soul (Int of 5 or better) and 500 gp. For example, if you wish to create a CR 8 Slaughterwight, you must sacrifice eight sentients and 4,000 gp. You cannot create any undead with a CR greater than two less than your Character level.

You automatically control up to your unmodified Charisma modifier in undead created by this feat, but no undead can have a CR greater than two less than your character level.

The Path of Blood [Necromantic]

You have learned the dark and selfish rites that create vampires, the legendary immortal blood drinkers of the night.

Prerequisite: Character level 5

Benefit: You can create Vampires and Vampire Spawn. Your unintelligent undead heal fully at the next sunset following them killing a living creature with a piercing or slashing attack. A spellcaster with this feat has access to any spell with a [blood] component. You automatically control up to your unmodified Charisma modifier in undead created by this feat, but no undead can have a CR greater than two less than your Character level.

Whispers of the Otherworld [Necromantic]

You have learned the tricks of torturing a soul past the veil of life, and into the shadow of death.

Prerequisite: Character level 4

Benefit: You may create incorporeal undead. In addition, any undead you create have a +2 to Initiative, +4 to Move Silently checks, and Lifesight as a Special Quality. You automatically control up to your Charisma modifier in undead created by this feat, but no undead can have a CR greater than two less than your character level.

Wrappings of the Ages [Necromantic]

The ancient secrets by which unlife can be sustained in mummification have been unearthed.

Prerequisite: Character level 8

Benefit: You can create mummies. In addition, any undead you create has their natural armor increase by +3. Also, any time your undead rest (take no actions) in an enclosed space that has never been touched by the sun, the location counts as a Tomb for them as long as they inhabit it (see New Rules). In all other ways, the area is not a Tomb.

You automatically control up to your Charisma modifier in undead created by this feat, but no undead can

have a CR greater than two less than your character level.

Blood Painter

By painting magical diagrams out of your own blood, you can spontaneously cast spells using only your own life energy. This is especial use to casters who prepare spells, or to casters who have run out of spells.

Prerequisite: Path of Blood, Caster level 5, Spellcraft 4 ranks

Benefit: At any time, a caster with this feat can cast any spell he knows by painting a magical diagram on a flat 10' by 10' surface. This takes one minute per spell level, and deals two points of Constitution damage per spell level to the caster (or loses a like amount of Blood Pool if he has one). If the caster's current Con or Blood Pool is less than double the spell's level, the spell cannot be cast.

Any spells cast with this feat are Supernatural effects.

Boneblade Master

You have mastered the alchemic processes needed to create boneblades, as well as their use in combat.

Prerequisite: Craft(alchemy) 4, Craft 4 (scrimshaw)

Benefit: You are considered to be proficient in the use of any weapon made from the special material Boneblade, and you may craft weapons out of Boneblade. In addition, you are considered to have the Improved Critical feat for any boneblade weapons you use in melee combat. You also gain a +2 to Initiative checks.

Child Necromancer

An obsession with death and experimentation with necromancy early in your childhood perverted your body and blossoming magical talent. As a result, your body never aged past childhood, and you are an adult in a child's body, magically powerful but physically weak.

Prerequisite: Caster level 1, must know at least one necromancy spell of each spell level you can cast.

Benefit: All Necromancy spells you cast are at +4 caster level, and you gain the effects of [Weapon Finesse](#) for all Necromancy touch attack spells you use (if you desire). You have -4 Strength, and appear to be a child despite your actual age category (this does not prevent penalties or bonuses from advancing in age categories, or stop the aging process). You are one size category smaller than normal for your race (do not further adjust ability modifiers). If you are a spontaneous caster, you may permanently exchange any spell known for any Necromancy spell you possess in written or scroll form. If you are a preparation caster, you may learn any Necromancy spell you possess in written or scroll form from any list, and you may not select Necromancy as a restricted school. These Necromancy spells may be from any list, can be exchanged at any time, and once gained are cast as spells of your spellcasting class. These spells remain as spells known even if you later lose this feat.

Special: This feat can only be taken at 1st level. If circumstances ever cause a character to no longer meet the

prerequisites of this feat, they may choose any metamagic feat they qualify for to permanently replace this feat.

Devil Preparation

By learning dark culinary techniques, you have learned to consume the flesh of devils, demons, and other infernals, absorbing their taint and some of their power.

Prerequisite: A Feast Unknown, Character level 10, must have eaten the flesh of a Devil or Demon.

Benefit: You gain the ability to cast one spell from the Half-Fiend template per day as a spell-like ability (limited by your HD on the Half-fiend chart). In addition, all spells from the Evil Domain are considered spells known for you, you gain a +2 to Intimidate checks, and you can choose to count as a Tanari or Baazetu for the effects of spells, magic items, or prerequisites for feats or prestige classes.

Fairy Eater

By consuming the flesh of fairies, you have absorbed a fraction of their magic.

Prerequisite: A Feast Unknown, must have eaten the flesh of a creature with the Fey type.

Benefit: All figments and glamers you cast have their duration extended by two rounds. In addition, all spells from the Trickery Domain are considered spells known for you, you gain a +4 to Disguise checks, and you can choose to count as a Fey for the effects of spells, magic items, or prerequisites for feats or prestige classes.

Ghost Cut Technique

Study of the ephemeral essence of incorporeal undead has taught you combat techniques that transcend the limitations of the flesh.

Prerequisite: Whispers of the Otherworld

Benefit: Each day, you can use the spell *wraithstrike* as swift action spell-like ability a number of time equal to half your character level.

You also gain a +2 to initiative checks, a +4 to Move Silently checks, and Lifesight as a Special Quality.

Heavenly Desserts

By gorging on the sweet flesh of angels, you have digested a portion of their divine essence.

Prerequisite: A Feast Unknown, Character level 10, must have eaten the flesh of an Angel, Archon, Eladrin, or Deva.

Benefit: You gain the ability to cast one spell from the Half-Celestial template per day as a spell-like ability (limited by your HD on the Half-Celestial chart). In addition, all spells from the Gluttony Domain are considered spells known for you, you gain a +2 to Diplomacy checks, and you can choose to count as Good for the effects of spells or magic items.

Sleep of the Ages

Your mastery of ancient mummification techniques has revealed a secret technique for sleeping away the ages.

Prerequisite: Character level 8, Wrappings of the Ages, you must remove all of your internal organs and place them within canoptic jars during a magic ritual

Benefit: By arranging focuses worth 1,000 GP in a ritual manner and wrapping yourself in the funeral arrangements of a mummy, you can initiate the Sleep of the Ages. Until your focuses are disturbed, you will stay in suspended animation. In this state, you do not age, breath, need to eat, or are subject to any effect requiring a Fort Save.

As a side effect of learning this technique, you remove all of your internal organs and place them within canoptic jars during a magical ritual. This process does not harm you, and from this point onward you are no longer subject to critical hits or sneak attacks. Having your organs in canoptic jars has no other game effect, but if they are destroyed you no longer gain the effects of this feat (your organs magically return to your body and you must remove them again to regain the use of this feat.)

6.8 [Undead] Feats

The powers of the undead are legendary, in part because they are so varied. A feat with the [Undead] tag can only be selected or used by a character who is undead.

Enervating Touch [Undead]

Your undead nature allows you to drain the life out of living victims.

Benefit: Your unarmed attacks and natural weapons inflict one negative level. The DC to remove that negative level is Charisma based. You gain 5 temporary hit points every time you inflict a negative level on an intelligent creature in this way.

Control Spawn [Undead]

Your victims serve you eternally in death.

Prerequisite: Enervating Touch

Benefit: When a creature dies from the negative levels

you inflict and rises as a Wight, it comes under your control. At any one time, you may control a number of Wights in this manner equal to your Charisma modifier (minimum of one). If you create additional Wights, you choose which spawn you lose control over.

Paralyzing Touch [Undead]

The touch of your clawed hand freezes the lifeblood of the hardiest of mortals.

Prerequisite: Ghoul

Benefit: Your unarmed strikes and natural attacks cause paralysis for one minute unless your victim makes a Fortitude save. This save is Charisma based.

PRESTIGE CLASSES

7.1 Spellcasting

7.1.1 Arcane Archer

“I kill people with arrows. Special arrows.”

The arcane archer isn’t, strictly speaking, a hybrid, since in itself it’s a pure combat class that just requires multiclassing into a casting class as a prerequisite. However, it’s close enough so that I want to discuss it in this section.

Back when the 3.0 DMG was released, arcane archer wasn’t playable, since it was still a full BAB class, which meant it didn’t have any abilities anyone cared about. However, it was less unplayable than it is now, because it received two huge nerfs in 3.5: *greater magic weapon* came into the core and arrow and bow enhancements changed so they no longer stacked with each other. As it stands, a core 3rd-level spell replaces most of the class’s features, another spell (*arrow storm*) duplicates hail of arrows and is available much earlier with less investment, arrow of death isn’t even remotely level-appropriate (a DC 20 Fort save at 17th level? Please.), and phase and seeker arrow do far too little damage to be relevant. The only mildly interesting ability is imbue arrow, since it opens up the possibility of firing AMFs at your enemies from miles away, but because of the PrC’s prerequisites and the required two levels of lost casting, it’s also all but useless.

Prerequisites:

BAB: +3

Race: Elf or half-elf

Feats: Point Blank Shot

Proficiencies: Proficient with the longbow, the shortbow, or a similar weapon

Spells: Ability to cast *greater magic weapon* and *true strike* as arcane spells.

Hit Die: d6

Class Skills: The Arcane Archer’s class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 2 + Intelligence Bonus

All of the following are class features of the Arcane Archer prestige class.

Weapon and Armor Proficiency: Arcane archers gain no new proficiency with any weapon or armor.

Spellcasting: At every level except 1st, an arcane archer casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in an arcane spellcasting class she had previous to gaining that level.

Imbue Arrow (Su): An arcane archer can cast an area, touch, ray, targeted, or effect (that affects an area) spell into an arrow as she fires it, with a single standard action. If it’s an area or effect spell, it takes effect where the arrow lands, even if the spell could normally only be centered on the caster. If it’s a targeted, ray, or touch spell, if

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1		+0	+2	+2	Imbue Arrow, Magic Arrows	–
2	+2		+0	+3	+3	Enhanced Arrows, <i>hawkeye</i>	+1 spellcasting level
3	+3		+1	+3	+3	Enduring Spells, <i>hunter's mercy</i>	+1 spellcasting level
4	+4		+1	+4	+4	Hunter	+1 spellcasting level
5	+5		+1	+4	+4	True Shot	+1 spellcasting level
6	+6		+2	+5	+5	<i>arrow storm</i>	+1 spellcasting level
7	+7		+2	+5	+5	Prepare Arrow	+1 spellcasting level
8	+8		+2	+6	+6	Swift Enhancement	+1 spellcasting level
9	+9		+3	+6	+6	Sniper	+1 spellcasting level
10	+10		+3	+7	+7	Martial Mage	+1 spellcasting level

the arrow hits its target (with a normal attack roll), the spell affects that target as normal, offering spell resistance and a saving throw or throws as usual. Any spell she imbues into an arrow gets +1 to its saving throw DCs and +2 bonus to penetrate spell resistance.

Magic Arrows (Su): Any arrow an arcane archer fires has an enhancement bonus equal to one-third her character level, to a maximum of +5 before 21st level.

Enhanced Arrows (Su): Starting at 2nd level, any arrow an arcane archer fires gains a special ability or abilities: she selects any ability or combination of abilities from the following list that sum to one-third her highest arcane caster level. She can change which ability her arrows gain as a move-equivalent action; beginning at 8th level, she can change abilities as a swift action.

Example: General Ielenia, an elf wizard 2/arcane archer 8, is leading the elves against a goblin army, so before the armies meet, she selects goblinoidbane and superior seeking for her enhanced arrows ability. However, during the battle she discovers that the goblins have hired some ogre mercenaries led by an ogre mage, so she takes a move-equivalent action to switch her arrows to giantbane and flaming burst.

- Bane +1
- Flaming +1
- Freezing +1
- Ghost Touch +1
- Magebane (Complete Arcane) +1
- Merciful +1
- Seeking +1
- Shocking +1
- Thundering +1
- Flaming Burst +2
- Icy Burst +2
- Shocking Burst +2
- Wounding +2
- Superior Seeking +2
- Explosive (Complete Warrior) +3
- Phasing +3
- Brilliant Energy +4

Superior Seeking: A superior seeking arrow flies unerringly to its target, even going around corners, but the arcane archer must know that an enemy is in a square; the arrow negates any miss chances from concealment or cover. Her attack is rolled as normal.

Phasing: A phasing arrow goes ethereal and only returns to material existence as it's about to strike its target. Thus, it can pass through solid objects and even spells (but not force effects) on the way to its target, though the arcane archer must still target the right square. Her attack is rolled as normal.

hawkeye: At 2nd level, an archer archer who prepares spells adds *hawkeye* (Spell Compendium) to her spellbook for free, and may lose a prepared spell to cast it like a cleric casting a *cure* spell. An arcane archer who casts spontaneously adds it to her spells known for free.

Enduring Spells (Su): Starting at 3rd level, all of an arcane archer's arcane spells have their durations doubled, as if she had applied the Extend Spell metamagic feat to them. This does not change their level or casting time. If she has the Extend Spell metamagic feat, she can apply it to triple their durations.

hunter's mercy: At 3rd level, an archer archer who prepares spells adds *hunter's mercy* (Spell Compendium) to her spellbook for free, and may lose a prepared spell to cast it like a cleric casting a *cure* spell. An arcane archer who casts spontaneously adds it to her spells known for free.

Hunter: At 4th level, an arcane archer gains Hunter as a bonus feat. If she already has it, she may select any Combat or metamagic feat she meets the prerequisites for as a bonus feat instead.

arrow storm: At 5th level, an archer archer who prepares spells adds *arrow storm* (Spell Compendium) to her spellbook for free, and may lose a prepared spell to cast it like a cleric casting a *cure* spell. An arcane archer who casts spontaneously adds it to her spells known for free.

True Shot (Su): Beginning at 5th level, an arcane archer able to cast *true strike* (either has it prepared, or knows it and has an appropriate unused spell slot) can cast the spell and fire an arrow that benefits from it as a single standard action. If she prepares spells, she may lose a prepared spell to cast *true strike* like a cleric casting a *cure* spell.

Prepare Arrow: Beginning at 7th level, as a standard action, an arcane archer can place a spell into an arrow as if using imbue, and the arrow holds the spell until it's fired. She may only have one such arrow prepared at a time.

Sniper: At 9th level, an arcane archer gains Sniper as a bonus feat. If she already has it, she may select any Combat or metamagic feat she meets the prerequisites for as a bonus feat instead.

Martial Mage (Ex): Beginning at 10th level, an arcane archer's Base Attack Bonus is equal to her highest arcane caster level, regardless of what class levels she has, but can't in any event be greater than her Hit Dice.

7.1.2 Arcane Strategist

"Did they think they could fool a strategist like me? I have specialised in the use of fire all my life!"

You plan things out ahead of time. In excruciating detail. And then kill people. With your plans.

Requirements:

Skills: Knowledge (Engineering) 8 ranks, Knowledge (Nature) 8 ranks and Knowledge (Tactics) 8 ranks

Spells: must be able to cast 3rd level Arcane spells

Special: must have followers or an army or a [Leadership] feat.

Hit Die: d6

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skills/Level: 6 + Intelligence Bonus

All of the following are Class Features of the Arcane Strategist prestige class.

Weapon and Armor Proficiency: Arcane Strategists gain no proficiency with any weapon or armor.

Spellcasting: Every level, the Arcane Strategist casts spells (including gaining any new spell slots and spell knowledge) as if they had also gained a level in an arcane spellcasting class they had previous to gaining that level.

Move Earth: The Arcane Strategist may cast Move Earth as a spell-like ability a number of times per day equal to her Int modifier.

Expert Tactician: This feat is gained as a bonus feat.

Delay Spell: The Arcane Strategist may Delay any spell they cast, except for the spells of their highest level available. A spell may be delayed by up to 3 rounds, chosen at the time of casting. After this delay, the spell goes off, just as if it had been cast only then.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Move Earth, Expert Tactician	+1 spellcaster level
2nd	+1		+0	+0	+3	Delay Spell, Mass Spell 1/Day	+1 spellcaster level
3rd	+1		+1	+1	+3	Signal	+1 spellcaster level
4th	+2		+1	+1	+4	Spell Trap, Mass Spell 2/Day	+1 spellcaster level
5th	+2		+1	+1	+4	Retributive Spell	+1 spellcaster level
6th	+3		+2	+2	+5	Spell Beacon, Mass Spell 3/Day	+1 spellcaster level
7th	+3		+2	+2	+5	Eight Trigrams Formation	+1 spellcaster level
8th	+4		+2	+2	+6	Artillery, Mass Spell 4/Day	+1 spellcaster level
9th	+4		+3	+3	+6	Conjure Battlefield	+1 spellcaster level
10th	+5		+3	+3	+7	TACTICAL GENIUS!, Mass Spell 5/Day	+1 spellcaster level

Mass Spell: Once per day, the Arcane Strategist may cast a Mass version of a spell, using the same spell slot as the original. This takes a full round action if it would normally take less time, or an extra full round action if it would take one round or more. The spell must be one that affects one or more targets, not an area of effect. It now affects one target per caster level. Every 2 levels, another daily use of this is granted.

Signal Spell: With a full round action, the Arcane Strategist may declare a special strategy. All allies within hearing distance can be blessed with a Contingency for when the Arcane Strategist casts a specific spell, causing them to perform a Standard, Move or Full Round Action (stated at time of preparation) as an Immediate Action. This lasts until activated, the upcoming Dawn/Dusk/Noon/Midnight or the ability is used again (it overwrites current contingencies).

An example could be “When I cast a Mass Haste, everyone make a Full Attack Action against an enemy you can reach.” or “When I Fireball the enemies, everyone Charge them”.

Spell Trap: The Arcane Strategist may cast a spell as a Trap, as long as the spell usually affects an area of effect. The Trap is placed onto a 5’ square and lasts until the upcoming Dawn/Dusk/Noon/Midnight, or until triggered, or until the maximum allowed is exceeded, where the oldest are removed first. The maximum allowed is the Arcane Strategist’s Intelligence modifier.

Enemies can detect the trap with a Search check equal to the save DC of the spell (if it doesn’t have one normally, it is 10 + spell level + Int modifier). If someone steps into the square without Disabling it first, the spell goes off, only affecting the one square. All other effects are the same, and the square being trapped has to be adjacent to the Arcane Strategist.

Retributive Spell: The Arcane Strategist may cast any Single Target spell as a Retributive spell, but may only have one up at a time. She becomes wreathed in magic for 1 minute or until struck in melee combat. If the latter occurs, the spell activates, affecting the attacker as though they were the original target of the spell.

Spell Beacon: The Arcane Strategist may cast a spell as a Spell Beacon at a range of up to 20’ per class level. The square targeted glows with a pillar of light, helping to direct allies to it. Whenever one of her allies touches the square, the spell is activated. This may be any multiple target, single target or area of effect spell, and is usually used to place buffs at vital objectives to help allies hold the positions. Some strategists are not above making the spells harmful, however, effectively setting orbital bombardments on their allies.

Eight Trigrams Formation: With a Full Round Action, the Arcane Strategist can create a defensive barrier for her allies. Draw an imaginary line between every pair of allies, including the Arcane Strategist. These form Walls of Force for one round, and are filled with Acid Fog that does not affect her or her allies.

Additionally, the Arcane Strategist and her allies gain the benefits (but not the drawbacks) of a Stoneskin effect for one round. Any foe who attacks the Arcane Strategist or any of her allies during this time but fails to deal any damage automatically becomes Exhausted for one minute. In this case, allies are only those within 50’ of the Arcane Strategist, not those back home in Kansas.

Artillery: Damaging spells cast by the Arcane Strategist begin to have tell-tale signs of their destructive capacity. When the Arcane Strategist casts Area of Effect spells that allow a save and primarily deal damage, her enemies may elect to dive for cover, becoming Prone and Cowering for 1 round, but automatically passing all saving throws. They can do this after rolling and failing, but doing so extends the Cowering to 2 rounds. While they remain Prone and Cowering, they continue to automatically pass saving throws against such spells cast by her.

Conjure Battlefield: Once per day, the Arcane Strategist may transform the landscape into a favourable battlefield. One square mile gains the effects of Nightmare Terrain (the Arcane Strategist and her allies ignore this effect), and a trench network covers a third of the battlefield - the third closest the Strategist, providing Full Cover. Additionally, a full fortress set (as per the Warmage “Instant Fortress” ability) is conjured on her side, and spits out one Fireball

per round. Finally, the middle third of the area is filled with a Stone Spikes effect. Should a major victory be scored, this ability may be used once more on that day.

TACTICAL GENIUS! Once per day, the Arcane Strategist may perform a great tactical move, selecting one of two effects:

- 1) She and her allies are instantly Teleported Without Error or Gated to the precise point they wish to be, with a Timestop effect taking place upon arrival.
- 2) A powerful magical ally is summoned, appearing anywhere the Arcane Strategist can see. Typical creatures include:
 - a Remorhaz with additional HD
 - a Purple Worm (no sniggering there!) with additional HD
 - a Colossal Adamantine Animated Siege Tower with a Catapult on top
 - a Colossal Monstrous Vermin with additional HD

The CR may be any amount up to your character level -2. The creature hangs around until one minute has passed, and usually just goes on a rampage, trying to deal as much damage to the enemy forces as possible.

This ability may be used once more in the day if a great victory is achieved.

Great Victories: A decisive martial victory on the scale of annexing a decently-sized kingdom, or in lieu of conquest, a terror that was plaguing aforementioned decently-sized kingdom and threatened it with destruction/enslavement/more than just the heebiejeebies.

Optionally anything that involves great tactical coordination and represents the culmination of months if not years of planning and maneuvering might also qualify (for instance, courting, seducing and having sex with eight princesses at once, or convincing the entire planet to play a game of The Floor Is Lava (this can of course be really simple by actually turning the floor into lava)).

7.1.3 Barrister of the Nine

“Perhaps unfortunately, your contract actually does not allow that.”

The rules governing planar contracts are inviolate, but they are not written down in their entirety in any book of laws or treatise on the planes. Only the most agile, creative, and logical of minds can grasp the entirety of the mystical laws governing contracts between the planes, and these individual find service among power brokers and demon princes of the Nine Hells. If they survive this term of service, they eventually learn all the ways to abuse and exploit the unclear language and loopholes in the contract agreements of the planes.

Requirements:

Skills: Knowledge (planes) 10 ranks, Profession (Infernal Lawyer) 10 ranks, Diplomacy 4 ranks, Intimidate 4 ranks.

Feats: Broker of the Infernal, Apprentice(Devil)

Spells: Ability to cast 5th-level arcane spells, and the spell *lesser planar binding*

Special: Must be a native of the Prime Material Plane

Special: Must be lawful and cannot be good.

Hit Die: d4

Class Skills: The Barrister of the Nine class skills (and the key ability for each skill) are Bluff(Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate(Cha), Knowledge (all) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Barrister of the Nine prestige class. Any use of the Barrister of the Nine’s class abilities (except Corner Office) creates a written contract. If this written contract is destroyed, the spell modified by the Barrister’s class ability ends.

Weapon and Armor Proficiency: Barristers of the Nine gain no proficiency with any weapon or armor.

Spellcasting: Every level, the Barrister casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Seal the Contract(Su): At first level, a Barrister of the Nine may use any of the planar binding spells to seal an agreement between any two individuals. While the Barrister must cast the spell, one of the two individuals becomes the caster for the purposes of services owed and payments.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Seal the Contract, Corner Office, Immunity Deal	+1 spellcaster level
2nd	+1		+0	+0	+3	Penalized	+1 spellcaster level
3rd	+1		+1	+1	+3	Pacts: Stability Pact	+1 spellcaster level
4th	+2		+1	+1	+4	Contractual Obligations	+1 spellcaster level
5th	+2		+1	+1	+4	Pacts: Renewal Pact	+1 spellcaster level
6th	+3		+2	+2	+5	Proof of Payment	+1 spellcaster level
7th	+3		+2	+2	+5	Pacts: Death Pact	+1 spellcaster level
8th	+4		+2	+2	+6	Inheritance Clause	+1 spellcaster level
9th	+4		+3	+3	+6	Pacts: Contingency	+1 spellcaster level
10th	+5		+3	+3	+7	Loophole	+1 spellcaster level

Corner Office (Sp): At 1st level, the Barrister gains an extraplanar office for his dealings. This effects may be used at will, and is in effect a magnificent mansion, except that it is the same location between castings, meaning that when the duration ends this extradimensional space is inaccessible, but items and creatures still be there when this ability is used again (effectively trapped unless planar travel magic is used) . This location counts as the Prime for calling spells, and has a permanent calling circle and an unchanging layout.

Immunity Deal (Ex): A Barrister of the Nine is immune to energy drain and wisdom drain.

Penalized: At 2nd level, the Barrister of the Nine has learned to incorporate double-talk and legal trickery in his calling spells, meaning that if called creatures survive to complete their service(s), they must return half the GP value treasure used to buy their services. Note: If a creature accepted the caster's services in return for their service, they must instead pay half the value of such services in GP or magic items.

Pacts (Sp): At 3rd level, the Barrister of the Nine can cast *stability pact* as a spell-like ability one per day. At 5th level, he may cast *renewal pact* once per day as a spell-like ability. At 7th level, he may cast *death pact* once per day as a spell-like ability. At 9th level, he may cast *contingency* once per day as a spell-like ability.

Contractual Obligations: When making a bargain with a extraplanar being, the Barrister can gain one additional service for every +5 added to the DC of bargaining check.

Proof of Payment: At 6th level, the Barrister of the Nine has learned to add in clauses to his planar binding spells that delays payment for services until those services are completed. If the called creature is killed before the service is complete, the Barrister does not need to pay for services.

Inheritance Clause: A Barrister of the Nine of 8th level can transfer services owed him by creatures he has bound to other creatures, even if those creatures are not present at the time a calling spell is cast.

Loophole: At 10th level, the Barrister of the Nine has learned to word his agreements is such a way as to avoid payment. He no longer needs to pay for any agreements made with his calling spells.

7.1.4 Bladesinger

"They say my voice is terrible. Fortunately for you, I'm going to kill you with my sword instead."

Unlike the arcane archer, which survived with its class abilities intact from 3.0 despite radical changes in the environment, the bladesinger has the singular honor of being one of the most-revised PrCs in third edition. It's gone through no fewer than four distinct versions, first in Tome and Blood, then in the Tome and Blood web errata, then in Races of Faerun, and most recently in Complete Warrior. It's varied from being about as effective as any full-BAB class (that is to say, not very) to complete and total uselessness.

Prerequisites:

BAB: +3

Race: Elf or half-elf

Feats: Elusive Target

Proficiencies: Proficient with all martial weapons and light armor.

Skills: Balance 4 ranks, Concentration 4 ranks, Perform (dance) 2 ranks, Perform (sing) 2 ranks, Tumble 4 ranks.

Spells: Ability to cast 1st-level arcane spells.

Hit Die: d8

Class Skills: The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+2	+2	Bladesong School, Minor Spellson	+1 spellcasting level
2	+2	+0	+3	+3	Dance of Air, Lesser Spellson	+1 spellcasting level
3	+3	+1	+3	+3	Blind Fighting	+1 spellcasting level
4	+4	+1	+4	+4	Dance of Blades	+1 spellcasting level
5	+5	+1	+4	+4	Insightful Strike	+1 spellcasting level
6	+6	+2	+5	+5	Dance of Death, Major Spellson	+1 spellcasting level
7	+7	+2	+5	+5	Subtle Cut	+1 spellcasting level
8	+8	+2	+6	+6	Dance of Fury, Song of Celerity	+1 spellcasting level
9	+9	+3	+6	+6	Whirlwind	+1 spellcasting level
10	+10	+3	+7	+7	Bladesong Master, Martial Mage	+1 spellcasting level

All of the following are class features of the bladesinger prestige class.

Weapon and Armor Proficiency: Bladesingers gain no new proficiency with any weapon or armor.

Spellcasting: Every level, a bladesinger casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in an arcane spellcasting class he had previous to gaining that level.

Bladesong School: Bladesingers devote themselves to the study of a single type of weapon above all others. Almost all bladesingers select light or one-handed weapons so they can wield them while also casting spells, but the exact weapon depends on a bladesinger's school, with swords the most popular choice. They gain the Combat School feat for their chosen weapon.

Minor Spellson (Ex): A bladesinger does not suffer arcane spell failure from light armor.

Dance of Air (Ex): Beginning at 2nd level, while wearing light or no armor and wielding his chosen weapon, a bladesinger gains a dodge bonus to AC equal to the level of the highest-level arcane spell he has prepared or the highest-level arcane spell slot he has unused.

Lesser Spellson (Ex): Starting at 2nd level, while wearing light or no armor and wielding his chosen weapon, a bladesinger may take 10 on Concentration checks to cast defensively.

Blind Fighting: At 3rd level, a bladesinger gains Blind Fighting as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Dance of Blades (Ex): Beginning at 4th level, while wearing light or no armor, a bladesinger gains a bonus equal to one-half his class level when using or defending against trips, disarms, sunders, or feints with his chosen weapon. He has the Edge against any opponent whose Dexterity, Intelligence, and Charisma are less than his Intelligence or his Charisma.

Greater Spellson (Ex): Starting at 4th level, when a bladesinger casts a spell while wearing light or no armor and wielding his chosen weapon, he does not provoke an attack of opportunity.

Insightful Strike: At 5th level, a bladesinger gains Insightful Strike as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Dance of Death (Su): Beginning at 6th level, a bladesinger's magic guides his blows to deadly accuracy. While wearing light or no armor, as an immediate action after confirming a critical hit with his chosen weapon, a bladesinger can sacrifice a prepared spell or spell slot, as if he had cast it, and add the level of the spell to his critical multiplier for that hit.

Major Spellson (Ex): Starting at 6th level, whenever a bladesinger casts a spell while wearing light or no armor and wielding his chosen weapon, he gains a +3 dodge bonus to AC until the beginning of his next turn.

Subtle Cut: At 7th level, a bladesinger gains Subtle Cut as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Dance of Fury (Ex): Beginning at 8th level, whenever a bladesinger makes a full attack with his chosen weapon while wearing light or no armor, he gains an additional attack at his full attack bonus.

Song of Celerity (Ex): Starting at 8th level, while wearing light or no armor and wielding his chosen weapon, a bladesinger may cast spells at least four levels lower than the highest level he can cast as swift actions, as if he had

applied the Quicken Spell feat to them. In addition, he gains Quicken Spell as a bonus feat; if he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Whirlwind: At 9th level, a bladesinger gains Whirlwind as a bonus feat. If he already has it, he may select any Combat, Skill, or metamagic feat he meets the prerequisites for as a bonus feat instead.

Bladesong Master: At 10th level, a bladesinger masters his art and starts his own bladesong school. He gains a +3 bonus to attack rolls and Armor Class against anyone wielding his chosen weapon; also, if he takes any Leadership feat [Leadership, for those not using RoW] he gains a +3 bonus to his Leadership score provided he takes a bladesinger as a cohort.

Martial Mage (Ex): Beginning at 10th level, a bladesinger's Base Attack Bonus is equal to her highest arcane caster level, regardless of what class levels she has, but can't in any event be greater than her Hit Dice.

7.1.5 Boneblade Reaper

"I have bested Death itself and cannot die. Your powers do not impress me."

Necromancy is the magic of death, and the study of this art can reveal martial secrets for dealing of death. To be a Boneblade Reaper is not just to study death as a means of bringing it to your enemies, but it is a path of dark enlightenment. To reach a pinnacle of this art, one must embrace death as a lover, and to erase his name from the book of life and enter it into the book of death. This is not the embrace of corrupted state of undeath, but the rewriting of the self as an avatar of an implacable and unknowable force of existence - death itself.

To begin this path, one masters the boneblade, a symbol of the art of dealing death. Then he etches the necromantic runes into his own flesh that mark him as one of Deaths Own. From there, he begins learning the death art of the boneblade, mastering martial techniques culled from the study of necromancy.

Prerequisites:

Skills: Move Silently 9 ranks, Concentration 4 ranks

Feats: Boneblade Master, Weapon Finesse

Spellcasting: Must be able to cast second level spells.

Special: Cannot be undead.

Special: Must have two Fighting Styles *or* must have the Evasion ability.

Hit Die: d8

Class Skills: The Boneblade Reaper's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disable Device (Int), Hide (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Spellcraft (Int).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+2	+2	+2	Deathscribed Flesh, Death Art Strike	+1 spellcasting level
2	+2	+3	+3	+3	Secrets of the Boneblade Art	+1 spellcasting level
3	+3	+3	+3	+3	Dark Life	+1 spellcasting level
4	+4	+4	+4	+4	Fighting Style, Speed of Death +20 feet	+1 spellcasting level
5	+5	+4	+4	+4	Runes of Lifetrapping	+1 spellcasting level
6	+6	+5	+5	+5	Speed of Death +40 feet	+1 spellcasting level
7	+7	+5	+5	+5	Ghost Strike	+1 spellcasting level
8	+8	+6	+6	+6	Master Fighting Style, Speed of Death +60 feet	+1 spellcasting level
9	+9	+6	+6	+6	Dance with the Reaper	+1 spellcasting level
10	+10	+7	+7	+7	Runes of the Dark Reaper, Speed of Death +80 feet	+1 spellcasting level

All of the following are Class Features of the Boneblade Reaper prestige class.

Weapon and Armor Proficiency: The Boneblade Reaper gains no proficiency with armor or weapons, although if he has any ability that applies to a Slam attack he may use it with any Boneblade weapon.

Spellcasting: Every level, the Boneblade Reaper casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Deathscribed Flesh (Ex): The Boneblade Reaper has scribed necromantic runes into the own flesh of his arms and chest, never healing and faintly shimmering with dark energy. As long as these runes are not covered by clothing or armor, these runes provide protection from the blades and claws of the Boneblade Reaper's enemies. In game terms, this counts a +8 armor bonus that counts against touch attacks and incorporeal touch attacks. For each additional level of this class, this bonus increases by +1.

These runes also make the Boneblade Reaper immune to any effect that would turn him into an undead creature, even if he is currently dead.

Death Art Strike (Su): Each time the Boneblade Reaper kills an enemy with a boneblade weapon melee attack, he may make an additional touch attack with a free hand at the same attack bonus. If this attack hits, he may cast one targeted spell against the target of his attack as a free action.

Secrets of the Boneblade Art (Su): From 2nd level on, the Boneblade Reaper may cast his targeted Necromancy spells through his boneblades. Once per turn, with a successful melee attack on an enemy with a boneblade weapon, the Boneblade Reaper may cast a targeted Necromancy spell as a free action that does not provoke an attack of opportunity. This spell affects the enemy as if the boneblade had been enchanted with the Spellstoring attribute and the spell had been inside it when it struck (and been activated during the attack).

Dark Life (Su): At 3rd level, the Boneblade Reaper has learned to draw power from negative energy. Any damage he would receive from negative energy is instead converted to healing on a point for point basis. He is still healed by Positive Energy as well.

Fighting Style: At 4th level, the Boneblade Reaper gains a [Monk's](#) Fighting Style. Appropriate names are generally of a dark tone such as "Wasting Serpent Style" or "Hopeless Basilisk Stance".

Speed of Death (Ex): Even light is not faster than the dark, and nothing living is faster than death. When the Boneblade Reaper achieves 4th level, his speed increases by 20 feet. His speed increases 20 more feet at 6th, 8th, and 10th level.

Runes of Life Trapping (Ex): At 5th level, the Boneblade Reaper is immune to any effect that moves his soul from his body, even if he is currently dead. This includes effects like *magic jar*, *soul bind*, *trap the soul*, and the class features of PrCs like Soul Merchant and Heartless Mage (even if he has levels in these PrCs).

Also, the Boneblade Reaper gains Heavy Fortification in addition to the armor bonus he gains from his Deathscribed Flesh ability.

Ghost Strike (Su): At 7th level, the Boneblade Reaper can lose any prepared spell in order to cast *wraithstrike*, even if this spell is not on his spell list. This casting does not provoke Attacks of Opportunity.

Master Fighting Style: A Boneblade Reaper of 8th level gains access to a Master Fighting Style as a Monk.

Dance with the Dark Reaper (Ex): Due to a bargain with Death, a 9th level Boneblade Reaper must battle the Dark Reaper to win freedom from Death's grasp. Should the Boneblade Reaper die, his body is pulled into a featureless pocket demiplane that cannot be accessed or exited by dimensional traveling magic. Once there, the Boneblade Reaper is stripped of his equipment and he receives the effects of a *true resurrection* spell and a *disjunction*, and he is fully healed. A boneblade weapon is created for him while he is in this demiplane.

He is then immediately forced into a battle with the Dark Reaper (treat as an Entropic Reaper without the Entropic Blade ability). Should he win this battle, he is returned with all his equipment to a safe location 1d4 miles from the place where he died and he does not age for 10 years.

If he loses, he dies again and can only be returned to life with resurrection magic that does not require his body; casting this kind of spell calls a Dark Reaper to the location of the spellcaster and he must kill the Dark Reaper without aid for the spell to take effect. Once returned to life, the Boneblade Reaper's equipment is transported to the location of his new body. The Boneblade Reaper cannot refuse to return to life if resurrection magic is used on his behalf.

If the Boneblade Reaper dies due to reaching his maximum age, his life is extended long enough for him to finish his battle with the Reaper. Should he defeat the Reaper, his maximum age is instead increased by 10 years (during which he does not age any further). If he fails, he cannot be returned to life by any means.

Runes of the Dark Reaper (Ex): At 10th level, the Boneblade Reaper ascends to the honored position of Dark Reaper, and so he cuts the representative runes into his flesh. Any creature he kills with a boneblade is affected by a soul bind effect that binds the soul to the body of the Boneblade Reaper. The only way to release a soul affected by this power is to convince the Boneblade Reaper to release the soul (he can do so as a standard action).

At this level, the Boneblade Reaper also becomes immune to mind-affecting magic or effects.

7.1.6 Celestial Beacon

The Lower Planes are realms of evil of such magnitude that the good are oppressed in such a place. Those whose goodness is so strong that it radiates from them are beacons to the denizens of these realms, and some have learned to harness this light to burn away the unclean presence of the fiends.

Requirements

Skills: Knowledge (Planes) 4 ranks, Knowledge (Religion) 9 ranks.

BAB: +5

Special: Must radiate moderate good.

Special: Must be proficient in heavy armor.

Hit Die: d8

Class Skills: The Celestial Beacon's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Heal (Wis), Knowledge (Religion) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1		+2	+0	+2	Aura of Good, Smite Evil	+1 spellcaster level
2nd	+2		+3	+0	+3	Halo of the Righteous	+1 spellcaster level
3rd	+3		+3	+1	+3	Arms of the Holy	+1 spellcaster level
4th	+4		+4	+1	+4	Armament of the Holy	+1 spellcaster level
5th	+5		+4	+1	+4	Death Ward	+1 spellcaster level
6th	+6		+5	+2	+5	Flare of Goodness	+1 spellcaster level
7th	+7		+5	+2	+5	Light of Peace	+1 spellcaster level
8th	+8		+6	+2	+6	Holyfire Shield	+1 spellcaster level
9th	+9		+6	+3	+6	Celestial Aspect	+1 spellcaster level
10th	+10		+7	+3	+7	Ward Against Evil Magic	+1 spellcaster level

All of the following are Class Features of the Celestial Beacon prestige class.

Weapon and Armor Proficiency: Celestial Beacons gain no proficiency with any weapon or armor, but do gain proficiency in the Tower Shield.

Aura of Good (Ex): The power of a Celestial Beacon's aura of good (see the *detect good* spell) is equal to her Celestial Beacon level. This stacks with any other Aura of Good Ability gained from other sources.

Smite Evil (Su): As a free action, a Celestial Beacon 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 Celestial Beacon level. If the Celestial Beacon accidentally smites a creature that is not evil, the smite has no effect, but a use of the ability is expended for that day. The Celestial Beacon may use this ability once for every level of Celestial Beacon, and uses per day and bonuses of this effect stacks with any Smite Evil gained from other classes.

Halo of the Righteous(Su): At 2nd level, the Celestial Beacon emanates a *magic circle against evil* effect, as the spell.

Arms of the Holy: At 3rd level, any melee attack performed by a Celestial Beacon counts as good-aligned for the purposes by bypassing damage reduction.

Armament of the Holy (Su): At 4th level, any armor worn by the Celestial Beacon takes on a silvery of golden shine, and it is 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 worn by a Celestial Beacon are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0). The Celestial Beacon gains DR 5/evil

Death Ward(Su) : At 5th level, the Celestial Beacon is continuously under the effects of a *death ward*, as the spell. The irises of his eyes become gold or silver.

Flare of Goodness (Su): At 6th level, the Celestial Beacon may perform a Flare of Goodness as an immediate action. This has the effects of a *sunburst* spell, and any evil magic in the radius is automatically dispelled. After using this ability, all class features gained from Celestial Beacon levels cease functioning for 1d4+1 rounds.

Light of Peace: Upon reaching 7th level, the Celestial Beacon is continuously under the effects of a *sanctuary* spell. If the Celestial Beacon attacks during a round, this effect ends for 1d4 rounds, then renews itself.

The Celestial Beacons also gains the ability to shine as brightly as a torch. He may suppress or renew this ability as a swift action.

Holyfire Shield (Sp): As a swift action, an 8th level Celestial Beacon can cast use a spell-like ability called Holyfire Shield at will. This effect is like a golden-colored *fire shield*, but the damage it inflicts is holy damage and it grants immunity to unholy damage.

Celestial Aspect: At 9th level, the Celestial Beacon becomes an Outsider, and gains a +2 to Str, +2 to Wis, and +2 to Cha. He may be restored to life according to his previous type.

Ward Against Evil Magic: At 10th level, the Celestial Beacon gains SR of 15 + character level, but only against [evil] spells and spell-like abilities and the spells and spell-like abilities cast by evil-aligned creatures.

7.1.7 Corpselight Whisperer

“Come into my house, it is warm and the nights are both cool and damp in the swamp.”

The bogs of the Bane Mires are stagnant and reek with the stench of decay. But while they are a boundless well of sickness and death, they are also part of nature, at least according to the merciless will-o-wisps that live there. There are few even among the druids who are willing to make their home in such an inhospitable land. But there are secrets to be learned, for those who with a keen ear and a light step. For while the corpse lights may share their secrets, they may also lead one into the fast bogs from which there is no escape.

There is a side of nature that few admit the existence of, and even fewer have seen first hand. It is dangerous and cruel, filled with moldering corpses and rank spoilage. But it is perhaps not as different from the forests of home as the elders would have one believe...

Prerequisites:

Skills: Knowledge(Nature) 4 ranks, Listen 4 ranks, Survival 9 ranks

Special: Ability to wild shape

Special: Must have made friendly contact with a Will-o-Wisp.

Hit Die: d8

Class Skills: Concentration (Con), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points/Level: 4 + Int modifier

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+2	+2	Spell-like Abilities: Animate Dead	+1 spellcaster level
2nd	+1		+0	+3	+3	Wildshape: Will-O-Wisp, +1 Wildshape Use	+1 spellcaster level
3rd	+2		+1	+3	+3	Spell-like Abilities: Dancing Lights, Terrible Nec-tar	+1 spellcaster level
4th	+3		+1	+4	+4	Summon Wisps, +1 Wildshape Use	+1 spellcaster level
5th	+3		+1	+4	+4	Wildshape: Large Plant, Sanctum Spell	+1 spellcaster level
6th	+4		+2	+5	+5	Bonus Domain (Deathbound)	+1 spellcaster level
7th	+5		+2	+5	+5	Spell-like Abilities: Programmed Image, +1 Wild-shape Use	+1 spellcaster level
8th	+6		+2	+6	+6	Bog's Heart, Bonus Necromantic Feat	+1 spellcaster level
9th	+6		+3	+6	+6	Hands of the Corpselight	+1 spellcaster level
10th	+7		+3	+7	+7	Incorporeal Wildshape 1/day	+1 spellcaster level

All the following are Class Features of the Corpselight Whisperer prestige class.

Weapon and Armor Proficiencies: The Corpselight Whisperer gains no new armor or weapon proficiencies.

Spellcasting: Every level, the Corpselight Whisperer casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class she had previous to gaining that level.

Spell-like Abilities (Sp): A Corpselight Whisperer can use *animate dead* as a spell-like ability. At 3rd level, she is able to use *dancing lights*, and at 7th level she is able to use *programmed image*. Her caster level is equal to her hit dice, and these abilities are usable at will.

Wildshape: At 2nd level, a Corpselight Whisperer can use her Wildshape ability to assume the form of a Will-o-Wisp, regardless of the allowed size, type, or hit dice of her Wildshape ability. Becoming a Will-o-Wisp in this manner gives the Whisperer all of the Will-o-wisp's Extraordinary abilities and [Weapon Finesse](#) as a bonus feat. At level 7, the Whisperer can use her Wildshape ability to assume the form of a Plant of up to Large size. Becoming a Plant in this fashion uses the normal rules for a Druid's Wildshape ability. The Corpselight Whisperer may use her Wildshape ability one extra time per day at levels 2, 4, and 7. Levels in Corpselight Whisperer stack with levels in other Wildshaping classes for the purposes of maximum hit dice and duration.

Terrible Nectar (Su): At 3rd level the Corpselight Whisperer gains sustenance from the terror of others. If she is within 60 feet of an intelligent creature that is affected by a [Fear] effect, she needs one less meal that day and can get by with 2 hours less sleep. If such a creature is killed while under the influence of a [Fear] effect and within 60 feet of her, she does not need to eat or sleep that day at all.

Summon Wisps (Su): A Whisperer of 4th level or higher can summon Will-O-Wisps to aid her. The wisps serve faithfully for one hour and then vanish. The Whisperer can summon one wisp for every two class levels each day, and can choose to summon all of them at once or to conjure them in smaller groups as desired.

Bonus Feat: At 5th level, the Corpselight Whisperer gains Sanctum Spell as a bonus feat. A magical sanctum created in this manner must be in a marshy natural setting (though it does not have to be a structure). At 8th level, the Corpselight Whisperer gains an additional Necromantic Creation Feat that she meets the prerequisites for as a bonus feat.

Bonus Domain: At 6th level, the Whisperer gains the Deathbound Domain as a bonus domain. She gains the granted ability (to animate 50% more undead with each use of *animate dead*), and can prepare one extra domain spell at every spell level using the normal rules for domain spell preparation.

Bog's Heart (Su): A Corpselight Whisperer of 8th level or higher who dies is *reincarnated* 1d10 days later in the middle of her magical sanctum, provided that no one has cut off her magical sanctum in the meantime (either by physically making the area into something other than a swamp, or through magic such as *desecrate*). Being reincarnated in this fashion does not result in level loss and costs no XP. Unlike the normal spell, the Corpselight Whisperer will return with a new young adult body if he dies by reaching his maximum age.

Hands of the Corpselight (Ex): Like a Will-o-Wisp, a Corpselight Whisperer of 9th level can deliver powerful electric shocks. Any touch or natural weapon attack of the Corpselight Whisperer can also inflict 2d8 of electricity damage (even if it would already inflict electricity damage).

Incorporeal Wildshape (Su): A Corpselight Whisperer of 10th level or higher can Wildshape into an Undead creature with the Incorporeal subtype. The Whisperer gains all of the assumed form's Extraordinary, Supernatural, and Spell-like abilities. The Corpselight Whisperer may only Wildshape in this manner once per day, but if she would gain additional uses of Elemental Wildshape for any reason, she gains an equal number of additional uses of Incorporeal Wildshape.

7.1.8 Death King

"I have returned."

The will of the people is great, and their need for heroes is sometimes greater. Sometimes, it is so great as to keep a great warrior from dying. Living but dead, these heroes of the people are pulled back from the dead time and time again, feeling the pain of each death but unable to end the cycle.

Some seek vengeance, while others seek redemption, but all have death in their eyes. Each has returned from death and been changed. Each has grown crueler and harder, and known the bliss of death. None have given up, though many have been destroyed. Underestimate them, and they will destroy you.

Prerequisites:

Feats: Power Attack, Expertise, Leadership

BAB: +8

Special: Must have proficiency with all martial weapons.

Special: Must have been returned from the dead.

Hit Die: Unknown

Class Skills: The Death King's class skills (and the key ability for each skill) are Climb (Str), Concentration(Con), Craft (Int), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points/Level: 2 + Int modifier

All of the following are Class Features of the Death King class.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1		+2	+0	+2	Mantle of Death	+1 spellcaster level
2nd	+2		+3	+0	+3	+1 Natural Armor, Gaze of the Terrible	+1 spellcaster level
3rd	+3		+3	+1	+3	+2 Natural Armor, Fast Healing 1	+1 spellcaster level
4th	+4		+4	+1	+4	+3 Natural Armor, Regeneration 1	+1 spellcaster level
5th	+5		+4	+1	+4	+4 Natural Armor, Horrors from Beyond	+1 spellcaster level
6th	+6		+5	+2	+5	+5 Natural Armor, Eternal Hero	+1 spellcaster level

Weapon and Armor Proficiency: The Death King gains no proficiency with armor or weapons.

Spellcasting: Every level, the Death King casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level. If the character does not have any levels in any spellcasting classes when he takes his first level of Death King, this class feature gives him levels in Sorcerer spellcasting.

Mantle of Death: The Death King's type changes to Undead (and he gains the augmented subtype for his original type) and he gains the [Dark Minded](#) and [Unliving](#) subtypes.

Natural Armor: Every level past 1st, the Death King's natural armor increases by 1.

Gaze of the Terrible (Su): As a swift action, a 2nd level Death King can target an opponent within short range who meets its gaze with a *fear* effect. This effect is handled as the spell, but targets only a single opponent.

Fast Healing 1 (Ex): The Death King gains Fast Healing 1 at 3rd level.

Regeneration 1 (Ex): The Death King gains Regeneration 1 at 4th level. Non-magical weapons do normal damage to the Death King.

Horrors from Beyond (Su): As a swift action, a 5th level Death King can target an opponent within short range with a *phantasmal killer* effect. This effect is handled as the spell.

Eternal Hero (Ex): Should a 6th level Death King be destroyed and his remains interred in a Tomb, he is restored to life in one week with no level loss.

7.1.9 Defiler of Temples

"That stuff is all sacred to Nerull, so we should desecrate it thoroughly. I'm going to need more beer."

The gods are jealous creatures and demand that their followers forsake the other gods. More over, they ask their most devoted followers to destroy the icons and worshippers of their peers. A Defiler of Temples is one who has taken up that cause and seeks to destroy the gods that oppose his own.

Prerequisites:

Skills: 9 ranks in Knowledge (Religion), 4 ranks in Knowledge (Dungeoneering)

Spellcasting: Must be able to cast Divine Spells.

Special: Must have slain a divine caster following a god other than your own or a cleric dedicated to a philosophy you find abhorrent.

Hit Die: d8

Class Skills: The Defiler of Temples' 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 (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0		+0	+2	+2	<i>find traps</i> , Avoid Divine Wrath	+1 spellcasting level
2	+1		+0	+3	+3	Unreproachable Alignment, Divine Spell Resistance	+1 spellcasting level
3	+2		+1	+3	+3	<i>desecrate</i>	+1 spellcasting level
4	+3		+1	+4	+4	Stolen Power	+1 spellcasting level
5	+3		+1	+4	+4	<i>mindblank</i>	+1 spellcasting level

All of the following are Class Features of the Defiler of Temples class.

Weapon and Armor Proficiency: A Defiler of Temples gains proficiency with no new weapons or armor.

Spellcasting: Every level, the Defiler of Temples casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Find Traps (Sp): A Defiler of Temples can cast *find traps* as a spell-like ability with a caster level equal to his character level. This ability is usable at will.

Avoid Divine Wrath (Ex): Magical effects created by divine magic are unable to perceive a Defiler of Temples, so a contingent effect such as a *glyph of warding* will not activate in the Defiler of Temples' presence. A Defiler of Temples can still be affected by a divine spell which targets him or for which he is in the area of effect. Only divine contingent effects are incapable of acting upon him.

Unreproachable Alignment (Ex): All effects that have any effect dependent upon the alignment of a character affect a 2nd level Defiler of Temples as if he had or lacked whatever alignment would cause the least possible effect. So a *blasphemy* would not affect him as if he was Evil, while an *order's wrath* would not affect him as a non-Chaotic individual.

Divine Spell Resistance (Ex): The powers of the gods roll off the back of a Defiler of Temples like butter off a warm sofa. At 2nd level a Defiler of Temples gains Spell Resistance of 15 + Character level. This Spell Resistance only applies against Divine spells.

Desecrate (Sp): A Defiler of Temples loves nothing more than to defile the temples of his enemies. It's what he lives for. At 3rd level, he can do it reflexively with whatever he has on hand. A Defiler of Temples is then able to cast *desecrate* as a spell-like ability with a caster level equal to his character level. This ability is usable at will.

Stolen Power: By 4th level, the Defiler of Temples has captured enough of the divine power from his enemies that he can use it himself. The Defiler of Temples gains one bonus domain that must be one not offered by his deity or consistent with his own philosophy. Spells can be prepared and cast from this extra domain in precisely the same manner as a normal Cleric's Domains.

mindblank (su): At 5th level, the Defiler of Temples benefits from the effects of the spell *mindblank*. Even the gods themselves cannot find him with their magic.

7.1.10 Eldritch Knight

"Yes, I do know how to use this sword I'm carrying. Would you like me to prove it to you?"

Unlike the arcane trickster, the Eldritch Knight is not based on a playable class at all, but rather on the ridiculous idea that full BAB is worth something. Of course, anyone with even a cursory understanding of the game's mechanics realizes that full BAB is worth close to nothing at all, particularly when the alternative is undiluted awesomeness like full spellcasting. However, people want a hybrid arcane-caster/melee class, judging by the number of times the concept's been reinvented, so I guess something like it ought to exist.

The basic problem with making this class work is that if you offered a wizard gestalt with the core fighter or barbarian, at the cost of a level of wizard casting, the wizard would not be crazy if they said no. Any class that makes a wizard drop a level of casting to get into it, therefore, has to have not only full BAB, but class features better than core fighter or barbarian offers.

Prerequisites:

BAB: +1

Feats: Still Spell

Spells: Ability to cast 1st-level arcane spells.

Proficiencies: Must be proficient with all martial weapons, light armor, and shields.

Hit Die: d6

Class Skills: The Eldritch Knight's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 2 + Intelligence Bonus

All of the following are class features of the Eldritch Knight prestige class:

Weapon and Armor Proficiency: Eldritch Knights gain no proficiency with any weapon or armor.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+2	+0	+2	Familiar, Martial Focus, Somatic Skill	+1 spellcasting level
2	+2	+3	+0	+3	Arcane Strike	+1 spellcasting level
3	+3	+3	+1	+3	Bonus Feat	+1 spellcasting level
4	+4	+4	+1	+4	Channel Spell	+1 spellcasting level
5	+5	+4	+1	+4	Enduring Spells	+1 spellcasting level
6	+6	+5	+2	+5	Improved Familiar	+1 spellcasting level
7	+7	+5	+2	+5	Stilled Casting	+1 spellcasting level
8	+8	+6	+2	+6	Bonus Feat	+1 spellcasting level
9	+9	+6	+3	+6	Sudden Quicken	+1 spellcasting level
10	+10	+7	+3	+7	Martial Mage	+1 spellcasting level

Spellcasting: Every level, an Eldritch Knight casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in an arcane spellcasting class he had previous to gaining that level.

Familiar): Eldritch Knight levels stack with any other class levels that grant a familiar. If an Eldritch Knight does not already have a familiar, he may summon one; his Eldritch Knight level determines its abilities.

Martial Focus (Ex): An Eldritch Knight may imbue a masterwork melee weapon with magic, allowing it to act as a focus for his spells. Creating a martial focus requires a 24-hour ritual and 100 gp in magical enameling and gems to make the weapon suitable for this purpose. Once finished, an Eldritch Knight wielding his martial focus may cast any spell that has a material component or arcane focus with a cost less than 1 gp without needing that component or focus. For spells with foci or components that cost more than 1 gp, he must still have the component or focus at hand, as normal. An Eldritch Knight may only have one martial focus at a time, but may recreate or change it by repeating the ritual.

Somatic Skill (Ex): An Eldritch Knight has mastered using somatic components in armor and does not suffer arcane spell failure with any armor or shield he is proficient with.

Arcane Strike (Ex): Beginning at 2nd level, an Eldritch Knight deals 1d6 bonus damage in melee for each level of the highest-level arcane spell he has prepared or the highest-level arcane spell slot he has unused, or his level in Eldritch Knight, whichever is lower. These bonus damage dice only apply to attacks granted by Base Attack Bonus. He has the Edge on any opponents without spells or spell-like abilities.

Bonus Feat (Ex): At 3rd and 8th levels, an Eldritch Knight gains a bonus metamagic or Combat feat; he must meet all prerequisites for this feat.

Channel Spell(Ex): Starting at 4th level, an Eldritch Knight may channel spells through his martial focus. For an Eldritch Knight to channel a spell, it must have a target, be a ray spell, or be an area spell that affects certain kinds of targets. The Eldritch Knight takes a single standard action to cast the spell and make a single melee attack that, if it hits, causes the spell to take effect. Spell resistance applies, and the channeled spell offers the same save or saves as the original spell; however, the Eldritch Knight gets a +3 bonus to penetrate spell resistance and a +2 bonus to save DCs with a channeled spell. An Eldritch Knight may hold the charge on a channeled spell, as normal for touch spells.

Enduring Spells(Ex): Beginning at 5th level, all of an Eldritch Knight's arcane spells have their durations doubled, as if he had applied the Extend Spell metamagic feat to them. This does not change their level or casting time. If he also has the Extend Spell metamagic feat, he can apply it to triple their durations.

Improved Familiar (Ex): At 6th level, an Eldritch Knight gains Improved Familiar as a bonus feat. If he already has Improved Familiar, he insteads gains a bonus metamagic or fighter [Combat, for those using RoW rules] feat he meets the prerequisites for.

Stilled Casting (Ex): Starting at 7th level, all of an Eldritch Knight's arcane spells are stilled, as if he had applied the Still Spell metamagic feat to them. This does not change their level or casting time.

Sudden Quicken (Ex): At 9th level, an Eldritch Knight gains Sudden Quicken as a bonus feat. If he already has Sudden Quicken, he insteads gains a bonus metamagic or fighter [Combat, for those using RoW rules] feat he meets the prerequisites for.

Martial Mage (Ex): Beginning at 10th level, an Eldritch Knight's Base Attack Bonus is equal to his highest arcane caster level, regardless of what class levels he has, but can't in any event be greater than his Hit Dice.

7.1.11 Heartless Mage

"Now that I live forever, it seems that I no longer need you. Our relationship is most likely over."

Some necromancers seek to emulate the immortality of the lich without losing the pleasures of the flesh, and they master techniques to remove their own heart and place it within a box of polished obsidian. The price is terrible emotional stasis, but in return the Heartless Mage is free from death. Having sacrificed their own hearts in pursuit of power, they are emotionally sterile, driven by pure ambition.

Prerequisites:

Spells: Must be able to cast 5th level arcane spells including *magic jar*.

Skills: Knowledge(arcana) 10 ranks, Knowledge (religion) 10 ranks

Hit Die: 1d6

Class Skills: The Heartless Mage'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).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+2	+0	+2	Box the Mortal Heart	+1 spellcaster level
2nd	+1		+3	+0	+3	Lessons of the True Heart	+1 spellcaster level
3rd	+1		+3	+1	+3	True Ownership	+1 spellcaster level
4th	+2		+4	+1	+4	Heartless Resurrection	+1 spellcaster level
5th	+2		+4	+1	+4	Heartless Immortal	+1 spellcaster level

All of the following are Class Features of the Heartless Mage class.

Weapon and Armor Proficiency: The Heartless Mage gains no proficiency with armor or weapons.

Spellcasting: Every level, the Heartless Mage casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Box the Mortal Heart(Ex): At 1st level, the Heartless Mage removes his own heart and places it within an obsidian box worth at least 1,000 gp. The effect of this transformation is that whenever the Heartless Mage is killed, the obsidian box holding his heart may be used as a focus component to a *raise dead* or *resurrection* spell. Using his heart in this way means that he is returned to life without level or XP loss. Should the Heartless Mage's heart be destroyed or removed from the box, he is instantly killed wherever he stands.

In addition, each level of Heartless Mage grants a cumulative -1 penalty on all Charisma-based checks. Also, from this point onward the Heartless Mage does not age further or advance in age categories.

Lessons of the True Heart: At 2nd level, a Heartless Mage may use any of the following spells as spell-like abilities: *heart of stone*, *hoard life*, and *false life*, each usable once per day. When he uses these abilities he must use the obsidian box holding his heart as a focus component, and the box counts as the final resting place of his heart for the effects of *heart of stone* spell.

True Ownership (Sp): At 3rd level, the Heartless Mage improves the mystical connection to his heart. He may cast *scrying* and *discern location* as a spell-like abilities at will, but only if he is seeking the obsidian box holding his heart.

Heartless Resurrection: At 4th level, the Heartless Mage does not die when his body is killed. Instead, his soul is transferred to the obsidian box containing his heart (treat as a tiny construct with a hardness of 20 and no movement abilities). While in this form, he may cast *magic jar* at will as a spell-like ability(caster level equal to his character level, and his obsidian box is the focus). For the purposes of this effect, soulless bodies in perfect physical condition (such as clones preserved by *gentle repose* or soulless bodies produced by *magic jar* effects) can be targeted by this effect as if they were living. If the body possessed is a duplicate of the Heartless Mage's own body (via *clone* or a *simulacrum* spell, for example), successful use of this ability counts as a *true resurrection* on the Heartless Mage with a material component being the body he is possessing (it is consumed).

Heartless Immortal: When a Heartless Mage is possessing a body with his Heartless Resurrection ability, he may perform a 12-hour ritual costing 1,000 gp in material components that recreates his current body into duplicate of his original body. This counts as a casting of *true resurrection* with a material component of the body he is using.

7.1.12 Hellwalker

"What terrors do you think I have not already seen?"

Life in the Lower Planes is generally nasty, brutish, and short, and it is only the strongest survive long enough to learn the mysteries and unique properties of these locales. The Hellwalker is one such individual. Trained in the

Lower Planes and weaned on the taint of evil, these solitary hunters roam the Lower Planes, traveling along planar byways and through networks of portals too dangerous or erratic for regular use.

Requirements

Skills: Knowledge (Planes) 4 ranks, Survival 8 ranks.

Feats: Track

Special: Must have visited every Lower Plane, and lived at least one year in the Lower Planes.

Hit Die: d8

Class Skills: The Hellwalker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Knowledge (planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language, Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+0	Members Only	+1 spellcaster level
2nd	+1	+3	+3	+0	Craft of the Lower Planes	–
3rd	+2	+3	+3	+1	Free Traveller's Checks	+1 spellcaster level
4th	+3	+4	+4	+1	Craft of the Lower Planes	–
5th	+3	+4	+4	+1	Membership has Privileges, Skill of War	+1 spellcaster level

All of the following are Class Features of the Hellwaker prestige class.

Weapon and Armor Proficiency: Hellwalkers gain no proficiency with any weapon or armor.

Spellcasting: At levels 1, 3, and 5, the Hellwalker casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level. If the character does not have any levels in any spellcasting classes when he takes his first level of Hellwalker, this class feature gives him levels in Sorcerer spellcasting.

Members Only(Ex): At 1st level, a Hellwalker attunes himself to energies of the Lower Planes. While on the Lower Planes, he counts as if under the effect of a *attune form* spell. If not currently on a Lower Plane, he may cast *plane shift* at will, with his target destination being a location on a Lower Plane.

Craft of the Lower Planes: At 2nd and 4th level, the Hellwalker learns the martial or mystical arts of the Lower Planes. He can choose to gain a +1 to spellcasting level, or a +1d6 to sneak attack dice (but only if he has sneak attack dice from another class), or a [Combat] feat (which he qualifies for). Once chosen, this ability cannot be changed.

Free Traveller's Checks(Sp): At 3rd level, the Hellwalker has so attuned himself to the energies of the Lower Planes that he can call this energy to himself, ferrying himself with it when the energy is strong and drawing it to him when it does not exist. While on a Lower Plane, the Hellwalker can cast *greater teleport* at will as a spell-like ability, with a limit of 50 pounds over his own weight. While not on a Lower Plane, a Hellwalker can cast *planar bubble* on himself, at will, and he can choose to be a native of any one Lower Plane (chosen each time this effect is used) for the purposes of this spell.

Membership has Privileges(Sp): A Hellwalker of 5th level has tapped into a rarely used and poorly maintained network of portals dotting the Lower Planes, and he can manipulate those portals for his own purposes. The Hellwalker may cast *gate* (travel version only) as a spell-like ability once per day. Unlike a normal *gate*, only living creatures and attended objects may pass through this gate. This ability can only be used if at least one side of the gate is on a Lower Plane.

Skill of War: At 5th level, the Hellwalker's Base Attack Bonus increases by 1 permanently.

7.1.13 Initiate of the Black Tower

"Bow before your new Master!"

Fiends and mortals have played the slavery game for eons, each tempting the other with promises of greater power and threats of greater tortures. In this game, there are favored playing pieces, and they are The Initiates of the Black Tower. These fiend-trained conjurers are weapons in the Blood War, aimed at rival fiends and upstart mortals who have little respect for the scions of the Lower Planes. In exchange for otherworldly secrets, these casters pay a terrible price in service to the fiends of the Black Tower.

Requirements:

Skills: Knowledge (planes) 10 ranks, Spellcraft 10 ranks, Diplomacy 4 ranks, Intimidate 4 ranks.

Feats: Broker of the Infernal

Spells: Ability to cast 5th-level arcane spells, and the spell *lesser planar binding*

Special: Must be a native of the Prime Material Plane, and must either specialize in the conjuration school or have one [summoning] or [calling] spell known at each spell level available.

Hit Die: d4

Class Skills: The Initiate of the Black Tower's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Access to the Registrar, Binding Sense	+1 spellcaster level
2nd	+1	+0	+0	+3	Dispel the Chains of Service	+1 spellcaster level
3rd	+1	+1	+1	+3	Marks of the Black Tower	+1 spellcaster level
4th	+2	+1	+1	+4	True Scrying	+1 spellcaster level
5th	+2	+1	+1	+4	Usurp Services	+1 spellcaster level
6th	+3	+2	+2	+5	Share Name	+1 spellcaster level
7th	+3	+2	+2	+5	Calling Ruse	+1 spellcaster level
8th	+4	+2	+2	+6	Unnamed	+1 spellcaster level
9th	+4	+3	+3	+6	Recall the Servant	+1 spellcaster level
10th	+5	+3	+3	+7	Master of the Black Tower	+1 spellcaster level

All of the following are Class Features of the Initiate of the Black Tower prestige class.

Weapon and Armor Proficiency: Initiates of the Black Tower gain no proficiency with any weapon or armor.

Spellcasting: Every level, the Initiate casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Access to the Registrar: At 1st level, the Initiate gains access to The Registrar, a library of True Names of extraplanar beings. For each level in this class, he learns one True Name of a creature of a CR equal to his character level at the time this ability is gained, minus two.

Binding Sense(Su): At 1st level, an Initiate of the Black Tower may make a Spellcraft check to identify a [calling] or [summoning] effect as if it was a spell being cast whenever he come within of 100' of such an effect. Also, he is alerted whenever a creature whose True Name he knows is called or summoned.

dispel the chains of service: at 2nd level, this spell is added to the Initiate of the Black Tower's list of spells known as a 3rd level spell. This spell functions in all ways as *dispel evil*, but it affects [calling] and [summoning] effects instead of evil effects.

Marks of the Black Tower (Ex): By scratching runes and magical diagrams into the walls, ceilings, and floors of a building, an Initiate of the Black Tower of 3rd level can ward an area from the effects of [calling] and [summoning] spells used by other casters. No creature can be called from the area unless a True Name is used, and no other caster can use [summoning] spells in the area. To create these marks, chalks or paints must be used to inscribe the marks, and a Spellcraft check must be made (DC equals 10 + 5 for every 20' radius). Up to one 10' by 10' area in each Marked area can be free of chalk or paint and still have the Marks be effective. If any markings are disturbed, the effect ends. It takes 10 minutes per 10' radius to scribe these Marks.

If the character uses 100 GP in magical reagents and silver per 10' radius, these markings can be made more difficult to disturb. A Disable Device check is needed to disturb these Marks (DC 25).

True Scrying (Sp): At 4th level, the Initiate gains the ability to scry on creatures whose True Name he knows as a spell-like ability usable at-will. By casting this effect on any reflective service, the Initiate of the Black Tower can *scry* on any creature whose True Name he knows with no chance of failure. This also gives enough information to cast *teleport* or other transportation magic as if the location of creature was a well known location.

Usurp Services (Sp): At 5th level, an Initiate of the Black Tower may make a caster level check as swift action to Usurp a [calling] or [summoning] effect. If this check is successful, the Initiate becomes the caster of the spell for that effect, gaining services, control over summoned monsters, etc.

Share Name (Sp): At 6th level, the Initiate of the Black Tower may Share Spells with a creature whose True Name he knows as if the creature was a Familiar of the Initiate.

Calling Ruse: At 7th level, the Initiate of the Black Tower may substitute himself whenever a creature whose True Name he knows is called by a summoning or calling effect. Instead of the creature, he appears and he has three rounds to act as he pleases before the spell affects him as if he were the original creature called.

Unnamed (Sp): At 8th level, the Initiate of the Black Tower's knowledge of True Names has become so great that he has learned a way to remove True Names from creatures without removing them from existence. He may use this ability once per month, and for all effects, they no longer have a True Name, and can no longer be a target for [summoning] or [calling] spells.

Recall the Servant (Sp): At 9th level, the Initiate of the Black Tower gains the ability to cast a special version of *gate* to call any creature whose True Name he knows. This may be used three times per day, and it ends any preexisting [calling] or [summoning] effects.

Master of the Black Tower: At 10th level, the Initiate of the Black Tower has mastered the secrets of the Black Tower. He may now use his Unnamed ability once per day, except that when he uses this ability he can instead takes their True Names. Taking a True Name means that these creatures are now immune to any [calling] or [summoning] effects, except for effects cast by the Initiate.

7.1.14 Lord of the Damned

"Your resistance is interesting, but ultimately futile. Whether now at my hands, or a hundred years hence... you will die. And you will join our legion."

It is a well known fact that undead are created from natural forces. Great pain, fear, or despair are but a few of the many ways for undead to rise, and the circumstances of one's death determine what kind of undead one may become, and the raw power that undeath will bestow upon one. The Lord of the Damned in as earnest student of this phenomenon, and a practitioner of the most vile of tortures. He creates undead not by magic or negative energy, but by his understanding of the psychology and physiology of undeath. He controls his creations not by supernatural power, but by shattering the mind within the undead shell and reshaping it to his own purposes. To him, the greatest weakness of the undead is not that they are the walking dead, but that they were once alive.

Prerequisites:

Skills: Knowledge (Religion) 9 ranks, Handle Animal 4 ranks

Alignment: Any Evil.

Spellcasting: Must be able to cast Divine Necromancy spells.

Hit Die: d8

Class Skills: The Lord of the Damned's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Rebuking/Turning, Lord of the Damned Creation Feat, Aura of Evil	+1 spellcaster level
2nd	+1		+0	+0	+3	Train Undead	+1 spellcaster level
3rd	+2		+1	+1	+3	Lord of the Damned Creation Feat	+1 spellcaster level
4th	+3		+1	+1	+4	The Hunger Denied	+1 spellcaster level
5th	+3		+1	+1	+4	Lord of the Damned Creation Feat	+1 spellcaster level
6th	+4		+2	+2	+5	Heel to the Master	+1 spellcaster level
7th	+5		+2	+2	+5	Lord of the Damned Creation Feat	+1 spellcaster level
8th	+6		+2	+2	+6	Parade of Atrocities	+1 spellcaster level
9th	+6		+3	+3	+6	Lord of the Damned Creation Feat	+1 spellcaster level
10th	+7		+3	+3	+7	The Obsession	+1 spellcaster level

All the following are Class Features of the Lord of the Damned prestige class.

Weapon and Armor Proficiency: The Lord of the Damned gains no proficiency with armor or weapons.

Spellcasting: Every level, the Lord of the Damned casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Rebuking/Turning (Su): The Lord of the Damned gains the ability to convert uses of Turning into Rebuking or uses of Rebuking into Turning regardless of alignment or god. Levels in Lord of the Damned stack with any other class levels that provide Turning or Rebuking.

Lord of the Damned Creation Feat: At first and every subsequent odd numbered level, the Lord of the Damned may choose any Necromantic Creation feat if he would normally qualify to take it. When he uses a feat learned with this class feature, he can and must create undead from living subjects (instead of corpses, as is normal for most of these feats).

Aura of Evil: The Lord of the Damned radiates evil at a power equal to his level. This feature stacks with any other class features that cause a character to radiate evil, such as those of evil clerics or blackguards.

Train Undead: At 2nd level, the Lord of the Damned may train any uncontrolled undead as if they were Magical Beasts by using the rules for the Handle Animal skill. Undead only need to be “reared” for one month for them to be loyal to the Lord of the Damned, and intelligent undead do not need to be taught tricks. The Lord of the Damned may substitute Knowledge(Religion) for Handle Animal when training undead.

The Hunger Denied (Su): At 4th level, the Lord of the Damned radiates an effect similar to an *antilife shell*, except that it only affects undead. He may end or renew this effect as a move action.

Heel to the Master (Su): If a 6th level Lord of the Damned expends two uses of Turning/Rebuking while making a Rebuking attempt, any undead that would normally be Rebuked are instead Commanded (limited by the normal amount of undead he can command).

Parade of Atrocities: At 8th level, the Lord of the Damned gains some of the abilities of a Necromantic Intelligence. He sees anything that any undead he has created sees, and he may alter the weather as a Necromantic Intelligence within a radius of 1 mile for every two character levels. Any creature of HD 1 or less violently killed within the radius of this weather becomes a Zombie under his control.

The Obsession: By 10th level, the Lord of the Damned has learned the exact circumstances needed to turn himself into a Lich. He does not gain a level adjustment or expend gold or experience points for this transformation, and he must designate one Tiny-sized magical object to become his phylactery.

7.1.15 Lurker in the Swarm

“You cannot know what we know. Your terror smells so... delicious... to... bees.”

Through the ages, terrible necromantic practices have flourished in the dark and forgotten places of the world, but none has been so insidious as the practice of producing Blood Honey. Composed of the dying essences of sentients and produced by undead bees in necromantically-charged obsidian hives, Blood Honey has the remarkable qualities restoring vigor and youth to any that consume it. Kingdoms have fallen and lives have been lost due to the addiction for this substance as the Lurkers in the Swarm have peddled it among the powerful and elite in exchange for dark favors.

The Lurkers in the Swarm are masters of the art of summoning and controlling undead swarms of bees, adding their minions’ powers to their own. Each maintains a hidden lair for their obsidian hives, commanding their undead bees to produce blood honey. Often, they conduct raids on the lairs of other Lurkers, each attempting to corner the market on Blood Honey and loot the stores of others. When cabals of Lurkers form, terrible plans are hatched and atrocities are committed as these necromancers have the patience of an immortal and the alien insights of an undead insect.

Prerequisites:

Skills: Knowledge (Nature) 9 ranks. Handle Animal 4 ranks

Spellcasting: Must be able to cast *summon swarm* and *vampiric touch* as arcane spells.

Hit Die: d4

Class Skills: The Lurker in the Hive’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spot(Wis), Search (Int), and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

Weapon and Armor Proficiency: The Lurker in the Swarm gains no proficiency with armor or weapons.

Spellcasting: Every level, the Lurker in the Swarm casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class she had previous to gaining that level.

Speech of the Queen (Ex): The Lurker in the Swarm can communicate with vermin as if they were capable of communicating in a language she understands. She can likewise communicate with any creature that probably

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Speech of the Queen, Swarms of Bees	+1 spellcaster level
2nd	+1		+0	+0	+3	Queen's Right	+1 spellcaster level
3rd	+1		+1	+1	+3	Gather the Blood Honey	+1 spellcaster level
4th	+2		+1	+1	+4	Husks of the Swarm	+1 spellcaster level
5th	+2		+1	+1	+4	Harvest of the Bitter Nectar	+1 spellcaster level
6th	+3		+2	+2	+5	The Plague that Swallows the Sun	+1 spellcaster level
7th	+3		+2	+2	+5	The Sight that is Shared	+1 spellcaster level
8th	+4		+2	+2	+6	Greater Plagues	+1 spellcaster level
9th	+4		+3	+3	+6	Spirits of the Hive	+1 spellcaster level
10th	+5		+3	+3	+7	Hive Storm	+1 spellcaster level

should have been classified as a vermin, subject to the DM's whim. She is fully able to speak to and understand a Hellwasp Swarm, a Phase Spider, or a Gelugon, for example. With respect to such creatures, the Lurker in the Swarm can use her ranks in Handle Animal or Diplomacy to influence their opinion, as well as using her Intelligence bonus instead of her Charisma bonus.

Swarms of Bees: When the Lurker in the Swarm casts *summon swarm*, she instead gets a swarm of bees rather than a swarm of bats, rats, or spiders. This is considered a Wasp Swarm (FF, p. 172).

Queen's Right (Ex): At 2nd level, the Lurker in the Swarm can control the movements of the Swarms she summons. Any swarms resulting from a casting of summon swarm, or other conjurations on her part will be able to move normally on her turn, and do so under the direction of the Lurker. In addition, the Lurker in the Swarm no longer takes damage while in the space occupied by a swarm.

Gather the Blood Honey: At 3rd level, the Lurker in the Swarm gains the ability to produce the notorious Blood Honey. Composed of the necromantically extracted essence of dying sentients and produced by undead bees, this blood red honey has the ability to heal wounds and restore vigor. When consumed, each dose of Blood Honey has the effects of a restoration and a regenerate spell.

Blood Honey is created when the Lurker's swarms kill a creature with at least 5 HD and an Int of 5 or better and then spends one hour in an obsidian hive. Only one dose can be produced each day by any one swarm.

Husks of the Swarm: The Lurker in the Swarm gains such power over death and bees that at 4th level she can summon a swarm of Animate Bee Corpses: treat as a Bloodfiend Locust Swarm (FF, p. 170) with the Corpse Template (BoVD, p. 185).

Harvest of the Bitter Nectar (Su): At 5th level, the Lurker in the Swarm gains the ability to hold onto her youth indefinitely by producing the Royal Jelly form of Blood Honey out of the blood and energy she harvests from living intelligent creatures caught in by her Animate Bees. After her swarms kill a creature with at least 10 HD using negative levels she can make a dose of magical honey sufficient to restore a single character to the Young Adult Age Category. Age penalties are removed, but mental attribute bonuses for her true age do not change. This effect lasts for one month, and then the Lurker must consume another dose of Royal Jelly or else she returns to the true age (and dies if she has surpassed her maximum age). It gradually becomes more difficult to benefit from Royal Jelly. For every year a Lurker maintains her youth in this fashion, it requires an extra dose each month to retain the benefit (but never exceeds 30 doses for a month).

The Plague that Swallows the Sun: A lurker in the Swarm learns the spell insect plague at 6th level even though it is most likely not on her list. The spell is still a 5th level spell, though the Lurker's Swarms of Bees, Queen's Right, and Husks of the Swarm abilities all apply (allowing the Lurker to produce swarms of bees or animated bee corpses which move at her direction). At 8th level, the lurker learns the creeping doom spell, which again can take the form of various bees and move at her command without needing to expend actions.

The Sight that is Shared (Su): At 7th level, the Lurker in the Swarm is capable of sharing her senses with all bees within long range (400' + 40' per caster level) of herself, whether or not line of effect exists between the Lurker and the bees. The Lurker can make a Search, Spot, or listen check as if she shared the location of any bees in that area, and anything noticed by the Lurker (or any of the bees) is automatically noticed by the Lurker and all of the bees. The Lurker in the Swarm can see through swarms of bees as if they did not block vision at all. The Lurker can also replicate animal messenger at will, though the messenger can and must be a bee.

Spirits of the Hive: At 9th level, any time the Lurker in the Swarm summons bees, she may opt to replace summoned bees with Ephemeral Swarms (of bees). The constituents of the swarms are fine creatures, but otherwise conform to the listing of the Ephemeral Swarm (MM3, p. 50).

Hive Storm(Su): At 10th level, the Lurker in the Swarm contains an improbable number of bees within her own body, and can surround herself with a swarm of them at any time as a move action (these bees are considered a

Hellwasp swarm (MM, p. 238) while they are surrounding her). The swarm moves with the Lurker, and while they may be dispersed as normal, the Lurker can replace the swarm at any time with a move action.

In addition, the Lurker in the Swarm is immune to the Distraction ability of swarms.

7.1.16 Master of the Seven Necromantic Mysteries

“Did you think that you could oppose me? Death itself is no mystery to one such as I.”

The Master of the Seven Necromantic Mysteries is a necromancer extraordinaire, a grandmaster of the necromantic arts. He transcends the normal limitations of magic and finds the common threads that link all Necromancy magic. Great is his power and terrible is his anger, as he wields the powers of life and death with terrible skill. Both the living and the dead fear him, as he wields powers from beyond life. All those who study the arts of necromancy acknowledge his skill.

Prerequisites:

Feats: Spell Focus(Necromancy), Greater Spell Focus (Necromancy), two necromantic creation feats

Skills: Knowledge (Arcana) 12 ranks, Knowledge (Religion) 12 ranks

Spells: Must be able to cast 5th level Necromancy spells and must be able to cast one Necromancy spell at each spell level available.

Hit Die: d4

Class Skills: The Master of the Seven Necromantic Mysteries? class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (All Skills Individually) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skills/Level: 2 + Intelligence modifier

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+2	+0	+2	Master of Necromancy, First Mystery: Secrets of Commanding	+1 spellcaster level
2nd	+1		+3	+0	+3	Second Mystery: Secrets of Necromantic Spells	+1 spellcaster level
3rd	+1		+3	+1	+3	Third Mystery: Secrets of Negative Energy	+1 spellcaster level
4th	+2		+4	+1	+4	Fourth Mystery: Secrets of Undead Creation	+1 spellcaster level
5th	+2		+4	+1	+4	Fifth Mystery: Secrets of Life Draining	+1 spellcaster level
6th	+3		+5	+2	+5	Sixth Mystery: Secrets of the Soul	+1 spellcaster level
7th	+3		+5	+2	+5	Seventh Mystery: Secrets of Eternal Life	+1 spellcaster level

All the following are Class Features of the Master of the Seven Necromantic Mysteries prestige class.

Weapon and Armor Proficiency: A Master of the Seven Necromantic Mysteries gain no proficiency with any weapon or armor.

Master of Necromancy: The Master of the Seven Necromantic Mysteries gains a bonus to his caster level when casting spells of the school of Necromancy equal to his class level.

Secrets of Commanding (Su): The Master of the Seven Necromantic Mysteries can Rebuke Undead as a cleric of his character level plus his Master of the Seven Necromantic Mysteries class level. This does not stack with any Rebuking the Master may have gained from other classes with grant Rebuking (such as Cleric or Dread Necromancer). He may also ignore the turning resistance of any undead creature he has already successfully rebuked (so a Ghoul counts as only 2 commanded hit dice instead of 4).

Secrets of Necromancy Spells: At 2nd level, The Master of the Seven Necromantic Mysteries can learn any Necromancy spell from any list provided he has deciphered the spell in written form. If he is of a class that has a limited number of spells known, he must sacrifice one of his other spells known of an equal level.

In addition, the Master of the Seven Necromantic Mysteries learns one additional free spell from the school of Necromancy every level (including this one). This spell may be from any list, but must be of a level he can cast.

Secrets of Negative Energy (Su): At 3rd level, The Master of the Seven Necromantic Mysteries may convert the damage from any spell with the cold, ice, fire, or acid subtype to instead inflict negative energy damage.

Secrets of Undead Creation (Su): At 4th level, The Master of the Seven Necromantic Mysteries gains the feat Feed the Dark Gods as a bonus feat.

In addition, the Master may choose three undead creation spells per day to cast as spell-like abilities usable once per day.

Secrets of Life Draining (Su): At 5th level, The Master of the Seven Necromantic Mysteries gains the ability to draw life from his spells that inflict negative levels or ability drain. For every negative level bestowed of point of ability damage inflicted, the Master gains 5 temporary hit points. These temporary hit points vanish after one hour, and cannot cause the Master to have more temporary hit point than twice his fully healed number of hit points.

Secrets of the Soul: At 6th level, The Master of the Seven Necromantic Mysteries may cast *magic jar* at will as a Supernatural ability. Any body that he possesses counts as a second receptacle, meaning that he gains the benefits of being in a receptacle while in another's body, and he still has an object receptacle to return to if the body he is possessing is killed or destroyed.

Secrets of Eternal Life: At 7th level, The Master of the Seven Necromantic Mysteries becomes immortal. He no longer ages, and if killed he becomes a ghost. As a ghost, he automatically succeeds on his Rejuvenation check.

7.1.17 Master of Snake Mountain

"Now you muscle-bound boobs, prepare to meet your doom. Hahahahaha!"

Dungeons are hot property. They are enormously expensive to build, and are by their nature defended from magical interventions that would otherwise render their occupants extremely vulnerable. Thus, when a dungeon is over run, it is generally not long before it gains a new occupant. The Master of Snake Mountain is in control of a dungeon, but there's no reason to believe he's the first occupant. He might not even be the second.

A Master of Snake Mountain is one who has taken control of a dungeon and used it as a military staging area to launch grand plans. Such men could politely be described as egomaniacs, and rarely have a kind word to say to anyone that isn't spoken in an extremely sarcastic fashion.

Prerequisites:

Skills: 9 ranks in Knowledge Dungeoneering and Perform (oratory)

-or-

9 ranks in Knowledge Architecture and Engineering and Perform (oratory)

Feat: Leadership, Any Item Creation Feat.

Special: Must have control of a dungeon, whether by having it built yourself or by taking it from someone else by force.

Hit Die: d8

Class Skills: The Master of Snake Mountain's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0		+0	+2	+2	Stable of Henchmen, Bardic Music, Code of Conduct	+1 spellcasting level
2	+1		+0	+3	+3	Disposable Monstrous Cohort, Speak with Monsters	+1 spellcasting level
3	+2		+1	+3	+3	Belittling Tirade	+1 spellcasting level
4	+3		+1	+4	+4	Enhance Minions	+1 spellcasting level
5	+3		+1	+4	+4	Eyebeams, Wondrous Architect	+1 spellcasting level

All of the following are Class Features of the Master of Snake Mountain class.

Weapon and Armor Proficiency: A Master of Snake Mountain gains no proficiency with any weapons or armor.

Spellcasting: Every level, the Master of Snake Mountain casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Stable of Henchmen: A Master of Snake Mountain is a landlord and his dungeon fills up with all manner of ne'er-do-wells and hooligans. Practically this means that a Master of Snake Mountain can swap out his cohort for another cohort of an appropriate level at the beginning of each adventure. This doesn't mean that the Master of Snake Mountain can simply loot a cohort's worth of equipment every adventure, because while the different available cohorts are interchangeable, they actually don't go anywhere special when they are traded out. A cohort that is

traded out is not dismissed, he simply doesn't accompany the Master of Snake Mountain on a particular adventure. Such a cohort continues to be available in later adventures if the Master of Snake Mountain decides to swap back. All available cohorts gain levels when the Master of Snake Mountain does, whether they were accompanying his adventures or not.

Bardic Music (Su): A Master of Snake Mountain can produce Bardic Music effects with his Perform (Oratory) as if he was a Bard with a level equal to his class level. If he actually has Bard levels, the abilities and uses per day stack if he is using Perform (Oratory).

Code of Conduct: A Master of Snake Mountain must conduct his affairs with senseless, yet restrained villainy. He must abide by the following restrictions:

- A captured or surrendered foe may not be summarily executed, though they may be left in situations almost certain to kill them.
- A Master of Snake Mountain boasts constantly and gives believes himself far more accomplished and powerful than he is. He must explain his big plans to anyone who will listen.
- A Master of Snake Mountain must behave in a cowardly and villainous fashion. A Master of Snake Mountain may not accept a challenge he regards as fair or sacrifice himself for the good of others.

A Master of Snake Mountain who fails to abide by these restrictions loses his ability to use his Bardic Music abilities until he atones.

Disposable Monstrous Cohort: At the beginning of every adventure, the Master of Snake Mountain is followed by a monster for no reason once he reaches 2nd level. This monster must be at least 2 CR less than his character level, and will be a Magical Beast, an Aberration, a Plant, a Dragon, or an Ooze. It will follow his orders to the best of its ability, but whether it survives or not it will be replaced just as mysteriously by another monster at the beginning of the next adventure.

Speak with Monsters (Ex): The general gist of whatever a 2nd level Master of Snake Mountain happens to be ranting about gets across to any Magical Beasts, Plants, Aberrations, Dragons, or Oozes that can hear his tirades but do not have a language.

Belittling Tirade (Su): At 3rd level, the Master of Snake Mountain can use his Bardic Orations to make people feel bad about themselves. Such creatures receive a -2 morale penalty to attack rolls and saving throws and a -4 morale penalty to their Level Check to oppose intimidate checks. A Master of Snake Mountain can belittle any number of creatures within medium range as a standard action. The feelings of inadequacy last for 1 hour.

Enhance Minions (Su): At 4th level, the Master of Snake Mountain gains the ability to make grafts. He may supply grafts from any graft list, and may apply grafts from different lists to the same creature (though the maximum of 8 grafts still applies). The costs for applying these grafts are half normal, though he cannot implant grafts into himself.

Eyebeams (Su): A Master of Snake Mountain of 5th level has the ability to fire painful or deadly rays from his eyes. The Eyebeams are a ray effect with short range, and a creature struck with them (a ranged touch attack) is affected as per a *symbol of pain*. At his option, the Eyebeams may also inflict 4d6 of Force Damage. Once fired, the Eyebeams may not be used again for 1d4+1 rounds.

Wondrous Architect: At 5th level, a Master of Snake Mountain becomes a master of improving his own pad. He may make Wondrous Architecture in half the normal time at half the normal expense.

7.1.18 Ninja of Gax

"Of course I'm not a ninja."

In a world of gates, planar travel, and teleportation, cultural cross-pollination is a sure result. One such product is the Ninja Of Gax, a figure of stealth and deception born of an oriental tradition adopted by outsiders in order to gain access to mystical arts of disguise and obfuscation. Unlike common rogues or assassins, these covert operatives are part of an ancient tradition of ninjas passed from wily teacher to ambitious student, steeped in secrets gained from generations of practice and discipline. Unlike the originators of this tradition, these students do not hold allegiance to lords or owe loyalty to family or dynasty, making them among the most dangerous deceivers and spies. Their skills are their own to command, and they are free to pursue adventure or wealth as they see fit, unbound by the ties that enslave common ninja clans.

Prerequisites:

Skills: 9 ranks in Concentration, 4 ranks in Disguise, 4 ranks in Knowledge Dungeoneering

Race: Must have the [Human] subtype.

Feat: Must have proficiency with at least one exotic weapon.

Spellcasting: Must be able to cast Arcane Spells.

Hit Die: d4

Class Skills: The Ninja of Gax's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Trapfinding, Good in Black, Cover Identity	+1 spellcasting level
2	+1	+0	+3	+3	Ki Breath, +1d6 Sneak Attack	+1 spellcasting level
3	+1	+1	+3	+3	Touch of the Ring, Ki Stride	+1 spellcasting level
4	+2	+1	+4	+4	+2d6 Sneak Attack	+1 spellcasting level
5	+2	+1	+4	+4	Ki Transport, Great in Black	+1 spellcasting level

All of the following are Class Features of the Ninja of Gax class.

Weapon and Armor Proficiency: A Ninja of Gax gains proficiency with the katana, the shuriken, the sai, the long staff, and the nunchaku.

Good in Black: A Ninja looks good in black, and knows it. While he's wearing only black clothing, he gains a +2 circumstance bonus to his Charisma.

Cover Identity: A Ninja of Gax rarely admits that he is a member of an ancient Ninja Tradition. The Ninja of Gax gains a +10 bonus to his disguise checks to convince people that he is not a Ninja and is instead an ordinary arcane Spellcaster.

Spellcasting: Every level, the Ninja of Gax casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Ki Breath (Su): A Ninja of 2nd level gains the ability to hold his breath for an additional minute each day for each level of the Ninja of Gax class.

Sneak Attack (Ex): At 2nd and 4th level, the Ninja of Gax gains a die of Sneak Attack as a Rogue.

Touch of the Ring (Ex): A Ninja of Gax of 3rd level suffers no non-lethal damage from the Ring of Gax.

Ki Stride (Su): At 3rd level, the Ninja of Gax may walk on water for 1 round per class level per day.

Ki Transport (Su): At 5th level, a Ninja of Gax may walk through walls. By spending three rounds concentrating, the Ninja of Gax may transport himself up to 5 feet in any direction, completely bypassing any intervening obstructions. This ability may not be used if the Ninja of Gax has previously used his ability to hold his breath or walk on water that day.

Great in Black: At 5th level, the Ninja of Gax looks great in black and his self confidence is bolstered enormously when he is clothed entirely in that color. His circumstance bonus to his Charisma increases to +4.

7.1.19 Ogre Mage

"BIG MAN CASTS BIG SPELLS!"

The Ogre-Mage monster in the MM can fuck right off. Seriously, it has several "run away" abilities, a few other random spells and no general theme. It also stops trying to be a closet troll (despite Invisibility being ideal for that) and so doesn't hit as hard as you'd think a creature of its CR does. So here's a new one, as a Prestige Class.

Prerequisites:

Size: Large or larger

Feats: Enlarge Spell

Spellcasting: must be able to cast 3rd level Arcane Spells

Hit Die: d8

Class Skills: I don't care, and neither should you.

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+2	+0	+2	Big Magic	+1 spellcaster level
2nd	+1		+3	+0	+3	Extend Spell, Heighten Spell	+1 spellcaster level
3rd	+1		+3	+1	+3	Large Familiar, Widen Spell	+1 spellcaster level
4th	+2		+4	+1	+4	Empower Spell, Reach Spell	+1 spellcaster level
5th	+2		+4	+1	+4	Gargantuan Magic	+1 spellcaster level

Big Magic: The Ogre Mage may apply any of the following meta-magic feats (Enlarge Spell, Empower Spell, Extend Spell, Reach Spell, Widen Spell) without adjusting the casting time or spell level, a total number of times per day equal to 3 plus its Charisma modifier.

Bonus Feats: The various metamagic feats are gained as bonus feats.

Large Familiar: the Ogre Mage gains a familiar at level 3. Unlike normal familiars, if it dies the Ogre Mage suffers no penalty other than a -2 morale penalty to attack rolls and Will saves for one hour. Another familiar can be summoned the very next day. The familiar can be any creature with a CR at least 4 less than the Ogre Mage's character level, and must be no smaller than one size category smaller than the Ogre Mage, and no larger than the Ogre Mage itself.

Gargantuan Magic: Once per day, a 5th level Ogre Mage may enter a trance where its size helps launch gigantic waves of magical power. This trance lasts for one minute, and changes the range for all touch attack and targeted spells to "within sight", and changes all burst, spread, cylinder and emanation ranges to a radius of one mile per character level. Cones find their area tripled, and lines continue as far as the Ogre Mage can see.

Additionally, whenever a 5th level Ogre Mage casts a spell, any targets that are damaged must make a Fortitude save (with a DC equal to 10 + half its character level + Con modifier) or be knocked prone.

7.1.20 Pumpkin King

"Rise my children, and taste the fruits of our enemies."

The sight of the ghostly green pumpkin fires has haunted many a soul. The light it casts reveals not the world beneath the cloak of shadows, but a world of nightmares and terror. The children of the vine are called into service by it. The light calls to them, and they rise to obey their Pumpkin King.

Requirements:

Skills: Knowledge (religion) 8 ranks, Knowledge (nature) 4 ranks.

Feats: Body Assemblage [Necromantic].

Spells: Able to cast 3rd level spells and cast necromancy spells from every spell level available.

Hit Die: d8.

Class Skills: The Pumpkin King's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perform (Cha), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Children of the Vine, Grow Vines	+1 spellcaster level
2nd	+1		+0	+0	+3	Pumpkin Bomb, Plant Spells	+1 spellcaster level
3rd	+1		+1	+1	+3	Pluck the Ripe, Soul of the Harvest	+1 spellcaster level
4th	+2		+1	+1	+4	Pumpkin Men	+1 spellcaster level
5th	+2		+1	+1	+4	Reap the Unworthy, Soul of the Pumpkin	+1 spellcaster level
6th	+3		+2	+2	+5	Patch of Doom	+1 spellcaster level
7th	+3		+2	+2	+5	Dark Harvest	+1 spellcaster level
8th	+4		+2	+2	+6	Cornucopia of Death	+1 spellcaster level

All the following are Class Features of the Pumpkin King prestige class.

Weapon and Armor Proficiency: Pumpkin Kings gain proficiency in the scythe, but otherwise gain no proficiency with any weapon or armor.

Spellcasting: Every level, the Pumpkin King casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Children of the Vine (Sp): At first level, the Pumpkin King has learned to create the Children of the Vine. As an at-will spell-like ability, you may cast a special version of *animate dead* to create skeletons, and only skeletons, from bones or corpses. To use this effect, you must place a pumpkin seed in the mouth or eyes of the skulls used. Vines then creep out of the eyes and wrap themselves around the newly created skeleton's bones. These Children of the Vine last until the next dawn, and this ability shares a control pool with *animate dead*. Children of the Vine that fall inert with the Sun's rise may be reanimated as normal. If a corpse has any flesh remaining upon its bones when animated by this effect, that flesh is scrubbed clean by the vines.

Grow Vines (Sp): A Pumpkin king can grow pumpkin seeds into lush vines with fully ripened fruit at will.

Also at this level, leaves and small vines start to grow out of your hair. If you are an undead creature, these vines and leaves appear brown and dried; otherwise, they are dark green.

Pumpkin Bomb (Su): A 2nd level Pumpkin King may throw a Pumpkin Bomb up to fifty feet. He conjures a pumpkin blazing with green and black flames that detonates with unholy energy when it reaches its target. The explosion is 15 feet in radius and inflicts 1d6 per character level of Unholy Damage. A successful Reflex save halves the damage and the Save DC is Charisma based. Throwing a bomb is a full-round action that may be used at will.

Plant Spells: At 2nd level, the spells *entangle*, *command plants*, *control plants*, *plant growth*, and *wall of thorns* are added to the Pumpkin King's spells known. The spells are known at the level they appear on the Druid spell list.

Pluck the Ripe (Ex): At 3rd level, any undead you create with spells, class features, or feats have vines and leaves protruding from their bodies. This infestation means that your skeletons have a minimum natural armor bonus equal to your levels in the Pumpkin King class, and they gain immunity to unholy damage.

Soul of the Harvest: At 3rd level, the irises of your eyes become orange and seem to have an inner light. You gain immunity to unholy damage.

Pumpkin Men (Sp): At 4th level, you may replace the heads of existing skeletons or Children of the Vine with specially carved pumpkins, creating Pumpkin Men. Pumpkin Men are equal to normal skeletons that have had the *awaken undead* effect used on them, that have a minimum natural armor bonus equal to your level in Pumpkin King, immunity to unholy damage and the Woodland Stride ability of a 2nd level Druid. The holes in the pumpkins that are their eyes and mouths glow with the sickly fires of a Pumpkin Bomb.

You may simultaneously control up to your Pumpkin King level in Pumpkin Men. If you try to convert another skeleton or corpse into a Pumpkin Man beyond your control limit, the Pumpkin Man you have controlled the longest is destroyed. This is an at-will spell-like ability, but properly carving such a pumpkin takes 10 minutes.

Reap the Unworthy (Ex): At 5th level, any creature damaged by one of your Pumpkin Bombs also must make a Willpower save or become frightened.

Soul of the Pumpkin: At 5th level, the Pumpkin King's form becomes gaunt and stick-like. He gains immunity to energy drain, negative levels, ability damage, and ability drain.

Patch of Doom (Sp): At 6th level, a Pumpkin King may create a Patch of Doom one per day as a spell-like ability. A Patch of Doom is a necromantically-charged pumpkin patch. He creates a 10' by 10' area covered in vines, leaves, and pumpkins, and he and his undead in this area gain Fast Healing 1 and immunity to Turning (but not Rebuking). A Patch of Doom is a permanent effect until it is burned clean and the area has a consecrate effect cast on it.

Several uses of this ability can create a single and contiguous Patch of Doom covering a large area. The area of the patch is considered desecrated.

Anyone eating these pumpkins is poisoned as if he had eaten Black Lotus. A Patch of Doom radiates moderate evil, and does not need light, water, soil, or nutrients to survive, but its effects are suppressed if it is covered in ice or snow.

Dark Harvest(Su): At 7th level, any creature killed in a Patch of Doom created by you becomes a Pumpkin Man that is not under your control (and does not count towards your control pool). This Pumpkin Man will not attack the creator of his Patch of Doom, but will attack any other living creature entering any Patch of Doom contiguous to his own Patch of Doom.

Cornucopia of Death(Su): At 8th level, the Pumpkin King will return to life if killed. On the next full moon, a body will be created for him in a Patch of Doom of his choice that he has created. He loses a level as normal for returning from the dead, unless there is already one or more pumpkin man in that patch, in which case one of the pumpkin men is destroyed to create the new body and the Pumpkin King loses no levels.

Once he has used this ability, his head will have been replaced with a pumpkin with eyes and mouth glowing with sickly greenish-yellow fires. This has no game effect.

7.1.21 Seeker of the Lost Wizard Traditions

"The old ways are the best ways. Magic in the past was capable of things you can't even comprehend."

Empires have risen and fallen many times in history, and each time new magics are discovered and old magics are lost. The Seeker of the Lost Wizard Traditions is a user of magic who is convinced that the way magic was used in the past is better in some important fashion. Whether they are correct or not is something that the Mages of the Arcane Order would probably be willing to argue for days or weeks. But it is undeniable that much of the magic used by the Seeker are beyond the comprehension of those who have not taken the time to explore its ancient ways.

Previous generations have largely picked the surface clean of ancient magic power, and now those who wish to find the remnants of the ancient civilizations must journey deeper and deeper beneath the earth to find items that are protected from scrying.

Prerequisites:

Skills: Spellcraft 9 ranks; Knowledge (Dungeoneering) 9 ranks

Spellcasting: Must be able to prepare arcane spells of at least 2nd level.

Race: Human, Elf, or Gnome

Special: Must not be specialized in a school of magic other than Illusion.

Hit Die: d4

Class Skills: The Seeker of the Lost Wizard Traditions' 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)).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0		+0	+0	+2	Spell Reflection, Scroll Preparation	+1 spellcasting level
2	+1		+0	+0	+3	Uncapped Magic	+1 spellcasting level
3	+1		+1	+1	+3	Burst Conservancy	+1 spellcasting level
4	+2		+1	+1	+4	Harvest Magic	+1 spellcasting level
5	+2		+1	+1	+4	Expanse of the Sky	+1 spellcasting level
6	+3		+2	+2	+5	Temporary Portal	+1 spellcasting level
7	+3		+2	+2	+5	Unbreachable Stone Defense	+1 spellcasting level

All of the following are Class Features of the Seeker of the Lost Wizard Traditions class.

Weapon and Armor Proficiency: A Seeker of the Lost Wizard Traditions gains no proficiency with any weapons or armor. However, a Seeker of the Lost Wizard Traditions is considered proficient with any magic sword he holds.

Spellcasting: Every level, the Seeker of the Lost Wizard Traditions casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Spell Reflection (Su): A Seeker of the Lost Wizard Traditions may reflect spells with a line area of effect off of walls. The spell may either bounce off at an appropriate angle (angle of incidence equals angle of refraction) or straight back towards the caster at his whim. Creatures whose spaces are entered twice by a bouncing spell effect are affected twice.

Scroll Preparation: A Seeker of the Lost Wizard Traditions may prepare his daily spells from any magical writing that he has deciphered without harming himself or the magical writing. Many Seekers take magical scrolls and bind them together into book form because magical scrolls take up less room in a book than do normal pages of spell formulae.

Uncapped Magic: At 2nd level, spells cast by a Seeker of the Lost Wizard Traditions do not have maximum level-dependent effects.

Burst Conservancy (Su): At 3rd level, the spells cast by a Seeker of the Lost Wizard Traditions attempt to fill all available space. Every square that a spell with a burst area of effect is prevented from occupying because of a wall or similar obstruction is added to the other side of the effect's area. For example, a fireball takes up 44 squares when used without obstructions. When used in a long, 10' wide hallway by a Seeker of the Lost Wizard Traditions, the fireball would extend to be 110' long.

Harvest Magic (Ex): A 4th level Seeker of the Lost Wizard Traditions can cut pieces out of recently killed monsters that are useful in item creation. An Aberration, Dragon, Magical Beast, Ooze, or Outsider that has been successfully identified with the appropriate knowledge skill by the Seeker of the Lost Wizard Traditions and killed within the last hour can have one of its organs harvested by the Seeker in a 10 minute procedure that preserves some of the magical power of the creature. The magical portions of such a creature are worth 50 gp and 2 XP towards item creation per CR of the monster.

Expanse of the Sky (Su): At 5th level, a Seeker of the Lost Wizard Traditions may double the ranges and areas of his spell effects when he is outdoors. As long as the Seeker of the Lost Wizard Traditions has an open sky over his head, every 10' cube in a spell description is a 20' cube, every 30' cone is a 60' cone, and so on and so on. Essentially, all of his spells benefit from Widen and Enlarge Spell.

Temporary Portal (Su): When a 6th level Seeker of the Lost Wizard Traditions casts a [Teleportation] spell that would normally change his own location, he can create a portal from the target location to a location adjacent to himself instead of moving himself. This portal can be seen through and line of effect for spells can be drawn through it. The Seeker of the Lost Wizard Traditions may dismiss the portal at any time as a free action, and it otherwise lasts 1 round per caster level of the Seeker.

Unbreachable Stone Defense (Su): When a 7th level Seeker of the Lost Wizard Traditions benefits from the spell *stoneskin*, his damage reduction is increased to Unlimited/Adamantine. The hit point reserve of the stone skin is still only reduced by a maximum of 10 points per attack.

7.1.22 Seer of the Tempest

“Aaaah! AAAAAAAH! AAAAAAAH!”

The Windswept Depths of Pandemonium breed a special kind of magician. Driven half-mad by the eternal darkness and thunderous din of the eternal windstorm, they walk the battlefields of the multiverse bringing the terrors they know to those who do not.

Most characters who become Seers of the Tempest are Warmages, though sometimes this path appeals to Wizards of a particularly martial bent.

Requirements:

Skills: Intimidate 9 ranks.

Alignment: Non-Lawful

Spells: Must be able to cast 3rd level Arcane spells, and must be able to cast Evocations of every level she can cast.

Hit Die: d4

Class Skills: The Seer of the Tempest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Increased Edge, Sonic Spells, Suffer the Firmament	+1 spellcaster level
2nd	+1		+0	+0	+3	Scary Noises	+1 spellcaster level
3rd	+2		+1	+1	+3	Winds	+1 spellcaster level
4th	+3		+1	+1	+4	Attune Domain: Storm	+1 spellcaster level
5th	+3		+1	+1	+4	Swift Winds	+1 spellcaster level
6th	+4		+2	+2	+5	Uproar	+1 spellcaster level
7th	+5		+2	+2	+5	Sense the Winds	+1 spellcaster level
8th	+6		+2	+2	+6	Attune Domain: Darkness	+1 spellcaster level

All of the following are Class Features of the Seer of the Tempest class.

Weapon and Armor Proficiency: The Seer of the Tempest gains no proficiency with armor or weapons.

Spellcasting: Every level, the Seer of the Tempest casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class she had previous to gaining that level.

Increased Edge: If the Seer of the Tempest has the Edge class feature, she may add her class level to the Edge bonus. This has no effect if she does not have the Edge class feature.

Sonic Spells: Every spell that the Seer of the Tempest casts that inflicts any damage may inflict Sonic damage instead at her option when the spell is cast. No other effects of the spell are changed, nor is the casting time of the spell. Spells that are made to inflict Sonic damage in this way gain the [Sonic] descriptor.

Suffer the Firmament (Ex): A Seer of the Tempest is at home in a tornado as a calm day. She is unaffected by winds of any strength, and suffers no penalties to her listen checks in even the stiffest gale.

Scary Noises (Su): At 2nd level, the booming destruction of the Seer's magical attacks channels the haunting terrors of Pandemonium. Any creature damaged by a [Sonic] spell cast by the Seer must make a Willpower Save or become shaken. If a creature becomes shaken twice, she becomes frightened. The Save DC is Charisma based, and this is considered a [Fear] effect.

Winds (Sp): A Seer of the Tempest who has reached 3rd level may use *gust of wind* as a spell-like ability at will. At 5th level, using this ability becomes an Immediate action.

Attune Domain: At 4th level, the Seer of the Tempest gains Attune Domain (Storm Domain) as a bonus feat. At 8th level she gains Attune Domain (Darkness Domain) as a bonus feat.

Uproar (Su): As a free action, a Seer of the Tempest of 6th level can attempt to Intimidate all creatures she can target within line of effect that are within an area afflicted by Severe (or worse) winds.

Sense the Winds (Su): At 7th level, a Seer of the Tempest can feel the disturbances caused by creatures and objects within the wind. She can perceive and target any creature or object within 120 feet of herself so long as there is at least a Light Breeze.

7.1.23 Skindancer

"It was Elothar... but it wasn't Elothar. It was like someone wearing an Elothar suit."

Skindancers are a rare breed of assassin, working their way into a community, shedding identities as they shed skins, with each murder moving closer their targets. The Skindancer is a thief of forms, a powerful Necromancer who has transcended mere shapeshifting magic and mastered the techniques of drawing supernatural power from wearing the living skins of his enemies. They are paragons of disguise and infiltration, dark souls hiding among their enemies while sowing discord and chaos in their wake.

Prerequisites:

Feats: A Feast Unknown, Still Spell, Silent Spell

Spellcasting: Must be able to cast 4th level Necromancy spells

Special: Must not be good.

Hit Die: d6

Class Skills: The Skindancer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise(Cha), Hide(Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently(Dex), Profession (Wis), Sense Motive(Wis), Spot(Wis), and Spellcraft (Int).

Skill Points/Level: 6 + Int modifier

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+2	+0	+0	Wear Skin, Taking Lives	+1 spellcaster level
2nd	+1		+3	+0	+0	Likeness	+1 spellcaster level
3rd	+1		+3	+1	+1	Death Attack	+1 spellcaster level
4th	+2		+4	+1	+1	Flexible Hide	+1 spellcaster level
5th	+2		+4	+1	+1	Hide the Evidence	+1 spellcaster level
6th	+3		+5	+2	+2	Fill the Shell	+1 spellcaster level
7th	+3		+5	+2	+2	Aura Steal	+1 spellcaster level
8th	+4		+6	+2	+2	Art of Preservation	+1 spellcaster level
9th	+4		+6	+3	+3	Skin Reincarnation	+1 spellcaster level
10th	+5		+7	+3	+3	Skin Puppets	+1 spellcaster level

All the following are Class Features of the Skin Dancer prestige class.

Wear Skin (Ex): The Skindancer may wear any Skin that has been prepared by the Taking Lives ability of a Skindancer. While wearing this Skin, the Skindancer has the form of the creature whose skin he is wearing as if he had cast *shapechange* and become that creature. This effect lasts as long as he wears the Skin. In addition, he also gains one use of each spell-like ability of that creature's race. Once used, the spell-like abilities of a particular skin are forever expended.

The Skindancer may only wear the Skin of a creature whose CR is three less than his character level, and who has the same size as him. Using this ability on the Skin of a sentient creature (Int of 5 or better) is an evil act.

If the Skindancer dies while wearing a Skin, that Skin is destroyed.

Taking Lives (Ex): To use this power, the Skindancer must have the fresh and undamaged body of a creature. It cannot have been taken HP damage from any fire or acid effect, piercing or slashing damage, or any other effect that

would damage, tear, or destroy its skin (DM's judgment). If the creature was killed within ten minutes (or preserved with magic ten minutes from its death by an effect like *gentle repose*), the Skindancer may begin a one hour ritual to turn the outer flesh of the body into a Skin. Once completed, the skinless body remains. Using this ability on the body of a sentient creature (Int of 5 or better) is an evil act. Any Skin that has not been worn by a Skindancer for one hour rots away to uselessness. Skins cannot be made from Undead, Plants, Oozes, Swarms, Constructs, or any other creature that does not have a skin (DM's option).

Likeness (Ex): While wearing a creature's Skin, the Skindancer gains a +10 to Bluff and Disguise checks to impersonate that creature (this stacks with the bonuses gained by shapeshifting or disguise spells).

Death Attack (Ex): At 3rd level, the Skindancer gains the Death Attack ability of an Assassin. Levels in this class stack with levels of any other class that offers Death Attack for the purposes of this class feature. Any creature killed by a bludgeoning Death Attack is suitable for the Taking Lives ability.

Flexible Hide: At 4th level, the Skindancer can wear the Skin of a creature who is within one size category of his own size.

Hide the Evidence (Su): At 5th level, the Skindancer can completely devour the skinless body of any victim that he uses the Taking Lives ability on.

Fill the Shell: At 6th level, the Skindancer can wear the Skin of a body that is up to two sizes larger than his own.

Aura Steal(Su): For the purposes of divination magic, the Skindancer is the creature whose Skin he is wearing.

Art of the Preservation (Su): The Skindancer has learned the art of preserving Skins for later use in briny pools. By spending 500 gp per CR of the creature the pool will hold and one day, the Skindancer can build a briny pool that will preserve a Skin inside it and indefinitely maintain the Skin's ability to be worn. Once taken out of the pool, the skin rots to uselessness within one hour as usual, unless it is worn.

Skin Reincarnation(Su): If killed, a Skindancer will be reincarnated (as the spell) into the form of one of the Skins he is preserving with the Art of Preservation ability (if he does not have a preserved Skin of his own size and race, randomly determine which Skin is used). The Skin used by this ability is destroyed in the process.

Skin Puppets: The Skindancer can create Skins that can be worn by others by expending 2,000 gp per CR of the creature. Each creature wearing one of these Skins gains one use of the Wear Skin ability, and counts as if the Skindancer had successfully cast *charm monster* on them.

7.1.24 Speaker for the Dead

"For ten thousand years our ancestors have lived and died in this land and not once has the world been swallowed by an unending chasm into the Abyss. They tell me that they are disappointed in your actions, and I am here to make their displeasure known."

The souls of those that die are drawn inexorably towards the outer planes to await their punishment or rewards as befits the whim of the powerful beings that dwell there – outsiders and the gods themselves. A few get drawn back to the world of the living, but the vast majority become petitioners, and the memories of these lives beyond counting are gradually forgotten and lost to time.

Or they would be, if the Speakers did not endeavor to catch these memories and keep them safe against a time in the future when they may be needed again.

Prerequisites:

Skills: Diplomacy 4 Ranks, Knowledge (History) 9 ranks

Languages: Must know at least 4 languages

Spellcasting: Must be able to cast Divination and Necromancy spells of levels 1 through 3.

Hit Die: d4

Class Skills: The Speaker for the Dead's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy(Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language, and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

All of the following are Class Features of the Speaker for the Dead prestige class.

Spellcasting: Every level, the Speaker for the Dead casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class she had previous to gaining that level.

Speak With Dead (Sp): A Speaker for the Dead can use *speak with dead* as a spell-like ability at will. Unlike a normal caster, they can successfully use the spell more than once on the same corpse, though if a corpse of a creature with a hostile alignment makes its save, speak with dead may not be used again on that corpse for an entire week.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Speak With Dead	+1 spellcaster level
2nd	+1		+0	+0	+3	Call Spirits, Well of Knowledge	+1 spellcaster level
3rd	+1		+1	+1	+3	Taste of Lethe, Hear the Hungry Spirit	+1 spellcaster level
4th	+2		+1	+1	+4	Education of the Dead	+1 spellcaster level
5th	+2		+1	+1	+4	Proxy of the Dead	+1 spellcaster level
6th	+3		+2	+2	+5	Revenge of the Fallen	+1 spellcaster level
7th	+3		+2	+2	+5	Avenging Souls	+1 spellcaster level
8th	+4		+2	+2	+6	Library of Lost Memories	+1 spellcaster level
9th	+4		+3	+3	+6	Usurp Death's Kingdom	+1 spellcaster level
10th	+5		+3	+3	+7	Vengeance of the Dead	+1 spellcaster level

Call Spirits (Su): The Speaker for the Dead is able to telepathically communicate with any undead creature. She gains a +4 to all Diplomacy, Bluff, Sense Motive, or Intimidate checks when used on undead. In addition, all the of *summon undead* spells are considered spells known for her.

Well of Knowledge: By 2nd level, the Speaker for the Dead has begun to have long conversations with the dead, gaining all sorts of odd knowledge. The speaker's levels count as Bard levels for the purposes of Bardic Knowledge. If she does not already have Bardic Knowledge, she gains that ability using only her levels in Speaker for the Dead.

Hear the Hungry Spirit(Su): The Speaker for the Dead can sense of the presence or absence of undead within 1 mile. She knows their general direction, but cannot pinpoint distance, power, or numbers of undead.

Taste of Lethe (Ex): A Speaker of 3rd level or higher has honed her skills of remembrance to the point where she is able to draw upon the unending mind of the undead. She is not completely immune to mind affecting magic as an undead is, but her memories are. The Speaker is immune to effects such as *modify memory* and *mind rape*, and is even able to drink the waters of the River Styx without losing any precious memories.

Education of the Dead: The Speaker for the Dead has absorbed vast amounts of information from the spirits of the dead. She is considered to have a minimum of 10 ranks in all Knowledge skills. To surpass the 10 rank minimum, the Speaker must assign skill points as normal to gain a skill at a higher ranks.

Proxy of the Dead: Undead creatures cannot attack a Speaker for the Dead unless they make a DC 25 Will save (they may make a new save each round). If she casts a spell or attacks them, they automatically make their next save. Unintelligent undead get no save.

Revenge of the Fallen: At 6th level, the Speaker for the Dead gains the ability to cast *animate dead* as a spell-like ability at will. Whenever she does so, these undead are not controlled. They form a weak Necromantic Intelligence that has a purpose of finding the people that killed them. This effect cannot create any individual zombies or skeleton with more than 4 HD.

Avenging Soul: At 7th level, the Speaker for the Dead gains the ability to cast *greater create undead* as a spell-like ability once per day. Whenever she does so, these undead are not controlled. Each has a weak Necromantic Intelligence that has a purpose of finding the people that killed them.

Library of Lost Memories: The Speaker for the Dead may cast *contact other plane* or *legend lore* as a spell-like ability once per day at 8th level.

Usurp Death's Kingdom (Su): A 9th level Speaker for the Dead may alter the purpose of a Necromantic Intelligence. She must perform a ritual that takes 24 hours at the location of the Focus of the Necromantic Intelligence, and this ritual provokes the same response as a Cleansing.

When she is done, the Necromantic Intelligence's purpose changes to anything the Speaker desires. If this is not possible, the Necromantic Intelligence is destroyed.

Vengeance of the Dead: At 10th level, the Speaker for the Dead may create a Necromantic Intelligence with a purpose of her choosing. This costs 20,000 gp in materials, and circumstances must be appropriate for a Necromantic Intelligence to form.

7.1.25 Stranger with the Burning Eyes

One of the greatest necromantic mysteries is the ability to move souls from one body to another, and to use this trick to inhabit the flesh of a stranger, gaining a twisted and parasitic form of immortality. Usually this art is as dangerous as it is powerful, but for the Stranger with the Burning Eyes the experience is a way of life. They have abandoned their true form and now only move from body to body like a virus, taking with them knowledge and power, working their way through the world using the bodies of others as proxies.

When they transfer to a new body, their eyes glow with the fires of their souls, as they have fanned the flames of their spirits until they can survive without a material form. They are the consummate strangers in strange land, and often acquire habits from the many unusual body forms they have inhabited. One thing is certain: they have little regard for the people they inhabit.

Prerequisites:

Feats: Still Spell, Silent Spell

Skills: Knowledge (Religion) 9 ranks, Concentration 9 ranks

Spellcasting: Must be able to spontaneously cast 5th level spells, and the spell *magic jar*.

Special: Your true body must have been destroyed.

Special: You cannot be good.

Hit Die: d4

Class Skills: The Stranger with the Burning Eyes' class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1		+0	+0	+2	Burning Soul, Token	+1 spellcaster level
2nd	+2		+0	+0	+3	Consume	+1 spellcaster level
3rd	+3		+1	+1	+3	Firewall of the Soul	+1 spellcaster level
4th	+4		+1	+1	+4	Explosive Reaction	+1 spellcaster level
5th	+5		+1	+1	+4	Inferno	+1 spellcaster level
6th	+6		+2	+2	+5	Lore of the Burning Flame	+1 spellcaster level
7th	+7		+2	+2	+5	Slow Burn	+1 spellcaster level
8th	+8		+2	+2	+6	Wildfire	+1 spellcaster level
9th	+9		+3	+3	+6	Conflagration	+1 spellcaster level
10th	+10		+3	+3	+7	Hellfire	+1 spellcaster level

All the following are Class Features of the Stranger with the Burning Eyes prestige class.

Spellcasting: Every level, the Stranger with the Burning Eyes casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Burning Soul (Su): At 1st level, the Stranger with the Burning Eyes has mastered the ability to move between bodies. He may use *magic jar* at will as a Supernatural ability with an indefinite duration. For the purposes of this spell, any body he is possessing also counts as a receptacle, so he may use the senses granted by being in a *magic jar* receptacle and possess new bodies from this form, and he returns to the last body he possessed if his current body is killed, if it is within range (it gets a save as usual). If it is not within range, he is killed. Since bodies count as receptacles for this effect, the Stranger does not need line of effect to possess a new body.

The Stranger with the Burning Eyes no longer ages, though bodies he is possessing will age.

Token: At 1st level, the Stranger with the Burning Eyes is magically followed by a token whenever he changes bodies. This is a simple piece of jewelry worth at least 1,000 gp, and it can be enchanted with any enchantment suitable for rings, rods, wonderous items, and armor (but it cannot be intelligent). This item is a tiny object with hardness 20 and 20 hp, and if removed from a body the Stranger with the Burning eyes is possessing he is immediately forced to possess a new body (he cannot possess that body ever again). If he cannot possess a new body, he dies. (Note: if the victim of the Stranger's possession attack is ever given a second Will save to resist his possession from an effect like Slippery Mind, a successful save means the victim removes the token).

The token is magically recreated or moved each time the Stranger possesses a new body, so as long as he lives it continues to exist.

Consume (Su): At second level, the Stranger with the Burning Eyes may "lose" a prepared spell or spell slot to perform a Wisdom draining touch attack as a standard action. The touch attack does as much Wisdom drain as the spell level that is lost, and a successful Will save halves this drain.

Firewall of the Soul: At 3rd level, the Stranger with the burning Eyes is immune to any effect that moves his soul or would end his possession of a body (other than removing his token). Any effect that traps his soul in his current body still works, and he will die if such an effect is cast on him and the body he is possessing dies. The Stranger may also remain in a body if he is in an *antimagic field* or other magic destroying effect, though he is effectively trapped in that body until he can leave that effect.

Explosive Reaction (Su): At 4th level, when the Stranger with a Burning Soul is in a body that is killed, he may take an immediate action to possess a new body (or return to his last body, as usual).

Inferno(Su): While in a possessed body, the Stranger may use any of its feats once he has attained 5th level.

Lore of the Burning Flame: While in a possessed body, the Stranger may use any of its skills or personal knowledge once he has attained 6th level.

Slow Burn(Su): Once the Stranger with the Burning Eyes has achieved 7th level, if he is in a body that is killed, and he cannot successfully possess any body, his soul is instead transferred into his Token and it counts as a receptacle. Should the Token be destroyed while it holds the soul of the Stranger, he immediately dies without a chance to possess new bodies.

Wildfire(Su): At 8th level, the Stranger with the Burning Eyes may use his *magic jar* ability a number of times a round equal to his Charisma modifier as a full round action. This enable to make possession attempts very quickly and even travel large distances in heavily populated areas.

Conflagration(Su): As a standard action, a 9th level Stranger with the Burning Eyes can combine a use of his Consume ability with his *magic jar* ability. The person he attempts to possess is affected by the Consume ability as if he had been successfully touched. The Consume effect uses spells or spell slots as normal.

Hellfire: Should the Stranger with the Burning Eyes ever he killed once he has achieved 10th level, he returns to life with his soul in his Token one year later (it is recreated 1d4 miles from the location of his death). He does not lose a level from this return from the dead.

7.1.26 Soul Merchant

Upon death, souls pass to the Outer Planes. Evil souls go to the Lower Planes while good souls go the Upper Planes, and some souls wander the places between, but each has a value to the beings that live in those place.

Where there is value and profit to be made there is a merchant; in the soul trade, that man is the Soul Merchant. Slaver, procurer, and arbitrator, the Soul Merchant is ultimate middle-man in the market of stealing, selling, and buying souls. Like any successful merchant, he enjoys special privileges with his clients.

Prerequisites:

Skills: Knowledge(planes) 10 ranks, Knowledge(religion) 10 ranks

Spells: Must be able to cast *lesser planar binding*

Feats: Leadership

Hide Dice: d4

Class Skills: The Soul Merchant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points/Level: 2 + Int modifier

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Extract Soul, Extended Contract	+1 spellcaster level
2nd	+1		+0	+0	+3	Escort to the Promenade	+1 spellcaster level
3rd	+1		+1	+1	+3	Craft Soul Contract	+1 spellcaster level
4th	+2		+1	+1	+4	Soulless Spawn	+1 spellcaster level
5th	+2		+1	+1	+4	Bargain	+1 spellcaster level
6th	+3		+2	+2	+5	Notable Investments	+1 spellcaster level
7th	+3		+2	+2	+5	Credit	+1 spellcaster level
8th	+4		+2	+2	+6	Lifetime Warranty	+1 spellcaster level

All the following are Class Features of the Soul Merchant prestige class.

Weapon and Armor Proficiency: The Soul Merchant gains no proficiency with armor or weapons.

Spellcasting: Every level, the Soul Merchant casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class he had previous to gaining that level.

Extract Soul(Su): The Soul Merchant may cast *soul bind* as a spell like ability a number of times per day equal to his intelligence bonus. He must use a gem to hold the soul, and it must be worth at least 100gp.

Extended Contract(Su): Due to his extensive web of contacts in the Outer Planes, he can call spirits from beyond the grave. He may call undead creatures with his *planar binding* spells in addition to the usual creatures.

Escort to the Promenade(Su): At 2nd level, the Soul Merchant may call an Escort with a casting of the *lesser planar binding* spell. Treat this creature as a Erinyes, but with the additional ability to use *gate* (travel version only, and only to Finality and the last location it was bound to). This Escort will take a Soul Merchant to Finality, a planar metropolis that has a prominent economy in the buying selling of souls (see Finality in the Locations of Necromantic Importance section).

Craft Soul Contract(Su): At 3rd level, the Soul Merchant may craft a Soul Contract. This is an item that details the conditions of an agreement or bargain where one party has put up his soul as collateral. Should this party default on the contract, his soul is forced into a gem as detailed in the contract (the gem need not have line of effect to the victim for this to occur). Should the other contractee default, the contract is rendered powerless. If the physical paper of contract is destroyed, the magical effects of the contract are also ended.

Soulless Spawn: Should a 4th level Soul Merchant gain someone's soul with a Soul Contract, he may turn their body (if it still lives) into a unique form of spawn called a Soulless. These creatures have all of their normal abilities, but also have the Mindless trait, and must be commanded by the Soul Merchant to perform any action.

Bargain: By 5th level, the Soul Merchant has become a trusted (or at least known) middle-man in the soul trade. He may sell lesser souls to gain souls of greater value. In effect, he may buy souls in Finality by exchanging enough souls to equal the value of a more powerful soul. The Soul Merchant also gains the ability to increase the HD limitation of any planar binding spells he casts by +2 HD.

Notable Investments: A Soul Merchant of 6th level has performed substantial dealings in the oft maligned (yet potentially lucrative) trade in souls. The character can act as a fixer for one of the major interested parties. The character gains one ability from the following list: Angelic Favor, Baatezu Favor, Demonic Favor, or Lich's Favor.

- **Angelic Favor (Sp):** Due to outstanding effort in the recovery of good-aligned souls and destruction of evil-aligned souls, several celestials owe you favors. Once per day you may cast *greater planar ally* as a spell-like ability. This effect only calls a good-aligned celestial, and it only accepts souls as payment.
- **Baatezu Favor (Sp):** Due to preexisting deals with several Devils, the Soul Merchant may destroy a soul for infernal power. Once per day, the Soul Merchant may gain DR of 15/good and silver for 10 minutes per CR of the creature destroyed. During this time, the Soul Merchant may see in darkness (including magical darkness) and is immune to fire.
- **Demonic Favor (Sp):** After hurling a number of notable souls into forgotten maelstroms of torment in the Abyss, the Soul Merchant has gained agreements in principle to issue commands to Tanar'ri legions that are nominally under the control of his business associates. The Soul Merchant no longer has to pay Demons that have a CR at least 6 less than his own for their services.
- **Lich's Favor (Sp):** Due to preexisting deals with several Liches, the Soul Merchant level may destroy a soul for magical power. Once per day, the Soul Merchant may recover a spell slot by destroying a soul of a CR equal to twice the level of the spell.

Credit: Due to his outstanding record, a 7th level Soul Merchant can use his abilities on credit (without expending souls); however, if he does not pay for these uses with twice as many souls (two souls of the correct value for each ability he used) in one month, his own soul is taken. If for any reason the Soul Merchant's soul cannot be taken, the merchants of Acheron will not extend him any more credit.

Lifetime Warranty: At 8th level the Soul Merchant may store souls with certain powerful outsiders in the Finality. Should he ever die, these outsiders will sell his souls for the magic objects necessary to return him to life (such as *true resurrection*, *cloning*, or *true reincarnation* magic). If he should ever run out of souls, he can still be brought back on credit...

7.1.27 Thief of Souls

"What would I possibly want with your money?"

Jewels, gold, and magical trinkets fill the dreams of most thieves, but the Thief of Souls wants only the most treasured possession of all: your very soul. Charming, wicked, and stealthy, they're the enemy of the gods, preventing believer's souls from entering their rightful place in the afterlife.

From souls come power, and these dangerous individuals have learned to tap into that power for their own ends. The fact that this process destroys the souls does not matter to them as they know the world is full of souls, waiting to be taken.

Prerequisites:

Skills: Use Magic Device 9 ranks, Knowledge(Religion) 4 ranks, Craft (alchemy) 4 ranks

Spellcasting: Ability to cast 1st level Arcane Spells.

Alignment: Cannot be good.

Special: Sneak Attack, Sudden Strike, or Skirmish +2d6

Special: Must have owned and used a dagger made from thinaun.

Hit Dice: d6

Class Skills: The Thief of Soul'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), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all) (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), and Use Magic Device (Cha).

Skill Points/Level: 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Soul Taker, Thinaun Alchemy	+1 spellcaster level
2nd	+1	+0	+3	+3	Sneak Attack +1d6	+1 spellcaster level
3rd	+1	+1	+3	+3	Fuel Magic	+1 spellcaster level
4th	+2	+1	+4	+4	Sneak Attack +2d6	+1 spellcaster level
5th	+2	+1	+4	+4	Soulfire	+1 spellcaster level
6th	+3	+2	+5	+5	Sneak Attack +3d6	+1 spellcaster level
7th	+3	+2	+5	+5	Steal Magical Essence	+1 spellcaster level
8th	+4	+2	+6	+6	Sneak Attack +4d6	+1 spellcaster level
9th	+4	+3	+6	+6	Reap Soul	+1 spellcaster level
10th	+5	+3	+7	+7	Fuel Life, Sneak Attack +5d6	+1 spellcaster level

All of the following are Class Features of the Thief of Souls prestige class.

Weapon and Armor Proficiency: The Thief of Souls gains no proficiency with armor or weapons.

Spellcasting: Every level, the Thief of Souls casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Soul Taker(Su): At 1st level, a Thief of Souls may extract a soul from a thinaun dagger and place it within a gem worth at least 100 gp. This process takes one minute, and the soul in the gem is held inside it indefinitely. If the soul gem is smashed, the soul inside is released. If the soul gem is used to fuel any of the Thief of Soul's class features, the gem and soul inside are destroyed and the creature whose soul was taken cannot be returned from the dead.

Thinaun Alchemy(Ex): The Thief of Souls learns alchemic secrets that teach him how to convert iron into thinaun, the legendary soul stealing metal. He may construct new blades using this technique, the process take one day and expends 5000 gp in materials.

Sneak Attack (Ex): At 2nd level, the Thief of Soul's Sneak Attack Damage increases by 1d6. His sneak attack damage increases by another d6 at every even level. If the Thief of Souls has the Skirmish ability, he can increase his Skirmish Damage instead of his Sneak Attack.

Fuel Magic(Su): When activating a charged magic item, a 3rd level Thief of Souls may destroy a gem containing a soul (destroying the soul) instead of using charge(s) from that item. The soul used must have a HD equal to the caster level of the effect.

Soulfire (Su): A 5th level Thief of Souls may destroy a gem containing a soul (destroying the soul) in exchange for a ranged touch attacking deal 1d6 points of damage per HD of the soul with the gem. This is an attack action with a medium range, and the character need not be within 30 feet of the target for the attack to count as a Sneak Attack (other restrictions of sneak attacks apply).

Steal Magical Essence (Su): Any time a Thief of Souls of 7th level or higher uses his Soul Taker ability, he can also extract one spell from the soul that it had prepared at the time of its death (his choice). This effect keeps the spell in the gem, and any character who makes a DC 20 Use Magic Device check may use this spell as if casting it from a Spell Storing item. Once the spell is cast, the gem no longer functions as a spell storing item, but is not otherwise damaged.

Reap Soul (Su): Any time the Thief of Souls successfully uses his sneak attack on an enemy with a thinaun weapon, the victim must make a Fortitude save or die. The save is Charisma based, and this is a Necromantic Death Effect. The Thief of Soul's thinaun blade can take the soul as normal.

Fuel Life (Ex): At 10th level, the Thief of Souls may destroy any soul gem with a CR equal to his character level in exchange for reverting himself to a young adult age. Doing so has no effect on his mental attributes, and when the soul gem is destroyed the character may choose to alter his appearance to match that of the creature whose soul was destroyed. This gives a +10 bonus to Disguise checks to impersonate the victim.

7.1.28 Uttercold Assault Necromancer

“Cooooooooobraaaaaaaa!”

The living dead can make terrifically efficient soldiers, fearless and untiring. However, mindless undead are less than ideal in many respects, being unable to take initiative or respond to changing battlefield conditions. Sentient undead are therefore the pinnacle of soldiering, but since they are not mindless, they must be lead.

For political reasons, the living dead are seldom permitted to serve as their own officers; instead, fearful mortal authorities insist that they must be placed under the command of the living. However, if such officers hope to win the respect of their troops, they must be magically powerful in their own right, as well as charismatic and subtly tainted by the touch of death. Such officers learn not only to lead and motivate sentient undead on the battlefield, but to support their forces with cold and death related magic.

Not only are the undead fearless, but they are also perfectly disciplined, do not do damage to the civilian infrastructure, and do not require forage to survive. In order to maintain discipline, and in response to the hatred and fear in which their forces are held, these officers hold themselves to the highest standard of military ethics. A degree of political aptitude also serves such officers well, as their forces are almost guaranteed to be given the most dangerous and least desirable missions. The stringent requirements of this class demand commitment from a young age, so most Uttercold Assault Necromancers are apprenticed in their teens. Being in such scarce supply, they are absolutely required to train apprentices in turn to join the officer corp.

Prerequisites:

Feats: Energy Substitution (Cold), Lord of the Uttercold, Tomb Tainted Soul, Mentor (exchanged for apprentice).

Spells: Must be able to cast at least three spells from the Necromancy school, of which at least one must be third level or higher, and at least one spell with the cold descriptor.

Skills: Concentration 9 Ranks, Knowledge (Planes) 9 Ranks, Language (Battle Signals), Speak Language (Semaphore Battle Signals).

Alignment: Cannot be chaotic.

Special: Must hold officer's rank (Rank 3+, see Heroes of Battle) in a military or paramilitary organization that includes elite units of sentient undead.

Special: Your apprentices (from the Mentor feat) must also be junior officers in your military organization (Rank 1+).

Note: If you are using Playing with Fire, the Necromantic Commander aura does not have an alignment requirement, and neither does Tomb Tainted Soul.

Hit Dice: d4

Class Skills: The Uttercold Assault Necromancer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (All Skills Individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points/Level: 2 + Int modifier

All of the following are Class Features of the Uttercold Assault Necromancer class.

Weapon and Armor Proficiency: The Uttercold Assault Necromancer gains no proficiency with armor or weapons.

Spellcasting: Every level, the Uttercold Assault Necromancer casts spells (including gaining any new spell slots and spell knowledge) as if he had also gained a level in a spellcasting class he had previous to gaining that level.

Unit: An Uttercold Assault Necromancer trains rigorously as part of an elite unit. For purposes of his class abilities, his "unit" includes himself and all of his cohorts, followers, and apprentices, as well as any undead creature summoned, commanded, or controlled by members of his unit. Other characters (such as other PCs and hirelings) can train and become part of his unit if they are healed by negative energy.

Uttercold Assault! (Su): All members of your unit within your Commander Aura (see Heroes of Battle, pg. 75, this is normally 30 ft.), all gain Cold Resistance: 20. At levels 4, 7 and 10 the cold resistance rises by an additional 10 points. Note that you still do not otherwise benefit from your own Commander Aura, you just get cold resistance.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+0	+2	Uttercold Assault!:20, Undead General, Rebuke Undead, Officer and a Gentleman, Undead Leadership	+1 spellcaster level
2nd	+1		+0	+0	+3	Necromantic Commander	+1 spellcaster level
3rd	+1		+1	+1	+3	Exceptional Leadership	+1 spellcaster level
4th	+2		+1	+1	+4	Uttercold Assault!: 30, Bonus Feat	+1 spellcaster level
5th	+2		+1	+1	+4	Elite Followers	+1 spellcaster level
6th	+3		+2	+2	+5	Rallying Cry	+1 spellcaster level
7th	+3		+2	+2	+5	Uttercold Assault!: 40, Bonus Feat	+1 spellcaster level
8th	+4		+2	+2	+6	Fearsome Charge	+1 spellcaster level
9th	+4		+3	+3	+6	Crush Them	+1 spellcaster level
10th	+5		+3	+3	+7	Uttercold Assault!: 50, Bonus Feat, Elite Followers	+1 spellcaster level

Undead General (Ex): Instead of skeletal warriors as undead followers, your undead followers have the [Dark Minded](#) subtype and levels in any class; ignore the Exceptional Followers rule from the Epic Handbook. These are ordinarily Human [Swordwraith Fighters](#), but other equivalent units may be substituted if apropos for the military organization you represent (the cannibal-hobbits of the Kankomar Foreign Legions are Ghoulish Rangers, for example).

Any morale bonuses, which you would otherwise provide from class features, commander auras, or spells, can be competence bonuses instead, at your discretion.

Undead can learn to savor victory, but death holds no fear for them. Your leadership score, when leading the undead, is not penalized when you suffer casualties. Casualties do penalize your leadership if you try to lead living followers, however.

Your apprentices do not penalize your leadership score when attracting undead cohorts.

Rebuke Undead (Su): If an Uttercold Assault Necromancer already has the ability to rebuke/command undead, levels of Uttercold Assault Necromancer stack with levels in other classes to determine Rebuking Level. He gains no ability to rebuke undead if he does not already have it.

Officer and a Gentleman (Ex): An Uttercold Assault Necromancer must conduct his villainous acts with restraint, good manners and aplomb. Your code of conduct includes the following:

- Avoid harming innocents and civilians, when feasible.
- Be courteous and dignified of bearing (and towards the opposite sex, gallant) at all times.
- Graciously accept the surrender of a defeated foe, and treat them with decorum and respect, which means absolutely no torture.
- Captured foes may not be summarily slain. You are permitted to test their worthiness by placing them in elaborate conditions almost certain to kill them, as long as those of sufficient character or cleverness might survive.
- Always keep your word of honor.

You are also expected to ensure that all of your subordinates (“minions”) obey this code, and to discipline them if they do not. Note that other “dishonorable” actions, including attacks from ambush, torture of captured spies, and the use of poison, are perfectly permissible under your code. If you violate this code in a minor way (GM discretion) you lose all remaining usages of your Exceptional Leadership class ability for the day. Severe violations cause you to lose your Exceptional Leadership and Uttercold Assault! class features until you Atone. As long as you are known to keep to your code you are entitled to a +2 bonus to your Leadership score, stacking with other leadership bonuses.

Undead Leadership (Ex): You gain Undead Leadership as a bonus feat, even if you do not meet the requirements. You will immediately “attract” the largest unit of Undead followers that you can lead (see Undead General above). You must attract cohorts as normal. If you already have Undead Leadership, take a Bonus Feat (see the list below) instead.

Necromantic Commander (Ex): At 2nd level, you gain the Necromantic Commander aura (see pg. 75 of Heroes of Battle,) in addition to your existing Commander Aura, even if you do not meet the requirements. Your followers benefit from both commander aura effects. If you already have Necromantic Commander as your aura, immediately select an additional aura for which you qualify.

Exceptional Leadership (Ex): At 3rd level, you can exert Exceptional Leadership as an immediate action. A number of members of your unit equal to your class level gain these benefits until your next action: a +2 competence bonus to AC, will and reflex saves, as well as to-hit and damage rolls. The targets must all be within your command

radius. If the targets are currently under an effect that requires a will save, they are allowed an immediate additional will save to break free (as Slippery Mind). The targets of this ability must be able to hear and see you in order to benefit from your commands. This is a mind-affecting ability. You can use this ability a number of times per day equal to your class level plus your charisma bonus (if positive). The benefits last one minute.

Bonus Feat (Ex): At 4th level, select a bonus feat. You must meet the requirements normally. Bonus feats must be selected from the following list: Any Feat from Tome of Necromancy, Extra Turning, Lichloved, Sacrificial Mastery (BV), Arcane Disciple, Bonus Domain, Empower Turning, Profane Boost, Quicken Turning, Undead Mastery, Zone of Animation (CD), Any Leader feat, Veteran Knowledge (HoB). Note that Undead Leadership will substitute as a pre-requisite for feats requiring leadership.

Elite Followers (Ex): All of your undead followers may have one more level than would ordinarily be allowed by your leadership score once you reach 5th level. For example, if your leadership score is 21, you would ordinarily be allowed 60 1st level followers, you are allowed 60 2nd level followers instead. You must attract (or train, at GM discretion) these elite followers normally. At 10th level, this bonus increases to 2 levels. In addition, you automatically qualify as having Epic Leadership if your leadership score is 25 or more.

Rallying Cry (Ex): At 6th level, you can rally your allies with a powerful shout as a free action. Doing so costs two uses of your Exceptional Leadership ability. Firstly, this enables you to perform a free rally check (Heroes of Battle, pg. 73), which is useful if you lead living troops. Secondly, your Commander Aura (Heroes of Battle, pg. 75) radius increases to 60 ft. and the benefits of your Commander Aura are doubled for a number of rounds equal to your class level + your charisma bonus. The increased radius applies to the energy resistance granted by your Uttercold Assault! class feature.

Fearsome Charge (Ex): At 8th level, when you direct your forces into battle, your enemies quaver in terror. Calling for a fearsome charge is a swift action that requires four uses of your Exceptional Leadership ability. In addition to the benefits of a Rallying Cry (above), your unit retains the benefits of your commander aura when charging enemies outside of your commander aura. Any enemies charged by members of your unit when they began begin the charge move within your commander aura must make an immediate Morale check (a will save, see Heroes of Battle pg. 72), but the DC (instead of 20) is 10 + your class level + your charisma bonus. The modifiers on Heroes of Battle table 4-3 apply as normal. Any given unit of enemies cannot be forced to take more than one Morale Check from Fearsome Charge during any given battle, but further morale checks (from casualties, for example) may be called for.

Crush Them (Ex): When an Uttercold Assault Necromancer of 9th level exerts Exceptional Leadership, he can expend three additional uses to give the nominated subordinates additional bonuses. In all cases, these benefits last only one turn. They may count any Shaken (or worse) opponent as flat-footed, and inflict +2d6 points of damage against them (treated as Sudden Strike damage, and stacks with Sudden Strike, Sneak Attack, etc. if any of those apply.)

They may count any Frightened or Panicked opponent as Helpless. The Necromancer's followers may coup de grace or grapple against such an opponent without provoking an attack of opportunity from enemies who are themselves at least Shaken. Note that under her Code of Conduct they are generally required to use this ability to order a grapple (capture) of any opponent who communicates a desire to surrender. Enemies who simply flee can be killed or captured, as desired.

7.1.29 Widow Queen

"You look good enough to eat."

The Widow Queen is a necromancer who has been tempted by the awful seductions of vampirism. By drinking the blood and vital fluids of the living, she has grown bloated with magical power and life energy. She sits in a web of minions, trapping in enemies in her sticky machinations, probing their weakness for a soft spot to driver her fangs deep into their flesh.

While her intelligent minions are the most clever and subtle, it is her mindless minions that are the most dangerous. Drained of vital fluids, they mass at her command and will gladly sacrifice themselves for her desires. This pleases her, and she will happily ask for that sacrifice.

Prerequisites:

Feats: Path of Blood, A Feast Unknown

Skill: Knowledge (Arcana) 9 ranks, Diplomacy 4 ranks, Sense Motive 4 ranks

Spells: Must be able to cast 3rd level Necromancy spells and the spells *web* and *vampire touch*.

Hit Dice: d4

Class Skills: The Widow Queen's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Int), Profession (Wis), and Spellcraft (Int).

Skill Points/Level: 2 + Int modifier

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+2	+0	+2	Blood Drain, Paralyzing Touch	+1 spellcaster level
2nd	+1		+3	+0	+3	Create Spawn	+1 spellcaster level
3rd	+1		+3	+1	+3	Find the Little Ones	+1 spellcaster level
4th	+2		+4	+1	+4	Suckle at the Resisting Will	+1 spellcaster level
5th	+2		+4	+1	+4	Create the Broken Ones	+1 spellcaster level
6th	+3		+5	+2	+5	Seductive Speech	+1 spellcaster level
7th	+3		+5	+2	+5	Snare the Will	+1 spellcaster level
8th	+4		+6	+2	+6	Create Poisoned Hearts	+1 spellcaster level
9th	+4		+6	+3	+6	Flush of Youth	+1 spellcaster level
10th	+5		+7	+3	+7	Cult of Personality	+1 spellcaster level

All the following are Class Features of the Widow Queen prestige class.

Weapon and Armor Proficiency: The Widow Queen gains no proficiency with armor or weapons.

Spellcasting: Every level, the Widow Queen casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class she had previous to gaining that level.

Blood Drain (Ex): The character can drain blood from a helpless or willing victim, inflicting 2 points of Constitution Drain per round. The character heals 5 points for each point of Constitution drain in this way, and consuming 4 points of Constitution from intelligent creatures is considered enough "food" for one day.

Paralyzing Touch (Su): With a touch, the Widow Queen can paralyze any enemy who fails a Fortitude save. This effect lasts three rounds, and the save DC is Charisma based. Using this ability is an attack action.

Create Spawn: Any intelligent Humanoid creature killed by a 2nd level Widow Queen's Blood Drain ability becomes a vampire spawn under the control of the Widow Queen.

Find the Little Ones (Su): At 3rd level, the Widow Queen may cast *scrying* at will on any creature or spawn created with her Widow Queen abilities.

Suckle at the Resisting Will (Su): When a Widow Queen of 4th level uses her Blood Drain ability, the Widow Queen may do Wisdom drain instead of Constitution drain.

Create the Broken Ones: Any creature reduced to Wisdom of 0 by a Widow Queen of 5th level can be turned into a unique kind of spawn, Broken Ones. These creatures have all the abilities of the originals, but they gain the Mindless trait and must be commanded by the Widow Queen to perform any action. A Broken One has a Wisdom score of 1.

Seductive Speech (Su): At 6th level, the Widow Queen may cast the spell *demand* at will as a spell-like ability on any person that has been a victim of her Blood Drain ability. She may also use her *scrying* ability on any victim of her Blood Drain ability. In this way, the Widow Queen can coordinate her minions and track escaped prey.

Snare the Will (Su): Every round that a 7th level Widow Queen drains a victim of Wisdom, that victim must make a Will save or suffer the effects of a Charm Monster effect that lasts as long as the Wisdom drain remains.

Create Poisoned Hearts: If an 8th level Widow Queen can use her Blood Drain ability to drain wisdom from a victim on three successive nights (and the victim does not become a Broken One), the victim becomes a unique form of Spawn, a Poisoned Heart. These spawn have all of their abilities, but are fanatically loyal to the Widow Queen.

Flush of Youth: Any night that a 9th level Widow Queen uses her Blood Drain ability, her age category is reduced to Young Adult. This does not affect her mental ability scores. She returns to her true age if she fails to feed for three nights in a row. In additional, she gains a +4 increase to her Constitution, as if from level gain.

Cult of Personality (Su): If a 10th level Widow Queen is ever killed, her remaining spawn and minions form a Necromantic Intelligence with a purpose of returning her to life. If they can spill the lifeblood of 100 sentients into a pit, a *true resurrection* effect will be cast on the Widow Queen, and she will burst forth from the pit. Once the Widow Queen is returned to life, she regains control of her minions and spawn.

7.2 Martial

7.2.1 Big Nob

“MY NAME IS HUGE!”

In some cultures, being the biggest seriously makes you the best. You are viewed as the leader, and if someone smaller disagrees, they have to kill you. Even then, everyone is cheering for you, because you’re bigger.

Prerequisites:

BAB: +1

Size: Large or larger

Feats: Leadership

Special: Must lead an army, or have led an army, in which you are/were the biggest.

Hit Die: d12

Class Skills: The Big Nob’s class skills (and the key ability for each skill) have not yet been written

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+0	+0	Command Rating +1, Look Out Sir!
2	+2		+3	+0	+0	+1 Natural Armour, Intimidating Battlecry
3	+3		+3	+1	+1	Big Morale +1, Warstride
4	+4		+4	+1	+1	+1 Natural Armour, Minion See Minion Do
5	+5		+4	+1	+1	Command Rating +1, WAAAAAGH!
6	+6		+5	+2	+2	+1 Natural Armour, Get Over Here!
7	+7		+5	+2	+2	Big Morale +2, More WAAAAAGH!
8	+8		+6	+2	+2	+1 Natural Armour, Who’s Scarier?
9	+9		+6	+3	+3	Command Rating +1, Worthy Sacrifice, My Name Is Huge
10	+10		+6	+3	+3	+1 Natural Armour, The Most WAAAAAGH!

All of the following are Class Features of the Big Nob class.

Weapon and Armor Proficiency: You gain proficiency with all armour and shields.

Look Out, Sir!: As long as you have at least one minion, cohort or follower within your reach, you gain the benefits of Improved Evasion. However, if you elect to use it, one minion, cohort or follower within reach is killed. This does not result in a penalty or reduction to your Leadership score.

Intimidating Battlecry: As a Swift action, when charging you can let out a battlecry. This allows you to make a demoralise attempt against all foes within 60’ who can hear you. You receive a +2 bonus for every size category above Medium. Additionally, all allies within 60’ gain a +20’ bonus to their speed for one turn.

Warstride: You can ignore all difficult terrain, and are in no way impeded by the corpses of your allies and/or enemies. You never slip on blood, or are blinded by sprays of blood, should such things ever be relevant (see: Kobold feats).

Minion See, Minion Do: Whenever you attack a foe, all allies who could reach the foe by making a charge attack may do so as an Immediate action.

WAAAAAGH!: You have such legend surrounding you, and your minions have so much faith in you, that you grow one size category, gaining all relevant bonuses and penalties.

Get Over Here!: When you bellow at a foe, issuing a challenge, you scare them into approaching you so you can hit them. As a move action, you may issue this challenge to a foe who can see and hear you. If they fail a Will save (10 + 1/2 HD + Cha) then they are Shaken and have to approach you (spending at least one move action getting nearer. They can totally charge you to do this, though). If they pass, they are not subject to the fear effect and can elect to pass on your challenge. Doing this, however, gives all of their underlings a -2 morale penalty for 1 minute because their leader is a chickenshit.

More WAAAAAGH!: Your Leadership rating is unable to be lowered by anything, even if you personally elect to slaughter half your followers. Additionally, every follower within 30’ may spend a standard action praising you, empowering your blows with the power of WAAAAAGH! This grants you +1d6 to all melee damage per smirking minion on your next turn.

Who's Scarier?: You are immune to fear, as you are the scariest thing you know of. Your minions are also immune to fear from any source other than you.

Worthy Sacrifice: Any time you take damage, you may elect for a minion, follower or cohort within reach to take this damage for you. This only works once per round, however. If ever you are rendered prone or shoved to another square, you can sacrifice a minion or follower within reach to negate this effect, squishing them flat.

My Name Is Huge: You may elect to now have a very large, impressive name and title that all feel obliged to say in full. Any ability that could involve speaking your name, such as a Knight's challenge, any Truenaming effect, or similar, takes longer to perform, along this chart: Less than Swift \Rightarrow Swift \Rightarrow Move \Rightarrow Standard \Rightarrow Full \Rightarrow Minute \Rightarrow *2

The Most WAAAAAGH!: You gain another size category, along with all relevant bonuses and penalties.

7.2.2 Boatman of Styx

The River Styx is a planar path winding its way along the Lower Planes servicing the myriad planes of evil, and its waters rob mortals and immortals of their memories. Ferryman ply these waters, offering safe passage and travel between the planes, but most are con-men looking to make a quick silver, predators in disguise, or well-meaning fools. Few beings know the truly safe routes along the River Styx, thus earning the title of boatmen, and even fewer have accepted its nature into their very body.

Requirements:

Skills: Knowledge (Planes) 8 ranks, Survival 4 ranks, Profession (boatman) 4 ranks.

Feats: Quickdraw

Special: Must have visited every Lower Plane via the River Styx, and lived at least one year on a boat on the River Styx.

Special: +2d6 sneak attack, skirmish, or sudden strike

Hit Die: d8

Class Skills: The Boatman of the Styx'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), Knowledge (planes) (Int), 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: 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Safe Passage, Stygian Blood
2nd	+1	+3	+3	+0	River-born, +1d6 sneak attack dice
3rd	+2	+3	+3	+1	Stygian Tears
4th	+3	+4	+4	+1	River-marked, +2d6 sneak attack dice
5th	+3	+4	+4	+1	Kiss of Lethe
6th	+4	+5	+5	+2	Eternal Boatman, +3d6 sneak attack dice
7th	+5	+5	+5	+2	Bonus Feat
8th	+6	+6	+6	+2	Knowledgeable, +4d6 sneak attack dice
9th	+6	+6	+6	+3	Stygian Tributary
10th	+7	+7	+7	+3	Xirfilstyx Dance, +5d6 sneak attack dice

All of the following are Class Features of the Boatman of Styx prestige class.

Weapon and Armor Proficiency: A Boatman of Styx gains proficiency in the Long Staff, but does not gain any other weapon or armor proficiency.

Safe Passage (Su): At 1st level, the Boatman of Styx learns to navigate the River Styx. When leading a boat or ship, the Boatman can lead a craft to any other planar location that contains some portion of the River Styx. This journey takes 1d6 hours, and is uneventful.

Stygian Blood(Ex): At 1st level, the Boatman of Styx has absorbed small amounts of the River Styx into his blood, and from this point forward he is immune to mind-affecting effects and the effects of the River Styx.

River-born: At 2nd level, the Boatman of Styx gains a swim speed of 60', and he may take 10 on any Swim check. He also does not need to breathe while submersed in water.

Sneak Attack: A Boatman of Styx gains an additional die of Sneak Attack at every even numbered level.

Stygian Tears: At 3rd level, the Boatman of Styx's tears gain the effects of the River Styx. He may collect up to one vial of tears per day. Being struck by a vial of these tears has the same effects as an exposure to the waters of the River Styx (DM's option). If kept stoppered, these vials of tears last indefinitely.

River-marked: At 4th level, the Boatman of Styx's continued exposure to the River Styx grants a +8 to Swim checks, a +6 to Disguise checks, and a +4 to Bluff checks.

Kiss of Lethe(Su): At 5th level, the Boatman of Styx may kiss an enemy on an opposed Grapple check. This kiss has the same effects as an exposure to the River Styx (DM's option).

Eternal Boatman(Sp): At 6th level, the Boatman of Styx may summon a normal wooden boat once per day. This boat is large enough to carry the Boatman and up to eight Medium sized passengers. This boat lasts 24 hours, then falls apart into pieces of rotted wood.

Bonus Feat: At 7th level, the Boatman of Styx gains a bonus feat. He must meet any prerequisites of this feat to choose it.

Knowledgeable: At 8th level, the Boatman of Styx's has absorbed a critical mass of memories from swimming in the River Styx. He always has at least 10 ranks in all Knowledges, and may expend skill points to raise these Knowledges as if they were class skills. The Boatman also gains the ability to speak, read, and write any language.

Stygian Tributary(Sp): At 9th level, the Boatman of Styx learns a secret about the River Styx: it sometimes touches rivers on planes other than the Lower Planes. Once per day, a Boatman of Styx may cast a *gate* (travel version only) as a spell-like ability, but only while standing on a boat in a river. This portal leads to any other river on any plane.

Xirfilstyx Dance(Su): At 10th level, the Boatman of Styx has studied these fiends of the River Styx and learned a secret fighting art. Any creature struck a Boatman of Styx's sneak attack must make a Will save or be dazed for 1d4 rounds. Any affected creature does not remember any events while dazed.

7.2.3 Bone Rider

"We can make it; we'll just have to ride all night..."

The desire for a steed that will not tire or balk is instantly understandable by anyone who has ridden for even a short time. Still, while the dark arts can provide, there are few who are willing to take steps down that path. The Bone Rider is one who has chosen to sacrifice the luxury of acceptance for the power and convenience of using the raw power of death for transportation and war.

Prerequisites:

Feats: Mounted Combat

BAB: +3

Skills: Ride 7 ranks, Knowledge (Religion) 3 ranks, Diplomacy 4 ranks

Special: Must have proficiency with all martial weapons.

Hit Dice: d10

Class Skills: The Bone Rider's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge all skills taken individually (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points/Level: 2 + Int modifier

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+2	+0	+2	Mount the Dead, Turn/Rebuke Undead, Spellcasting
2nd	+2		+3	+0	+3	Versatile Riding, Deadly Touch
3rd	+3		+3	+1	+3	Bonus Feat, Animate Dead
4th	+4		+4	+1	+4	Speed of the Dead, Hunger of the Dead
5th	+5		+4	+1	+4	Bonus Feat, Eternal Faithfulness

All of the following are Class Features of the Bone Rider class.

Weapon and Armor Proficiency: The Bone Rider gains no proficiency with armor or weapons.

Spellcasting: Every level of Bone Rider counts as two levels of Blackguard for the purposes of spells per day and available spells. A Bone Rider's caster level for these Blackguard spells is her character level.

Mount the Dead (Su): A Bone Rider can summon an undead creature to serve her for up to her character level in hours each day. The Bone Rider traditionally rides this creature, though it is fanatically loyal and she can use it for any other task it is capable of. Summoning or dismissing the mount is a standard action, and it appears within close range of the Bone Rider. If the Bone Rider's mount is destroyed, she may not summon it again for 24 hours.

The mount is an undead creature, but is often much more intelligent and loyal than a normal example of its type. The undead mount has an Intelligence of 10 if it would normally be less than that (including creatures which usually have an Intelligence of “–”). The Bone Rider is immune to any harmful effects of touching or being within the presence of her mount. The Mount gains Turn Resistance equal to the Bone Rider's class level.

Sample Mounts: A Bone Rider of sufficiently high level can select her mount from the following list, if her character level is at least equal to the minimum level of the beast in question. If a Bone Rider is higher level than necessary, she adds the difference to the undead beast's hit dice. The DM is welcome to allow alternative undead steeds, the following list is intended only as an example.

Level	Mount	Level	Mount
1	Skeleton Wolf	13	Ulgurstasta (FF)
3	Skeleton Warhorse	15	Charnel Hound (MM3)
5	Skeleton Manticore	16	Nightwing
7	Zombie Wyvern	17	Hullathoin (FF)
9	Revived Fossil Behir (LM)	20	Nightcrawler
11	Young Adult White Zombie Dragon (Draconomicon)		

Turn/Rebuke Undead (Su): If the Bone Rider already has turning or rebuking, she may add her levels of Bone Rider to her level for the purposes of turning or rebuking.

Versatile Riding (Ex): At 2nd level, the Bone Rider's Mount gains the special bonuses of a *phantom steed* cast with a caster level equal to her caster level.

Deadly Touch (Su): At 2nd level, a Bone Rider can inflict negative energy damage with a touch. The total amount of damage which can be used each day is equal to her Charisma bonus times her class level. As this is negative energy, this damage heals undead. The Bone Rider can use as much or as little of this ability with a single touch as she chooses.

Bonus feat: At 3rd level, the Bone Rider gains a Bonus Feat that she qualifies for. The feat must have Mounted Combat or Point Blank Shot as one of its prerequisites. She gains another similar Bonus Feat at level 5.

Animate Dead (Sp): Once per week, a 3rd level Bone Rider may use *animate dead* as a spell-like ability. Her caster level is equal to her character level.

Speed of the Dead: At 4th level, the Bone Rider's mount gains a +100' enhancement bonus to its speed with every movement it has. The mount also gains Evasion.

Hunger of the Dead: The mount of a 4th level Bone Rider can consume the flesh of a fallen corporeal enemy and heal itself completely in doing so. Devouring a helpless or dead opponent is a standard action if the target creature is at least one size smaller than the undead beast.

Eternal Faithfulness (Su): At 5th level, a Bone Rider's Mount will sacrifice itself to save the Bone Rider's life. If the Bone Rider is ever affected by an effect or attack that would kill her while she is touching her mount, her mount suffers the effects instead. If the effect covered an area, it is entirely possible that the mount will be affected twice.

Paladin Bone Riders: In games using the Playing With Fire Necromancy option, it is entirely possible for a Paladin to become a Bone Rider and use their abilities without adversely affecting their standing as Paladins. However, many of the spells on the Blackguard list are not conducive to retaining a Good alignment. It is suggested therefore, that a Bone Rider with any levels in Paladin be allowed to prepare spells from the Paladin list in her Blackguard spell slots in addition to the regular Blackguard spells.

Special Mounts and Cohorts: A game master may allow a Bone Rider with leadership to have an undead mount as a cohort. This undead Cohort may be any creature of a CR at least 2 less than the Bone Rider's character level, and may remain in the world 24 hours a day if desired. The undead cohort is a special creature initially attracted like a normal cohort, and has the Elite stat array (Undead creatures which normally have an Intelligence less than 10 or “–” have an Int modifier of +0 when they are a cohort special mount).

7.2.4 Crusader of the Elemental Forces

“GOOOOOO, PLANET!”

You have devoted your Knightly pursuits to the study of how to kill people with fire. And water. And air. And sometimes, for something different, with earth.

Requirements:

BAB: +10

Skills: Knowledge (the Planes) 13 ranks, Knowledge (Nature) 13 ranks

Special: Must have some form of attack that deals Fire, Electricity, Cold or Acid damage. Elemental Knights qualify by dint of existing.

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skill Points at Each Level: 4 + Int modifier.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+2	+2	+2	Elemental Resistances, Elemental Strike
2nd	+2		+3	+3	+3	Heart of Water, Drench, Elemental Mount
3rd	+3		+3	+3	+3	Heart of Earth, Earthen Grasp, Elemental Rage
4th	+4		+4	+4	+4	Heart of Air, Whirlwind, Storm of Elemental Fury
5th	+5		+4	+4	+4	Heart of Fire, Fiery Skin, Storm of Vengeance

All of the following are Class Features of the Crusader of the Elemental Forces prestige class.

Weapon and Armor Proficiency: Crusader of the Elemental Forces gain no proficiency with any weapon or armor.

Elemental Resistances: The Crusader of the Elemental Forces receives Energy Resistance equal to 5 times their class level against Fire, Acid, Cold and Electricity. They are also unaffected by reasonably strong wind, fog, rain, muddy ground, quicksand, sandstorms, random lightning strikes, particularly hot weather or particularly cold weather.

Elemental Strike: When dealing additional damage to a Designated Opponent, the Crusader may, on a successful hit, elect to either Soak the target (making them count as Entangled until dried), set them on fire, knock them prone with earthly might or cause the wind to carry them into the air, moving them up to 50' away. If multiple hits are made, multiple effects may be caused in the same round.

Heart of Water: The Crusader has a permanent Heart of Water effect (Swim speed equal to Land Speed, Breathe Underwater, +5 enhancement bonus to Escape Artist). At any time, the Crusader can elect to be affected by Freedom of Movement instead. This is a Swift Action to decide, and lasts until they change it back with another Swift Action. This is a Supernatural Ability.

Drench: The Crusader gains the ability to drench others (and flames), just like a Water Elemental. This is a Supernatural ability.

Elemental Mount: The Crusader gains a Mount to ride. This mount is loyal, and if it dies, another appears a day later. It can be any Elemental with a CR at least 3 less than the Crusader's character level. It can be ridden even if logic says otherwise, and causes no harm at all to the Crusader.

Heart of Earth: The Crusader has a permanent Heart of Earth effect (+8 bonus to resist Trip/Overrun/Bull Rush and increased maximum HP of 30). Alternatively, with a Swift Action they may lose these effects and instead gain a Stoneskin effect that lasts until they use a Swift Action to change back. As long as both original Heart effects are active (not the alternate spell effects), the Crusader gains Light Fortification. This is a Supernatural Ability.

Earthen Grasp: The Crusader can make the ground grab people who are standing on it. This is a Supernatural Ability that requires a Standard Action. She may use her own BAB and Strength to make a grapple attempt at a target within 50', but counts as a Colossal creature. If the foe is grappled, the Crusader can Concentrate to sustain this effect, constricting them and dealing 10d6 Crushing damage every round until the foe escapes.

Elemental Rage: The Elemental Strike ability is enhanced. If the Crusader sets an enemy on fire, they burn brilliantly, taking 5d6 Fire damage per round and the DC to put the flames out becomes 10 + half the Crusader's Hit Dice + her Charisma modifier. If she soaks them, water floods their lungs and they drown enough to become Exhausted. If she knocks them prone they are Stunned for 1 round, and if she knocks them into the air, they are held in place as though by a Telekinetic Sphere, air whirling all about them.

Heart of Air: The Crusader of the Elements gains a permanent Heart of Air effect (+10 enhancement bonus to Jump checks, 30' Flight (Average)). She may at any time unleash a Gust of Wind as a Swift action, but doing so deactivates the Heart of Air until her next turn. This is a Supernatural ability.

Whirlwind: The Crusader may, with a Standard Action, transform into a tornado of sorts. Her ability scores and attributes all remain the same, however she has a constant 50% Concealment and gains a Slam attack that deals 1d8+Str*1.5 Bludgeoning for a Medium Creature and buffets the target 20' away. She may also trap enemies inside

the vortex like an Air Elemental. However, she does lose the ability to cast any spells and loses the benefits of Heart of Earth, Fire and Water. Changing back just requires a Swift Action.

Storm of Elemental Fury: The Crusader may cast Storm of Elemental Fury three times per day as a Spell-like Ability, as long as she designated an opponent who did not strike her in the last turn. The opponent must be in the area of effect. The DC is 10 + half her hit dice + her Charisma modifier.

Heart of Fire: The Crusader gains a permanent Heart of Fire effect (Fire Immunity, +10' enhancement bonus to speed). Alternatively, with a Swift Action she may swap it out for a Fire Shield, and change it back with another Swift action. If all four Hearts are active, she becomes immune to critical hits.

Fiery Skin: Anyone who Grapples with the Crusader or strikes her with a melee weapon catches fire instantly.

Storm of Vengeance: Once per day, the Crusader may cast Storm of Vengeance as a Supernatural Ability. It will last until the next dawn, dusk, noon or midnight (whichever comes first). Seriously.

7.2.5 Death Knight

“There is no horror you have known that can prepare you for what I am about to reveal.”

Those who take up the black sword of the Death Knights in the name of powerful evil gods are not all undead. They aren't even all evil, since sometimes evil gods simply curse warriors in order to screw with them. But a lot of them are evil and undead, and that gives the Death Knight his classic image.

Prerequisites:

BAB: +6

Skills: Knowledge (Religion) 4 ranks

Special: Must have proficiency with all martial weapons.

Special: Must have had nonviolent contact with a Fiend.

Hit Die: d12

Class Skills: The Death Knight's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Sword of Death, Life and Death
2	+2	+0	+0	+3	Army of the Dead
3	+3	+1	+1	+3	Sphere: Bone
4	+4	+1	+1	+4	Bonus Feat
5	+5	+1	+1	+4	Sphere: Fire

All of the following are Class Features of the Death Knight class.

Weapon and Armor Proficiency: The Death Knight gains no proficiency with armor or weapons.

Sword of Death (Su): A Death Knight can transform his blade into a black instrument of destruction. His melee attacks inflict 2d6 of Unholy damage against living creatures.

Life and Death: A Death Knight can transform himself into a Vampire, Ghoul, Revenant, or Swordwraith if he chooses either upon becoming a Death Knight or at some later date. Rules for being these undead creatures are found in the Tome of Necromancy. In addition, a Death Knight may qualify for and use Necromantic Feats using his Base Attack Bonus instead of a caster level.

Army of the Dead (Su): A 2nd level Death Knight may raise undead as per animate dead or create undead with a caster level equal to his hit dice.

Spheres: At 3rd level, a Death Knight gains the [Sphere of Bone](#). At 5th level, he gains the [Sphere of Fire](#).

Bonus Feat: At 4th level a Death Knight gains a bonus feat. This may be any [\[Combat\]](#) feat or [\[Fiend\]](#) feat he meets the prerequisites for.

7.2.6 Defender of the Woods

“In Sovjet Faerun, trees cut down YOU!”

Requirements:

BAB: +7

Skills: Knowledge: Nature 10 ranks, Sense Motive 10 ranks

Special: Must be a Plant, Magical Beast or Fey, or have made peaceful contact with a creature of one of the above types. Must not be fond of deforestation. Fey Knights needn't meet the Sense Motive requirement.

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skill Points at Each Level: 6 + Int modifier.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+0	+2	+2	Tree Stride, Monstrous Mount, Diamondwood Armour
2nd	+2		+0	+3	+3	Speak With Animals, Resist Nature's Lure, Entangle
3rd	+3		+1	+3	+3	I Talk To The Trees, Designate Opponent
4th	+4		+1	+4	+4	The Trees Have Eyes, Turn Flames, Briar Web
5th	+5		+1	+4	+4	Primal Rage, Enchanted Forest

All of the following are Class Features of the Defender of the Woods prestige class.

Weapon and Armor Proficiency: Defender of the Woods gain no proficiency with any weapon or armor.

Tree Stride: The Defender of the Woods may Dimension Door between any two trees in the same general forest/jungle/clump of woodland. This is a Spell-like ability that may be performed at will.

Monstrous Mount: A great beast of a mount is granted for the Defender of the Woods to ride. They should select a Plant, Animal or Magical Beast with a CR equal to their own level minus 3, and it serves them loyally. If slain, another replaces it after 24 hours.

Instead of a specific creature, a generic one may be custom-built:

- CR equal to Magical Beast hit dice
- Huge Size (Long), 50' movement
- Either Fly 30' (Average), Swim 100', Climb 40' or Burrow 40'.
- Quadrupedal and Stable
- Natural Armour equal to hit dice
- Str 20, Dex 15, Con 18, Int 5, Wis 12, Cha 9. Add +1 to any one ability score for every hit die.
- 2 Claws (3d6+Str) and a Bite (4d6+1/2 Str) or 2 Claws (3d6+1/2 Str) and a Tail Slap (4d6+Str+1/2) or 4 Tendrils (2d6+Str) or Bite (4d6+Str) and Gore (4d6+Str, double on a charge)
- Damage Reduction/iron and Fire and Cold Resistance equal to Hit Dice
- May cast 1 Druid spell each of levels 1, 3 and 5, three times per day, as spell-like abilities (DC = 10 + half HD + Wisdom modifier).

Diamondwood Armour: The Defender of the Woods is blessed by the creatures of the forest. Their armour turns into Wood, but is considered as strong as Adamantine and allows them to add their class level as a bonus on saving throws against [Fire] effects and Poison. Furthermore, the armour grows one Goodberry per class level per day, sprouting in the morning.

Speak With Animals: As a Supernatural ability at will, the Defender of the Woods can communicate with animals.

Resist Nature's Lure: The Defender of the Woods becomes gains a +5 bonus to saves against the Spell-like and Supernatural abilities of Fey. This is good, because protecting them doesn't mean they won't put you to sleep and draw a dick on your face, just for laughs.

Entangle: The Defender of the Woods may cast Entangle as a Spell-like ability at will. The DC is equal to 10 + 1/2 Hit Dice + Charisma modifier.

I Talk To The Trees: The Defender of the Woods can speak with plants as a Supernatural ability. Regular plants usually don't have much to say (and indeed, can't speak, requiring telepathy or just giving vague impressions). Plant creatures might have means of verbal communication.

Designate Opponent: The Defender of the Woods, if already possessing Knight Levels, may add their Defender level minus 2 to their effective Knight level for the purpose of bonus damage against Designated Opponents.

The Trees Have Eyes: Whenever the Defender is within 1 mile of a forest, jungle or other large collection of trees, they are able to tell when hostile forces are within 1 mile of the same group of trees, as well as the general location and a rough idea of how many there are.

Turn Flames: Fire spells cast within 20' of the Defender of the Woods must make a Spell Penetration check against $15 + \frac{1}{2}$ the Defender's Hit Dice, otherwise they fail. Additionally, with a Swift Action, the Defender may automatically extinguish all non-magical flames within 50'.

Both abilities are Supernatural.

Briar Web: Anyone caught in the Entangle effect created by the Defender also takes Magical Wooden Piercing Damage equal to 2d6 plus the hit dice of the Defender, every round they remain in the area. This does not count as attacking them, so it's okay if they fall over or lose their Dex bonus to AC.

Primal Rage: Once per hour, the Defender of the Woods may assume a beastly form, resembling a werebear. They increase one size category, gain 2 Claw Attacks that deal 2d6+Str damage for a Large Creature and a Bite Attack that deals 3d6 + $\frac{1}{2}$ Str damage for a Large Creature, and gain +6 Str, +2 Dex and +4 Con instead of the usual changes to ability scores based on size. They also gain +5 natural armour and the Improved Grab ability when they hit with a bite attack. The natural weapons are treated as having a Greater Magic Fang (Caster Level = Hit Dice) cast on them.

This lasts for 1 minute. While in this form, they may not cast any spells or spell-like abilities. If they should reach 20 Hit Dice total, the beastly form also gains the Greenbound template (and may use the spell-like abilities inherent to the template).

Enchanted Forest: When in an area with a large group of trees, the Defender is aided by the very woods themselves. Once per hour they may cast *sleep* as a Supernatural Ability with no limit on Hit Dice (but may not take advantage of the situation to attack the sleeping foes, if a Knight), and additionally, constantly radiate a 250' radius Nightmare Terrain that only affects hostile creatures. Those who are in the area and fail to disbelieve take 1d6 + Defender's Hit Dice in damage at the start of their turn. This is also a Supernatural ability, and the save DC for both effects is Charisma based.

7.2.7 Demon Samurai

"The Oni Lords have granted me great power, and in return I shall give them a world of blood."

Samurai are men of honor and duty, but are men nonetheless, and they have needs and desires that may not be understood by their fellows. To attain these desires, some samurai pledge their loyalty to powerful fiends, and in return they are invested with demonic power. Cruel, dangerous, and loyal to a force of primal evil, Demon Samurai wander the land or lead armies of their lesser fellows, seeking to restructure the world to fit their own deviant desires.

Prerequisites:

BAB: +5

Skills: 4 ranks in Knowledge(Religion)

Special: Must have the ability to have an Ancestral Weapon by class ability or feat.

Alignment: Must be Evil.

Hit Die: d10

Class Skills: The Demon Samurai's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intimidate(Cha), Jump (Str), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Mantle of Dark One, Code of Conduct
2nd	+2	+3	+0	+3	Face of Evil
3rd	+3	+3	+1	+3	Talons
4th	+4	+4	+1	+4	Sphere
5th	+5	+4	+1	+4	Usurp the Darkness

All of the following are Class Features of the Demon Samurai class.

Weapon and Armor Proficiency: A Demon Samurai gains proficiency with one fiendish weapon, and Demon Armor.

Mantle of Dark One(Su): At 1st level, a Demon Samurai becomes so tied to the forces of darkness that he can no longer hide his taint. After donning any armor, it transforms into Demon Armor after 10 minutes have passed, retaining any existing magical abilities or bonuses. If the armor would normally inflict negative levels due to the Demon Samurai's alignment, it no longer does so after transforming into Demon Armor. The Demon Armor generally looks the same with every transformation, but generally becomes more stylized as the Demon Samurai grows in power.

This transformation to the armor ends if the Demon Samurai removes it, unless the Demon Samurai has worn that armor continuously for at least one year.

Code of Conduct: On first day of the new year, a Demon Samurai must sacrifice a magic item or collection of souls worth more than 15,000 gp to his Patron, or else lose all Demon Samurai class abilities for one year.

Face of Evil (Su): As a swift action, the Demon Samurai may cast *fear* as a spell-like ability usable at will. When he uses this ability, his face transforms into a demonic visage, and creatures which do not meet his gaze are not affected. This demonic visage is the same every time, and is a reflection of the Demon Samurai's particular sins. If a character makes their saving throw against this effect, they may not be affected by it again for 24 hours.

Talons: At 3rd level, a Demon Samurai gains two claw attacks for his size and Multiattack as a bonus feat. He may choose feats with the [Fiend] descriptor.

Sphere: At 4th level, a Demon Samurai gains access to a Sphere of his choice. He may now take levels in True Fiend or other Fiendish classes. See the Tome of Fiends for further information.

Usurp the Darkness(Sp): At 5th level, the Demon Samurai gains the ability to cast *plane shift* as a spell-like ability, but he may only travel to the home plane of his Patron.

Should the Demon Samurai defeat his Patron in single combat, he is no longer bound by his Code of Conduct, and no longer needs to retain an Evil alignment to maintain class abilities.

Former Demon Samurai: Any character that changes his alignment from Evil loses all class abilities until he returns to Evil, unless he has attained the 5th level of this class and defeated his Patron in single combat.

7.2.8 Disciple of the Spirit Wave

"I won't hold back! I'll put everything into this one shot!"

There are some who take up exercising and focusing their spirit in order to gain power, and the reasons power seek power are myriad. Whatever the reason, Spirit energy grows when exercised, just like muscles do—and Spirit energy isn't restrained by the strength of flesh and bone.

Prerequisites:

BAB: +5

Skills: Concentration 4 ranks

Feats: Iron Will or Great Fortitude, Ghost Hunter

Special: Fatal Strike or Improved Unarmed Strike

Hit Die: d8

Class Skills: The Disciple of the Spirit Wave's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (All) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+2	+2	Spirit Energy, Spirit Boost, Spirit Ray
2	+2		+3	+3	+3	Strength Against Adversity
3	+3		+3	+3	+3	Spirit Multi-Ray, Improved Spirit Boost
4	+4		+4	+4	+4	Spirit Donation
5	+5		+4	+4	+4	Greater Spirit Boost
6	+6		+5	+5	+5	Spirit Wave, Spirit Mastery
7	+7		+5	+5	+5	Superior Spirit Boost
8	+8		+6	+6	+6	Improved Spirit Donation
9	+9		+6	+6	+6	Indomitable Spirit
10	+10		+7	+7	+7	Spirit Sun

All of the following are Class Features of the Disciple of the Spirit Wave class:

Weapon and Armor Proficiency: A Disciple of the Spirit Wave gains proficiency with no new weapons or armor.

Spirit Energy (Su): The Disciple of the Spirit Wave gets a number of uses of Spirit Energy each day, equal to Class Level + (Higher of Con or Wisdom bonus). Uses of Spirit energy recover over time (one every hour Spirit Energy is not used). If he expends all his uses, he's drained until he gets 8 hours (or racial equivalent) of sleep.

Spirit Boost (Su): The Disciple of the Spirit Wave immediately learns to use spirit energy to toughen up his body. He may spend a use of Spirit Energy as a free action to either reduce the damage he takes from any source, or to increase the damage he inflicts with unarmed strikes or natural weapons. This boost lasts for one round.

He may reduce damage taken by 1 point for every rank in Concentration, or increase it by the same amount.

At 3rd level, his spirit is Improved, and he now can absorb or inflict 2 points per rank in Concentration. At 5th level, his spirit is Greater and absorbs or inflicts 3 points per rank in Concentration. At 7th level, his spirit is Superior, and absorbs or inflicts 4 ranks per rank in Concentration, and at level 9, his spirit is indomitable and each use of the spirit boost absorbs or inflicts 5 points of damage per rank of Concentration.

Spirit Ray (Su): The Disciple learns a simple, but effective, technique. By spending a full-round action, he may gather spirit energy into the tip of his index finger and release it as a focused ray. The Spirit Rays properties depend on a number of factors:

- For every 4 ranks in concentration, the damage die increases (starting at d4 with 4 ranks of concentration)
- Range is Long.
- The number of damage die is equal to ranks in Concentration.
- It takes one use of his Spirit energy

Strength Against Adversity (Su): The Spirit Wave responds to desperation and need by growing stronger. For every 5 HP of damage the Disciple takes, he gains back one use of Spirit Energy.

Spirit Multi-Ray (Su): The Spirit Wave technique is very fluid, with sufficient practice. A Spirit Monk may fire a whole spray of Spirit Rays at once as a full-round action, affecting a 60-foot cone. Those within the cone take damage as if affected by a Spirit Ray with a step lower die (Reflex DC 10 + $\frac{1}{2}$ Character Level + Wis for half). This likewise takes one use of Spirit energy.

Spirit Donation (Su): At 4th level, the Disciple learns to donate some of his spirit energy into others with a touch. If the recipient of the spirit energy is not a Disciple of the Spirit Wave, their bodies do not how to consciously focus the Spirit Energy, but respond it nonetheless by healing an amount equal to the Disciple's ranks in Concentration. If they are a Disciple, they get a use of Spirit Energy.

At 8th level, the Disciple has learned to turn his Spirit energy towards purifying others—a use of his Spirit Energy to cleanse another removes all afflictions, including curses, enchantments, level loss, ability score damage/drain, blindness/deafness, and disease; it's pretty much a cure-all. Also, his Spirit energy intensifies and when used to heal, it instead heals 4 points per rank in Concentration.

Spirit Wave (Su): At 6th level, the Disciple has achieved the namesake technique of his path of power—the Spirit Wave. Rather than just a concentrated beam of Spirit energy from one point, the Disciple of the Spirit Wave emits flows and streams from all over his body. It can be used to make ranged touch attacks within short range which do damage a die size smaller than Spirit Ray (and as many attacks as the Disciple has attacks), but its real strength comes from adding its force to melee attacks.

When used with a successful melee attack, it does the same number and die size of damage as a Spirit Multi-Ray in addition to the damage from the attack. This also takes one use of his Spirit Energy.

Spirit Mastery (Su): At 6th level, the Disciple of the Spirit Wave has learned to manage his energy more effectively. By using his abilities at substantially less than full power, their drain on his spirit energy is practically non-existent. He may use any of his abilities as if they were 4 levels lower, without expending a use of Spirit power.

Spirit Sun (Su): The Disciple's Spirit energy is now akin to the blaze of the sun, and if he so chooses, he may pour some or all of his power into what he does. By using more than one use of Spirit Energy, the effects of his spirit techniques are multiplied by the number of uses expended. So, by expending two uses on a Spirit Ray, he does 36d10 damage rather than the usual 18d6. When used in conjunction with Spirit Boost or Spirit Donation, this multiplies the ranks in Concentration.

Spirit Sun (Su): The Disciple's Spirit energy is now akin to the blaze of the sun, and if he so chooses, he may pour some or all of his power into what he does. By using more than one use of Spirit Energy, he increases the power of what he's doing.

- For each additional use expended on the Ray, Multi-Ray, or Spirit Wave, he does an extra three dice of damage.
- For Spirit Boost each additional use spent adds one point to the amount that can be blocked or inflicted per point of Concentration.
- For Spirit Donation, the amount healed by each point of Concentration likewise goes up by 1 for each additional use, and a use can be expended to purify someone (as per Improved Spirit Donation).

7.2.9 Dragon Disciple

“My grandmother was a dragon, and I bet you’d taste good with ketchup.”

Editor’s Note

Iaimeki did not include any flavor text for this prestige class, so feel free to imagine some, or write your own and send it to me.

Prerequisites:

Race: Any non-dragon
Skills: Knowledge (arcana) 8 ranks
Feats: Dragon Descendent
Languages: Draconic

Hit Die: d12

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), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Magic Device (Cha).

A dragon disciple also gains additional class skills based on the type of their draconic progenitor:

- *Black:* Hide (Dex), Move Silently (Dex), and Swim (Str).
- *Blue:* Bluff (Cha), Hide (Dex), and Spellcraft (Int).
- *Brass:* Bluff (Cha), Gather Information (Cha), and Survival (Wis).
- *Bronze:* Disguise (Cha), Survival (Wis), and Swim (Str).
- *Copper:* Bluff (Cha), Hide (Dex), and Jump (Str).
- *Gold:* Disguise (Cha), Heal (Wis), and Swim (Str).
- *Green:* Bluff (Cha), Hide (Dex), and Move Silently (Dex).
- *Red:* Appraise (Int), Bluff (Cha), and Jump (Str).
- *Silver:* Bluff (Cha), Disguise (Cha), and Jump (Str).
- *White:* Hide (Dex), Move Silently (Dex), and Swim (Str).

Skills/Level: 6 + Intelligence Bonus

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.

Spellcasting: At 2nd, 5th, and 8th levels, a dragon disciple casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in sorcerer.

Bonus Feat: At 1st, 4th, 7th, and 10th levels, a dragon disciple gains a bonus feat chosen from Affine Immunity, Affine Resilience, Draconic Breath, or Draconic Senses. If she already has all four feats, she may instead gain any feat she meets the prerequisites for.

Dragon Blood: Unless a dragon disciple is an outsider, plant, elemental, or undead, her type changes to dragon and she gains the augmented subtype.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1		+2	+2	+2	Bonus Feat, Draconic Scales, Draconic Strength, Draconic Toughness, Dragon Blood	–
2	+2		+3	+3	+3	Draconic weapons	+1 spellcasting level
3	+3		+3	+3	+3	Alternate Form, Size Increase	–
4	+4		+4	+4	+4	Bonus Feat, Draconic Wings	–
5	+5		+4	+4	+4	Draconic Movement	+1 spellcasting level
6	+6		+5	+5	+5	Frightful Presence, Improved Draconic Toughness	–
7	+7		+5	+5	+5	Bonus Feat, Tail Slap	–
8	+8		+6	+6	+6	Draconic Powers	+1 spellcasting level
9	+9		+6	+6	+6	Draconic Immortality, Size Increase	–
10	+10		+7	+7	+7	Bonus feat, Dragon Form	–

Draconic Scales (Ex): A dragon disciple gains a racial natural armor bonus equal to her class level. If she already has a natural armor bonus, that bonus instead increases by her class level. She also gains a +4 enhancement bonus to her natural armor. As she takes more levels in dragon disciple, her skin becomes increasingly scaly and takes on the hue of her draconic ancestor.

Draconic Strength (Ex): A dragon disciple gains a racial bonus to Strength equal to twice her class level. She also gains a +4 enhancement bonus to Strength.

Draconic Toughness (Ex): A dragon disciple gains bonus hit points equal to seven times her class level.

Draconic Weapons (Ex): At 2nd level, a dragon disciple gains a bite as a primary natural weapon and two claws as secondary natural weapons. They deal damage according to the chart below.

Alternate Form (Su): Starting at 3rd level, a dragon disciple can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. She can remain in her animal or humanoid form until she chooses to assume a new one or return to her natural form.

Size Increase (Ex): At 3rd and 9th levels, a dragon disciple doubles in height, her weight increases eight times, and her size increases one category. If she becomes Large, her reach becomes 10 feet; if she becomes Huge, her reach becomes 15 feet.

Draconic Wings (Ex): At 4th level, a dragon disciple gains wings, giving her a fly speed, maneuverability class, and wing slam attacks as secondary natural weapons with damage according to the chart below.

Draconic Movement (Ex): Beginning at 5th level, a dragon disciple gains increased movement, additional movement modes, or both.

- *Black:* Their land speed increases by 20 feet and they gain a swim speed of 60 feet.
- *Blue:* Their fly speed increases by 30 feet and they gain a burrow speed of 30 feet.
- *Brass:* Their land speed increases by 20 feet and they gain a burrow speed of 30 feet.
- *Bronze:* Their fly speed increases by 30 feet and they gain a swim speed of 60 feet.
- *Copper:* Their fly speed increases by 60 feet.
- *Gold:* Their land speed increases by 20 feet and they gain a swim speed of 60 feet.
- *Green:* Their fly speed increases by 30 feet and they gain a swim speed of 60 feet.
- *Red:* Their fly speed increases by 60 feet.
- *Silver:* Their fly speed increases by 60 feet.
- *White:* Their land speed increases by 20 feet and they gain a burrow speed of 30 feet.

Frightful Presence (Ex): At 6th level, a dragon disciple gains frightful presence. It automatically affects creatures with fewer HD than her character level within a radius of 180 feet whenever she attacks, charges, flies overhead, or casts a spell. A potentially affected creature that succeeds on a Will save (DC 14 + $\frac{1}{2}$ Character Level + her Cha modifier) remains immune to her frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Other dragons ignore her frightful presence.

Improved Draconic Toughness (Ex): Beginning at 6th level, a dragon disciple gains bonus hit points equal to seven times her Con bonus. If her Con bonus changes, the hit points granted by this ability also change.

Tail Slap (Ex): At 7th level, a dragon disciple grows a tail and gains a tail slap as a secondary natural weapons that deals $\frac{1}{2}$ her Strength bonus plus dice according to the chart below as damage.

Draconic Powers (Sp): Starting at 8th level, a dragon disciple can use some spell-like abilities shared with her draconic ancestor. Her caster level is equal to her character level, and she gets a +4 racial bonus on the save DC.

- *Black:* 3/day—charm reptiles; 1/day—corrupt water, insect plague.
- *Blue:* 3/day—create/destroy water; 1/day—mirage arcana, veil.
- *Brass:* 1/day—control weather, control winds, summon djinni.
- *Bronze:* 3/day—control water; 1/day—control weather.
- *Copper:* 1/day—move earth, transmute rock to mud or mud to rock, wall of stone.
- *Gold:* 3/day—detect gems; 1/day—foresight, geas/quest, luck bonus (only affects the dragon disciple, lasts 1d3+18 hours), sunburst.
- *Green:* 3/day—dominate person; 1/day—command plants.
- *Red:* 1/day—discern location, find the path.
- *Silver:* 1/day—control weather, control winds, reverse gravity.
- *White:* 3/day—freezing fog (as MM white dragon); 1/day—control weather.

Draconic Immortality (Su): Beginning at 9th level, a dragon disciple becomes immortal. She no longer takes ability score penalties for aging, though bonuses still accrue, and cannot be magically aged; any penalties she may have already incurred, however, remain in place.

Dragon Form (Su): Starting at 10th level, once per day as a standard action, a dragon disciple can assume the form of a true dragon. While in this form, her size increases another category, she gains a +16 bonus to Str, 150 temporary hit points, a +4 bonus to her saves, and a +4 bonus on the save DCs of her dragon disciple spell-like abilities and abilities received from draconic Affinity feats. While transformed, she can make crush and tail sweep attacks, dealing 4d6 and 2d6 plus $\frac{1}{2}$ times her Strength modifier damage. She may remain in dragon form for up to an hour, and return to her normal form at any time with a standard action.

Size	Bite Damage	Claw Damage	Wing Damage	Tail Damage	Fly Speed	Maneuverability
Small	1d6	1d4	1d3	1d4	60 ft.	good
Medium	1d8	1d6	1d4	1d6	90 ft.	average
Large	2d6	1d8	1d6	1d8	90 ft.	average
Huge	2d8	2d6	1d8	2d6	90 ft.	average

7.2.10 Dragon Lancer

“She is not my steed, she is my companion.”

Fantasy worlds are filled with people who ride around on all kinds of stuff, but none is more immediately iconic than that of the Dragon Rider. Every fantasy world has warriors who ride around on dragons. Even ones that don't fit into D&D methodology in any other way. At some level it resonates.

Prerequisites:

Skills: Diplomacy 12 ranks, Ride 12 Ranks, Language (Draconic)

Feats: Mounted combat

Special: Must have made friendly contact with a Dragon.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+2	+2	+2	Dragon Mount, Dragon Skills, Dragon Resistances
2nd	+2		+3	+3	+3	Dragon Armor
3rd	+3		+3	+3	+3	Dragon Immunities
4th	+4		+4	+4	+4	Dragon Fighting, Dragon Senses
5th	+5		+4	+4	+4	Destroy Property

Hit Die: d10

Class Skills: The Dragon Rider's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Dragon Lancer prestige class.

Weapon and Armor Proficiency: The Dragon Rider gains no proficiency with armor or weapons.

Dragon Mount: A Dragon Rider always has a level appropriate Dragon to ride around on. A level appropriate Dragon is 2 levels lower than the Dragon Rider's character level.

Dragon Skills: Whatever a Dragon Rider does with her life, the special skills of her Dragon Mount's race are class skills for her, and she gains a +3 bonus on them (Balance and Climb for White, Hide and Swim for Black, Bluff and Listen for Blue, Survival and Diplomacy for Green, Sense Motive and Appraise for Red).

Dragon Resistances (Ex): A Dragon Rider is naturally resilient to whatever it is that her dragon breathes. She gains Energy Resistance equal to her BAB to that energy type.

Dragon Armor: A Dragon Rider can fashion armor and shield for herself from the discarded scales of her mount. This is appropriate Dragonscale equipment that does not require the skinning of a live Dragon. While the Dragonrider is using it, this Dragonscale equipment has an enhancement bonus equal to one third of her character level.

Dragon Immunities (Ex): At 3rd level, a Dragon Rider gains immunity to whatever energy type her Dragon Mount breathes. Also she has the immunities granted by being a Dragon – immunity to Paralysis and Aging.

Dragon Fighting (Ex): A 4th level Dragon Rider knows the tricks of fighting with and against Dragons. Both the Dragon Rider and her mount have the Edge for any attack they make against a Dragon. Also, any attack she makes against a Dragon inflict an extra 2d6 of damage.

Dragon Senses (Ex): A 4th level Dragon Rider has Blindsight out to 30', as well as Darkvision out to 60' and Lowlight Vision.

Destroy Property (Ex): At 5th level, a Dragon Rider may ride her mount straight through objects that obstruct her path. While flying at full speed, her mount may crash through objects even as structurally sound as Force effects without slowing down.

First of all, we know that the Dragons in the Monster Manual make you sad. They make us sad too. Not just because they are all color coded by philosophy and that's really dumb, but also because Dragons are way too small. Seriously, the proper challenge for most adventurers is a Dragon the size of my dog, and you just can't ride around on those things at all. Most characters want to ride around on a dragon that is at least two sizes larger than they are, and under the normal rules that's just not available until epic levels (by which time you no longer care).

Naturally of course, complete rules for making a Dragon that is scaleable and a decent challenge while being substantially larger than my cat will be introduced in the Tome of Tiamat. But since we know that won't be out for a while, let's throw in a preview mount for Vayn to have when she's an 11th level character:

Mitzaicha

Dragon (White) 7 / Metallic Paragon 2

Large Dragon (Cold) – 100 Hit Points

Speed: 60 ft., Burrow 10 ft., Fly 200 ft. (average)

Stats: Strength 23, Dexterity 8, Constitution 18, Intelligence 14, Wisdom 13, Charisma 15

Skills: Balance +14, Concentration +16, Diplomacy +16, Listen +13, Sense Motive +13, Spellcraft +14, Spot +13, Survival +13

Attacks: Bite +14 (2d6+9) and 2 Claws +12 (d8+3)

Special Actions: Breath Weapon (9d6 Cold or paralyzing gas) – DC 18. Fear DC, human form, fog cloud.

Special Qualities: Blind Sense 60', Immunity to Cold and Paralysis, DR 5/Magic, Fire Vulnerability, Ice Walking, SR 14.

Saves: Fort: +11, Reflex +6, Will +8

7.2.11 Drunken Master

*"Listen, you uppity orc-spawned barely-brained lout, I've had a really bad couple of decades, and only two things makes me feel better. One comes in a bottle. The other is fighting. And you, trying to come in here and be the big man, just broke all the bottles. Except the one in my hand... *Dook...dook...dook* ...Ready f'...f'...f'...for yer whippin', m'boy?"*

Sometimes, a man suffers or sees an event so terrible, all he can do is start drinking. And drink. And drink. And drink. Sometimes, he's the kind of drunk that enjoys a fight. And even more rarely, he's the kind of drunk whose alcohol consumption lets him push his body to extraordinary feats. Someday, maybe he'll extricate himself from the bottle, but right now, he goes into fights with a noticeable sway and big grin.

There are very few people who seek to become a true Drunken Master. That path means a hangover most mornings, and bruises and broken bones you don't remember acquiring, and stabbing pains from your liver. However, sometimes, the world goes so bad, all a warrior can do is find a town and just start drinking. Often in silence, often staring at the drink for a long time before he actually drinks it. He'll participate in bar fights, because they let him forget for a little while, but it's only a temporary reprieve. However, when he does fight, he throws himself whole-heartedly into the fight, performing feats that no one would attempt while sober and allowing the alcohol to push his body past its normal physical limits.

Prerequisites:

BAB: +3

Skills: Tumble 8 ranks

Special: The character must to be an alcoholic and not care if he lives or dies.

Hit Die: d8

Class Skills: The Drunken Masters class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+2	+0	Drink Like A Devil, Loosened Up, Fighting Style
2	+2		+3	+3	+0	Gulp It Down, Drunken Habit
3	+3		+3	+3	+1	Drink Like Two Devils, Drunken Habit, Liquid Power
4	+4		+4	+4	+1	*Dook Dook Dook*, Drunken Habit, Fighting Style
5	+5		+4	+4	+1	Drunken Habit, Drunken Habit
6	+6		+5	+5	+2	Drunken Habit, More Liquid Power
7	+7		+5	+5	+2	Drunken Habit, Master Fighting Style
8	+8		+6	+6	+2	Drunken Habit, Drunken Habit
9	+9		+6	+6	+3	Drunken Habit, I Remember Now
10	+10		+6	+6	+3	Drunken Habit, Grandmaster Fighting Style.

All of the following are Class Features of the Drunken Master prestige class.

Weapon and Armor Proficiency: The Drunken Master takes no penalty with improvised weapons, and gains no armor proficiency.

Drink Like a Devil (Ex): A Drunken Master may spend either move or standard action to drink a tankard of ale, a glass of wine, or a mouthful of liquor. Doing so gives him a +2 bonus to a physical stat of his choice, at the price of a -2 penalty to a mental stat of his choice. This lasts for 1 hour for each drink the Drunken Master has consumed, and he may consume a number of drinks equal to half his character level plus his unenhanced Constitution modifier.

Loosened Up (Ex): As the Monks Armored in Life, except only when under the effects of Drink Like a Devil. Levels of Drunken Master stack with levels of Monk for determining the armor bonus, but if the character does not have Armored in Life, he gains that ability—when drinking.

Fighting Style (Su): At levels 1 and 4, the Drunken Master gains a Fighting Style, as the Dungeonomicon Monk does. If he does not already have a Slam attack, he gets one. He may only use these fighting styles when under the influence.

Drunken Habit: The Drunken Master has traits that only come out when he drinks. They are not very pretty. Each time a new Drunken Habit is acquired, pick one of the below as long as the requirements are met before getting this Habit.

- *Mean Drunk (Ex):* The Drunken Master is a mean drunk. When under the influence, he hits even harder than he does when he's sober. He gains +1d6 bonus damage as long as he's had a drink. It applies to melee and thrown attacks and Attacks of Opportunity (If using Races of War AoO rules, it applies to AoO's granted by BAB, but not to those granted by feats). Mean Drunk can be taken more than once, and the bonus damage stacks, but may be taken only up to a number of times equal to one-half class level (Maximum +5d6).
- *Noxious Breath (Ex):* The Drunken Master may, as a standard action, breathe in the face of a target whose face is within five feet of his. Doing so forces a Fort save, DC 10 + ? character level + Number Of Drinks Hes Had In The Past Hour. If it fails, the target is nauseated for one round. If passed, the target is instead sickened for one round. If the target has Scent, it takes a penalty to his Fort Save equal to the Survival bonus granted by Scent.
- *Vile Breath (Ex):* The DC on Noxious Breath goes up by 2. Also, Mettle cant get someone off the hook this time. Requirement: Noxious Breath
- *Evil Breath (Ex):* The DC on Noxious Breath goes up by 3. This ability may be taken up to three times. The bonus stacks. Requirement: Vile Breath.
- *Really Loose (Ex):* For every two drinks the Drunken Master has active, his Loosen Up bonus increases by 1.
- *Dodgy Drunk (Ex):* When something attacks the Drunken Master and misses, he may take a 5-foot step. Requirement: Really Loose.
- *Painkiller (Su):* When the Drunken Master adds Painkiller to his list of Liquid Powers. Painkiller makes you take half-damage for 5 rounds. Requirement: Liquid Power.
- *Funny Drunk (Ex):* If the Drunken Master fails a skill check or misses someone hes attacking, he does so in a way that is classic physical comedy. Those watching, including the target, must make a Will save versus Tashas Hideous Laughter (DC 10 + $1/2$ character level + Number of Drinks Consumed In The Past Hour).
- *Drunken Savant (Ex):* Select three skills. Each drink you have gives you a +2 enhancement bonus to those skills.
- *I did what? (Ex):* The Drunken Master may expend a Drunken Habit to gain a bonus Skill or Combat feat which can only be used while drunk. This may be taken twice, selecting a new feat each time.
- *Where'd He Go Now? (Ex):* If a drunken master is under the influence of at least 4 drinks, he sometimes doesn't remember how he got somewhere. As long as no one is paying attention to him, he may move forty feet as a free action once a minute, even through walls, locked doors, or thin air. Upon arrival, he wont remember how he got there, and no one will have seen him do it. Paying Attention is defined as actively watching, listening to, or being engaged in combat. Things that can break attention to allow the drunken master an opportunity to use this power include looking away momentarily, speaking to someone else, or being attacked by someone else.
- *Recuperating Coma (Ex):* If a drunken master is afflicted by ability damage, ability drain, disease, poison fatigue, exhaustion, blindness, deafness, curse, or negative level he may opt to enter a Recuperating Coma. He keels over and stays asleep until all his drinks have worn off (One hour per drink). Each hour, he is cured of one affliction (a diseases or poisons effects are considered a single affliction, as are fatigue and exhaustion). If he is completely cured of afflictions before he wakes up, he is healed as though by a Cure Critical Wounds each hour. Requirement: Liquid Power.

Gulp It Down (Ex): At second level, when consuming alcohol, a drunken master may take in a drink as a swift action rather than a move action.

Drink Like Two Devils (Ex): At third level, if a drunken master spends a move or a standard action to consume a drink, you instead get the effects of two drinks. This may be used in conjunction with Gulp It Down.

Liquid Power (Su): At level 3, the drunken master reacts to alcohol in strange ways. Choose two out of Bulls Strength, Cats Grace, Bears Endurance, or Cure Moderate Wounds. From now on, when the Drunken Master takes a drink, he may instead receive the benefit as if hed drunk an appropriate potion.

***Dook Dook Dook* (Ex):** At fourth level, if the drunken master spends a full-round action drinking, he gains the equivalent of 5 drinks.

More Liquid Power (Su): At level 6, the drunken master adds another Liquid Power to his repertoire. The bonuses also increase to +6, except for Cure Moderate Wounds, which becomes Cure Critical Wounds. He may use Drink Like Two Devils or *Dook Dook Dook* in conjunction with this ability, and divide up the bonuses between drinks and Liquid Powers as he chooses..

Master Fighting Style (Su): At level 7, a drunken master gains a Master Fighting Style. Again, he may only use it when drunk.

I Remember Now (Ex): At level 9, a drunken master gains a degree of clarity that makes him all the more terrifying, and may use certain of his abilities even while not drunk. He may use any of his Fighting Styles, his Master Fighting Style, Mean Drunk, Noxious Breath (and its improvements), Funny Drunk, and Whered He Go Now?, his bonus feats, and Loosened Up becomes Armored in Life. For Noxious Breaths DC while sober, use the Monks Constitution modifier. For Funny Drunks DC, use his Charisma modifier.

Grandmaster Fighting Style (Su): The drunken master gains a Grandmaster Fighting Style. Thanks to I Remember Now, he may use it at any time.

7.2.12 Dungeon Veteran

"No. If the floor looks like a chessboard, don't walk on it."

Dungeons are dangerous places, and those who venture into them develop a certain paranoia that is readily identifiable. Who else would take a ten foot pole to the privy to prod the ceiling before entering?

Prerequisites:

Skills: 9 ranks in Climb, 4 ranks in Knowledge (Dungeoneering)

Feat: Power Attack, Cleave

Hit Die: d8

Class Skills: The Dungeon Veteran's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Evasion, Dramatic Attack
2	+2	+0	+3	+3	Darkvision, Trap Sense
3	+3	+1	+3	+3	Loyal Steel, Improved Property Damage
4	+4	+1	+4	+4	Looking For Trouble, Exotic Weapon
5	+5	+1	+4	+4	<i>antimagic field</i> , Treasure Sense

All of the following are Class Features of the Dungeon Veteran class.

Weapon and Armor Proficiency: A Dungeon Veteran gains proficiency with no new weapons or armor.

Evasion (Ex): If a Dungeon Veteran succeeds in a Reflex Save to halve damage, he suffers no damage instead. If he already has the Evasion class feature, he gains Improved Evasion instead.

Dramatic Attack (Ex): Dungeon Veterans fight with flair and gusto and take full advantage of the exotic and dangerous surroundings their battles take place in. When a Dungeon Veteran strikes an opponent with a weapon for 10 or more damage, they may elect to perform a Bullrush against that opponent. This Bullrush maneuver does

not provoke an attack of opportunity and is considered to automatically touch the opponent. The Dungeon Veteran does not move with this Bullrush.

Darkvision (Ex): A 2nd level Dungeon Veteran gains Darkvision with a range of 120 feet.

Trap Sense (Ex): At 2nd level, a Dungeon Veteran gains a Dodge bonus to AC and Saves against Traps equal to his Class Level.

Loyal Steel (Ex): Every weapon the Dungeon Veteran throws or fires is treated as having the Returning quality once the Dungeon Veteran achieves 3rd level.

Improved Property Damage (Ex): Sometimes, it's safer just to go through the wall. A 3rd level Dungeon Veteran's attacks ignore the hardness of unattended objects.

Looking for Trouble (Ex): Dungeon Veterans spend their lives in a constant state of readiness and are unphased by attacks from any direction. When a Dungeon Veteran reaches 4th level he adds his class level to his Spot, Listen, Search, and Initiative checks.

Exotic Weapon: At 4th level, a Dungeon Veteran gains Exotic Weapon Proficiency in a weapon of his choice as a bonus feat.

antimagic field (sp): Once per day, a 5th level Dungeon Veteran can cast antimagic field as a spell-like ability. Caster Level is equal to character level.

Treasure Sense (Su): The greed of those who venture into dungeons is legendary. When a Dungeon Veteran reaches 5th level, he can detect very valuable items. The presence of an item or pile of coins can be felt by the Dungeon Veteran for 5' for every 1,000 gp in value of the item or hoard in question.

7.2.13 Elothar Warrior of Bladereach

"My name is Elothar. Your name is unimportant, for you shall soon be dead."

The city of Bladereach sits at the mouth of the Typhon River that flows from the Bane Mires into Ferrin's Bay. The elves of Celentian's caravan come every year to trade with the largely human inhabitants of Bladereach and sometimes they leave more than the wares of the Black Orchard Hills when they leave. The results of these dalliances find that they never fit in amongst the people of Bladereach, and are taught the hard secrets of battle that the children of Bladereach have to offer. Often, these half-elfen warriors turn to adventuring.

Prerequisites:

Skills: Use Rope 9 ranks.

Race: Half-elf.

Region: Must be from Bladereach.

Special: Name must be Elothar.

Hit Die: d8

Class Skills: The Elothar Warrior of Bladereach's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Elothar Warrior of Bladereach prestige class.

Weapon and Armor Proficiency: An Elothar Warrior of Bladereach gains proficiency with the Nerra Shard Sword, the Kaorti Ribbon Dagger, and the Shuriken.

Way of Two Swords (Ex): With a single standard action, an Elothar Warrior of Bladereach may attack with a one-handed or light weapon in each hand at no penalties to-hit or damage for the weapon in his primary or off-hand.

Tommy: At 2nd level, an Elothar Warrior of Bladereach is joined in his adventures by Tommy, a 5th level Halfling Rogue from Figmauntain. Tommy is a loyal cohort and gains levels when the Elothar Warrior of Bladereach does. Other Halflings will be impressed by Tommy's apparent loyalty and the Elothar Warrior of Bladereach gains a +3 bonus to his Diplomacy checks when dealing with Halflings if Tommy is present.

Legacy of the Water Stone (Sp): An Elothar Warrior of Bladereach of 2nd level has touched the fabled Water Stone, and gleaned a portion of its powers thereby. He may cast *create water* as a spell-like ability at will. The caster level for this ability is 5.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Way of Two Swords
2nd	+2	+0	+0	+3	Tommy, Legacy of the Water Stone
3rd	+3	+1	+1	+3	Magic Swords, Immunity to Petrification
4th	+4	+1	+1	+4	I've Got That!
5th	+5	+1	+1	+4	Double Riposte, Fistful of Rubies
6th	+6	+2	+2	+5	Der'renya the Ruby Sorceress
7th	+7	+2	+2	+5	Ways and Paths
8th	+8	+2	+2	+6	Name of the First Eagle
9th	+9	+3	+3	+6	Blessing of the Gnome King
10th	+10	+3	+3	+7	Flying Ship, Your Money is No Good Here
11th	+11	+3	+3	+7	Demesne of Tralathon
12th	+12	+4	+4	+8	Mark of Ruin
13th	+13	+4	+4	+8	Sword of Kas, Dwarf Friend
14th	+14	+4	+4	+9	Happily Ever After, Khadrimarh

Magic Swords (Su): Any sword a 3rd level Elothar Warrior of Bladereach holds has an enhancement bonus equal to $\frac{1}{3}$ of his character level (round down, no maximum). The enhancement bonus fades one round after the Elothar Warrior of Bladereach stops touching the weapons.

Immunity to Petrification (Ex): At 3rd level, an Elothar Warrior of Bladereach cannot be petrified.

I've Got That! (Sp): At 4th level, an Elothar Warrior of Bladereach can mimic the effects of a *drawmij's instant summons* at will. The Elothar Warrior of Bladereach does not need an *arcane mark* on the item, nor does he need a sapphire to call the item in question.

Double Riposte (Ex): If an opponent provokes an attack of opportunity from a 5th level Elothar Warrior of Bladereach, the Elothar Warrior of Bladereach may attack with a weapon in each hand at no penalty. This is considered a single attack of opportunity for purposes of how many attacks of opportunity the Elothar Warrior of Bladereach is allowed in a turn.

Fistful of Rubies: At 5th level, an Elothar Warrior of Bladereach finds 10,000 gp worth of rubies.

Der'renya the Ruby Sorceress: At 6th level, an Elothar Warrior of Bladereach is joined in his travels by Der'renya the Ruby Sorceress, a beautiful Drow magician. She is a Wizard 6/ Seeker of the Lost Wizard Traditions 4, and gains levels when he does. Other dark elves will be angered by Der'renya's betrayal, and will be if anything even less friendly with the Elothar Warrior of Bladereach if encountered with her.

Ways and Paths (Su): At 7th level, an Elothar Warrior of Bladereach can make his way back to any plane he's ever been to. By wandering around in the wilderness for three days, he can make a Survival check (DC 25) to shift himself and anyone traveling with him to another plane.

Name of the First Eagle (Sp): At 8th level, an Elothar Warrior of Bladereach can speak the name of the first eagle, which summons a powerful giant eagle that has the attributes of a Roc (though it is only large sized). The eagle appears for one hour, and may be summoned once per day.

Blessing of the Gnome King (Su): At 9th level, an Elothar Warrior of Bladereach has pleased the king of the Gnomes so thoroughly that he is granted a portion of the gnomish power. The Elothar Warrior of Bladereach can speak with burrowing animals and sees through illusions as if he had *true seeing cast* upon him by a 20th level Sorcerer.

Flying Ship: At 10th level, an Elothar Warrior of Bladereach finds a Flying Ship from the Eberron setting. And can pilot it around.

Your Money is no Good Here: An Elothar Warrior of Bladereach of 10th level gets free drinks and food at The Wandering Eye, a tavern in Sigil.

Demesne of Tralathon At 11th level, an Elothar Warrior of Bladereach gains sole control of Tralathon, a small demiplane that appears to be an abandoned Githyanki outpost. Tralathon has several one-way portals that exit onto places on the Astral Plane, the Prime Material, and Limbo. The Elothar Warrior of Bladereach may planeshift to Tralathon at will as a spell-like ability.

Mark of Ruin (Su): At 12th level, an Elothar Warrior of Bladereach is permanently marked with the Mark of Ruin, which causes all of his melee attacks to ignore hardness and damage reduction.

Sword of Kas: An Elothar Warrior of Bladereach finds the Sword of Kas at level 13.

Dwarf Friend (Ex): The deeds of an Elothar Warrior of Bladereach are well remembered by Dwarves when he reaches level 13. Dwarves he encounters are treated as Friendly.

Happily Ever After: At 14th level, an Elothar Warrior of Bladereach becomes king of Bladereach with Der'renya as his queen. The castle of Halan Shador, that used to belong to the Lichking Hadrach is his to rule from.

Khadrimarh: A 14th level, an Elothar Warrior of Bladereach has a young adult white dragon named Khadrimarh as a pet.

Elothar Warriors of Bladereach in your campaign

You may want to adapt this prestige class to the specifics of your campaign. In other campaign worlds, the race, region, and name requirements of this class may need to be changed to fit with the overall narrative.

7.2.14 Enlightened Disciple of Wel Hung Temple, Long Wang Province

"I am Enlightened. You are not."

You came from Wel Hung Temple, in the province that was named after its residents' most significant feature. Because of this, you're special. Plus you're enlightened.

Prerequisites:

Skills: Knowledge (Religion) or Knowledge (the Planes) 8 ranks

Feats: Insightful Strike or Zen Archery

Special: Must have one Enlightenment ability

Hit Die: d8

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skills/Level: 8 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+2	+2	Wings of Flight, Hair of Vines
2	+2		+3	+3	+3	Daylight, Halo of Flames
3	+3		+3	+3	+3	Enlightenment: Eschew Worldly Possessions, Dig a Hole
4	+4		+4	+4	+4	Wings of Deflection, Koan of the One-Eyed Monk
5	+5		+4	+4	+4	Koan of the Inquisitive Student, Quantum Stance
6	+6		+5	+5	+5	Enlightenment: We Are All Connected, Fill it Up
7	+7		+5	+5	+5	Tibetan Butterfly Technique, Wings of Searing Light
8	+8		+6	+6	+6	Beating of Enlightenment, Quantum Cat Mantra
9	+9		+6	+6	+6	Enlightenment: Transcendence, Zen Fist
10	+10		+7	+7	+7	The Barrier That Wasn't, Kill Buddha

All of the following are Class Features of the Enlightened Disciple of Wel Hung Temple, Long Wang Province prestige class.

Weapon and Armor Proficiency: The Enlightened Disciple gains no proficiency with armor or weapons.

Wings of Flight: The Enlightened Disciple gains a pair of ethereal wings that grant Good Flight at a speed of 40' per round. For every additional set of wings gained, add +20' of speed.

Hair of Vines: the hair of the Enlightened Disciple becomes vines and flowers. Animals and Plants will never attack her.

Daylight: the Disciple constantly emits Daylight as per the spell, as a Supernatural Ability. She may choose to suppress this ability at will.

Halo of Flames: a halo of fire forms over the head of the Enlightened Disciple. Anyone who grapples with her or strikes her with a melee weapon takes fire damage equal to 1d6 plus her character level, plus her Wisdom modifier.

Enlightenment: Eschew Worldly Possessions: at this stage, the Disciple can create items worth up to 15,000 GP as per a Wish, at will, requiring only a minute of meditation. They also need not eat or drink. To use this ability, the Disciple must not own any currency or precious metals. Personal equipment is exempted from the restriction. This is a flavour thing, so use common sense.

Dig a Hole: By touching an unattended object, the Disciple may cause a Disintegrate effect as a Supernatural ability at will. This only affects objects and terrain, not creatures. Doing this removes all mental ability damage and ability drain, as the act of digging a hole for no purpose other than to dig a hole helps them reach a state of peace.

Wings of Deflection: The Enlightened Disciple grows a second pair of ethereal wings. She gains a +4 Deflection bonus to Armour Class, +2 for having another pair of wings already, and this improves by another +2 for every other pair of wings she gains.

Koan of the One-Eyed Monk: By threatening people with violence, the Disciple is able to cause others to reach their own Enlightenment. If she can beat the foe's modified level check with an Intimidate check, then even if the foe is immune to Fear or Intimidation, she still bestows a Suggestion upon them, however they are entitled to a save.

Any time she is able to make a Demoralise check (such as demoralising foes who see her slaughter an enemy, if she has the relevant feat), she may use this ability, rolling once and applying the result to the check of every foe who could be affected.

Koan of the Inquisitive Student: Upon successfully striking a foe in melee combat, the Disciple may merely rap them on the head. This causes zero damage, but causes them to lose their Dexterity bonus to AC for one round. Within the same encounter, the Disciple may, upon successfully hitting that foe a second time, automatically turn the hit into a confirmed critical hit. They must perform the harmless rap on the head again in order to automatically critical again.

Quantum Stance: Observe the Enlightened Disciple. She is not really there, merely more likely to be there than not there. Nothing is truly where we perceive it to be. The Disciple takes this to the logical conclusion: any attack against the Disciple suffers a 50% miss chance. True Seeing and such abilities to not get around this; the only way to prevent it is to have a higher Wisdom score than the Disciple.

Enlightenment: We Are All Connected: The Disciple gains an even greater understanding of life, and how hatred is a weapon we forge for others that only hurts ourselves, that the air they exhale is inhaled by their enemies, and that everything is linked together.

Any beneficial spell or effect granted to the Disciple or any of her allies she can see is instead, at the Disciple's option, granted to the Disciple and any number of her allies she can see. Additionally, any foe who subjects the Disciple (or any ally in a square the Disciple threatens) to an ongoing condition such as Poison, Disease, Fear, Blindness or Nausea must make a Will save (DC 10 + half the Disciple's Hit Dice + her Wisdom modifier) or also receive the same affliction, for the same duration. If the original target is immune to the effect, then the attacker takes the effect but the target does not. The target may then, as a Free Action, tell the attacker to fellate them.

Fill It Up: As a Supernatural Ability at will, the Disciple may conjure earth and minerals to fill holes, repair damaged buildings or alter the terrain. This functions as a Creation that only makes wood, earth, mud, sand, clay, non-precious stone and non-precious metal, and Fabricate that applies only to the above materials. Once per day, if the Disciple uses this ability to fill a hole created by "Dig a Hole", she gains the benefits of a Moment of Prescience.

Tibetan Butterfly Technique: Once per 5 minutes of meditation (or digging holes and filling them up), the Disciple may create a Wings of Flurry (Dragon Cock? I Walk) effect in the shape of a hurricane. This may either function as normal, or be placed anywhere within 250 feet, as though the Disciple were standing at that point. The save DC is 10 + $\frac{1}{2}$ HD + her Wisdom modifier.

Wings of Searing Light: The Disciple grows a third pair of wings. As a Supernatural Ability at will, she may use a Standard Action to fire one ray of light per wing possessed, out to 250' each, as ranged touch attacks. Upon hitting, they each deal Fire damage equal to 1d6 + her class level + her Wisdom modifier. Undead take double damage.

Beating of Enlightenment: Upon automatically scoring a critical hit with Koan of the Inquisitive Student, the Disciple can teach the foe a valuable lesson. They must make a Will save (DC 10 + $\frac{1}{2}$ HD + her Wis mod) or be Stunned with realisation for 1 round, and then Cowering until someone makes an attack against them or the combat ends.

If the combat ends before they are attacked, the Disciple may elect to set the target on the path of Enlightenment, forcing another Will save (same DC) against a Suggestion to leave immediately, searching for Enlightenment. They will undertake this vague task for 1 hour per class level.

Quantum Cat Mantra: No one can really be sure if the Disciple is dead or alive. It's not that she necessarily looks unhealthy, or is in a box, it's just that no-one can actually know for certain. The Disciple may treat herself as dead or alive or undead or any combination thereof when being subject to abilities. So she is immune to Physical Ability Damage/Drain, Energy Drain/Negative Levels, Fatigue, Poison, Disease, Death Effects and Critical Hits and so on, and is healed by Inflict spells, yet is also healed by Cure spells, and cannot be Turned/Rebuked.

Enlightenment: Transcendence: The Disciple is no longer a normal mortal creature. She becomes Ageless, and can only die by being killed. However, she is so hardcore she wouldn't die even if you killed her: she rises again 24 hours later unless the body is hacked apart and burned, the ashes then scattered into an Unhallowed land.

Zen Fist: The actions of the Disciple cannot be interrupted by Immediate Actions, readied actions or attacks of opportunity. Instead, the Disciple declares her intent (such as "to make three attacks against the Hobgoblin Warlord

and three against its Dragon mount”), the dice are rolled, and no attacks are actually made. However, at the end of the Disciple’s turn, the targets have been attacked, actions performed and so on, just without there being a moment in time in which the actions were made. If you are confused by this, you’re not Zen enough.

Additionally, she may elect to move as by teleporting - the journey has been made without a single footstep having fallen. Doing this, however, does not allow for Poetry in Motion (if she gains that class feature from another source).

The Barrier That Wasn’t: The Disciple may ignore all Entanglement, Difficult Ground, Walls of Force and physical barriers. Indeed, she cannot be impeded by the terrain (yet is able to stand on solid ground, and swim in water) or Wall spells (although they can still deal damage). She can still be grappled, but gains a +8 bonus to escape the grapple.

Kill Buddha: It is said that if you should see Buddha, you must kill him. People do not become Enlightened by repeating what was done before them, they only attain Enlightenment in their own manner. The Disciple at this point becomes the Enlightened Master of Wel Hung Temple, Long Wang Province (replace all references of “Disciple” to “Master”), and gains the Half Celestial template without the Level Adjustment. The wings from the template are added to those already possessed, increasing the bonuses.

7.2.15 Gentle Monk

“He hit me five times, one hand after another stabbing at my shoulders, my stomach, my chest. It hurt, but not...physically. And then, I felt the tingle of magic in my body, but, rather than the warm strength it normally is, it was an angry fizz or buzz. He looked at me with his pale eyes, and said that my magic would return with rest, that I should stay out of the rest of the battle, and then ran off to go help his ally in the heavy armor.”

The Gentle Monks are a feared order. The irony of their name freezes the spines of martial artists and spellcasters who know of them. You see, Gentle Monks do not fight by breaking bones or bruising muscle, but by attacking the key points of the body itself. Their Gentle Strike style involves injecting their body’s energy with each precise strike, disrupting the life force of their opponent. This technique is very flexible, letting them choose whether to slay or not. Furthermore, creatures with spellcasting or natural magic are susceptible to this technique, as it can be adapted to shut off their access to the magic forces—temporarily.

Prerequisites:

BAB: +6

Skills: Concentration 9 ranks, Heal 9 ranks

Feats: Two-Weapon Fighting, Insightful Strike

Special: Fatal Strike, Armored in Life, Must have a Fighting Style which inflicts Constitution Damage.

Hit Die: d8

Class Skills: The Gentle Monk’s class skills (and the key ability for each skill) are Bluff (Cha), Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str)

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Monk Training, The White Eye, Gentle Strike
2	+2	+3	+3	+3	Chakra Disruption
3	+3	+3	+3	+3	Heavenly Sphere
4	+4	+4	+4	+4	Chakra Shock
5	+5	+4	+4	+4	Closing The Soul

All of the following are Class Features of the Gentle Monk class.

Weapon and Armor Proficiency: A Gentle Monk gains proficiency with no new weapons or armor.

Monk Training: The Gentle Monk continues honing his skills at evading attacks. Levels of Gentle Monk stack with levels of Monk (DnD Class) for determining the AC value of Armored in Life.

The White Eye (Ex): After much meditation and concentration, the Gentle Monk has earned the ability to see the very flows of energy that surround him—literally. When this is activated (a standard action, as is deactivating), he gains the following benefits:he benefits of this are manifold:

- He gains Lifesight with a range of 30 feet per character level.
- He gains 360-degree vision when the White Eye is activated, preventing him from being flanked.
- He gets Detect Magic within the range of Lifesight.

Gentle Strike (Su): The Gentle Monk does not crudely beat his opponents to death—his attacks target the inner workings of their bodies.

First, when using his Constitution-reducing Fighting Style, his Slam or unarmed attacks may, at his option, reduce Strength or Dexterity instead.

Second, he may forego damage to inflict a 10% magic failure chance per successful hit. This affects both arcane and divine spellcasting, and also interferes with the activation of spell-like and supernatural abilities.

Gentle Strike may only be used when White Eye is active, and does not affect creatures with no Constitution score.

Chakra Disruption (Su): At 2nd level, the Gentle Monk learns how to create discord in the ki of his opponent's body. As a standard action, he may make a touch attack which nauseates or exhausts his opponent (his choice) if they fail a Fortitude save (DC 10 + $\frac{1}{2}$ character level + Wis bonus). If the target passes the Fortitude save, they are instead sickened or fatigued (as appropriate). The condition lasts for a number of rounds equal to the Gentle Monk's Wisdom modifier. Chakra Disruption may only be used while the White Eye is active.

Heavenly Sphere (Su): By emitting his ki from all over his body and spinning rapidly, the Gentle Monk may create a 10-foot radius sphere, centered on him, as a swift or immediate action.

Anyone (apart from the Gentle Monk) within the radius takes $Xd8$ Force damage (X equal to Wisdom modifier), and is pushed out to the edge of the sphere. This is useful when surrounded, but the more important function is that the force of the spinning ki disrupts magical effects which come in contact with it.

It stops any targeted or area-of-effect spell from affecting the Gentle Monk, and blocks Line effects. He may do this a number of times a day equal to his Wisdom Modifier. Because of the strain involved in doing it, it only lasts for an instant—long enough to negate one spell or attack.

Chakra Shock (Su): At 4th level, the Gentle Monk can prepare for a hit with a readied action. Any creature which strikes him in melee is affected as if they had been hit by the Gentle Strike or the Chakra Disruption effect.

Closing the Soul (Su): If the Gentle Monk performs a full attack with the Gentle Strike style and successfully hits at least four times, the target must make three Fortitude Saves (usual DC), to avoid losing spellcasting, spell-like abilities, and supernatural abilities, respectively. A day's rest will restore these abilities.

7.2.16 Holy Crusader

"Through great action, we may make a difference. It is only through inaction under the guise of pacifism that we lose to the great evils."

Requirements:

BAB: +5

Skills: Knowledge (the planes) 8 ranks, Knowledge (religion) 8 ranks

Feats: Blitz

Alignment: Any Good

Spellcasting: Must be able to form a Protection From or Magic Circle Against Evil at least once per day, as a spell or otherwise.

Special: Must have *started* a fight with an Evil Outsider. Angelic Knights need only meet one of the two skill requirements (but still must be Good and have the Blitz feat).

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skill Points at Each Level: 4 + Int modifier.

All of the following are Class Features of the Holy Crusader prestige class.

Weapon and Armor Proficiency: Holy Crusaders gain no proficiency with any weapon or armor.

Aura of Daylight: The Holy Crusader constantly emits Daylight, dealing damage to Undead within 30' equal to $1d6 + \text{Cha}$ every round. They may suppress this ability at will if they want to sneak about or, you know, sleep.

Celestial Plate: The Angels are so impressed by the Crusader that they give her a set of Adamantine Full Plate with an Enhancement bonus equal to her level divided by 4 (round down). Additionally, it grants DR 10/Good (making

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+2	+0	+2	Aura of Daylight, Celestial Plate, Take The Burden
2nd	+2		+3	+0	+3	Aura of Menace, Divine Mount, Incite Vigilance
3rd	+3		+3	+1	+3	Fiend Slayer, Commanding Voice, Angel Wings
4th	+4		+4	+1	+4	Holy Word, Smite Evil, Empower the Helpless
5th	+5		+4	+1	+4	Resurrection, Decry the Wicked, Angel Wings

it useful when fighting Evil), and adds its Enhancement Bonus to armour to any damage rolls against creatures with the [Evil] subtype. Additionally, if the character has flight, they may still fly when wearing this, despite the weight.

Take the Burden: With a Standard Action, the Holy Crusader may make a touch attack against an ally and ease their suffering. They may Cure 1d6 damage per hit die, receiving half the damage themselves, or may transfer one affliction (such as Nausea, a Poison or Disease, negative levels or Stunning) from the target to themselves. If they are immune to the affliction, they luck out and the affliction is just cured.

Aura of Menace: A righteous aura surrounds Holy Crusaders that fight or get angry. Any hostile creature within a 20-foot radius of a Holy Crusader must succeed on a Will save (DC 10 + $\frac{1}{2}$ Hit Die + Charisma modifier) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the Holy Crusader that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same Holy Crusaders aura for 24 hours.

Divine Mount: The Holy Crusader is blessed with a special mount to ride. It is completely loyal, and if slain, another replaces it after 24 hours. The mount may be any [Good] Magical Beast (including Celestial Animals/Vermin), or a Half-Celestial Animal or Vermin, with a CR at least 3 less than the Crusader's hit dice.

Incite Vigilance: As a Supernatural Ability once per hour, the Holy Crusader may drive allies to their limits, creating a Mass Haste effect. This is a verbal ability that requires a Move-Equivalent Action. The benefits also apply to the Crusader herself.

Fiend Slayer: The Holy Crusader is especially trained to kill fiends, somewhere between an occupation, hobby and driving goal. When the Crusader strikes an [Evil, Extraplanar] Outsider, they lose access to one Spell-like or Supernatural ability of the Crusader's choice for one round per class level. Multiple strikes remove multiple abilities. If the fiend is left with no abilities and is struck again, they must make a Fortitude save (DC 10 + $\frac{1}{2}$ the Crusader's HD + their Charisma modifier) or be Destroyed (as per "Destruction").

Commanding Voice: The Holy Crusader may cast Greater Command as a Spell-like Ability at will to anyone who failed to save against their Aura of Menace. The Save DC is equal to 10 + $\frac{1}{2}$ the Crusader's Hit Dice + their Charisma modifier.

Angel Wings: At levels 3 and 5, the Holy Crusader receives a bonus [Celestial] feat. This must be a feat that grants wings.

Holy Word: Three times per day, the Holy Crusader may cast Holy Word as a Supernatural Ability. Caster level equals hit dice and cannot be augmented beyond this.

Smite Evil: Once per hour, the Holy Crusader may Smite Evil. This is a non-action that alters an attack that is about to be made, adding their Charisma modifier to the attack roll and hit dice to the damage roll. These benefits only apply to Evil enemies. Furthermore, Divine flames consume the target, treating them as on fire, except the damage is Holy.

Empower the Helpless: Once per day as a Supernatural Ability, a Holy Crusader may grant great power to up to 2 NPCs per class level. The NPCs must have a CR of no more than 1 each. Once blessed, they become a frenzied mob of righteousness for 1 hour per class level. Treat them as a single Human Barbarian that happens to take up more space than usual and has the [Swarm] subtype, with a number of levels equal to the combined hit dice of all of the NPCs. They gain Strength and Constitution scores equal to 10 plus the class level of the Crusader, Dexterity 12, and the average Intelligence, Wisdom and Charisma of the mob.

Resurrection: Once per day as a Supernatural Ability, the Holy Crusader may create a True Resurrection effect.

Decry the Wicked: As a Standard Action at will, the Holy Crusader can shout out the sins of an Evil aligned foe. This is a verbal Supernatural Ability that extends out to 100 feet. The target must make a Will save or suffer from Heavy Encumbrance and become Fatigued for 1 minute. Every round, they suffer nonlethal damage equal to 2d6 plus the Crusader's hit dice.

7.2.17 Legendary Strategist

"We can do this."

Every group of people has a leader. Some leaders go on to fame in history as total bad asses. That's the Legendary Commander right there.

Prerequisites:

Skills: Knowledge (History) 9 ranks, Bluff 4 ranks, Sense Motive 4 ranks

Feats: Must have at least one Leadership feat.

Special: Must hold or have held a Rank.

Special: Must have been on the winning side of a battle with at least 100 participants.

Hit Die: d8

Class Skills: The Legendary Strategist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Use Rope.

Skills/Level: 8 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+0	+0	+0	A World of Opportunity, Assistance, Legacies of Command
2nd	+2		+0	+0	+0	Rousing Speech, Trapmaker
3rd	+3		+1	+1	+1	Sending, Trick Opponent
4th	+4		+1	+1	+1	Rally Troops
5th	+5		+1	+1	+1	Heroes' Feast, Best Efforts

All of the following are Class Features of the Legendary Strategist prestige class.

Weapon and Armor Proficiency: The Legendary Strategist gains proficiency with any Siege Weapons he happens to come across.

A World of Opportunity (Ex): Once per turn, a Legendary Strategist may take an Immediate Action without using up his swift action next round.

Assistance (Ex): A Legendary Strategist may lend assistance and direction to his compatriots. As an immediate action he may allow an ally to reroll one die roll. The ally must be within Medium Range. This is a language dependent ability.

Legacies of Command (Ex): A Legendary Strategist adds his class level to his Commander rating and his Leadership score(s).

Rousing Speech (Ex): With a 10 minute tirade, a 2nd level Legendary Strategist may grant all allies who can hear him a Morale Bonus equal to his class level to Damage Rolls and saves vs. Fear. These bonuses last until the sun next rises or sets.

Trapmaker (Ex): A 2nd level Legendary Strategist is adept at getting traps made. He may allow other characters to use his Craft skill when making Traps so long as they benefit from the effects of his rousing speech.

Sending (Sp): At 3rd level, a Legendary Strategist may cast *sending* at will as a spell-like ability.

Trick Opponent (Ex): A 3rd level Legendary Strategist can trick people into doing all kinds of stupid crap on the battlefield. With an Immediate Action, the Legendary Strategist can force any character within Medium Range to reroll a die roll. This is a Language Dependent ability.

Rally Troops (Ex): With an Immediate Action, a 4th level Legendary Strategist can negate any [Fear] status currently on any allies within Medium Range. This is a Language Dependent ability.

Heroes' Feast (Sp): At 5th level, a Legendary Strategist may cast *heroes' feast* as a spell-like ability at will.

Best Efforts (Ex): A 5th level Legendary Strategist can inspire any plebian to perform at their best. Any character who has at least 6 less hit dice than he does who is under the effects of his Rousing Speech gains a +5 Morale bonus on any skill or ability check it makes.

7.2.18 Lunar Knight

"Agent of love and justice, pretty soldier Lunar Knight! In the name of the moon, I will punish you!"

Requirements:

BAB: +7

Skills: Knowledge (the Planes) 10 ranks

Alignment: Any Good

Special: A Knight of an appropriate order qualifies just by existing.

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Aura of Moonlight, Flight, Lunar Healing Escalation
2nd	+2	+3	+3	+3	Moon Prism Power, Moon Spiral Heart Attack
3rd	+3	+3	+3	+3	Lunar Gorgeous Meditation, Silver Smite
4th	+4	+4	+4	+4	Cosmic Moon Power, Starlight Honeymoon Therapy Kiss
5th	+5	+4	+4	+4	Silver Moon Crystal Power Kiss, Half Moon Phases

All of the following are Class Features of the Lunar Knight prestige class.

Weapon and Armor Proficiency: Lunar Knight gain no proficiency with any weapon or armor.

Aura of Moonlight: The Lunar Knight emits moonlight (like Daylight) out to 20' unless they decide to suppress the ability such as to sleep. Anyone assuming a form other than their own natural one is forced back to their natural form while in the area. Lycanthropes, however, are forced into their half-way form. This is a Supernatural ability.

Flight: Lunar Knights can fly at a speed of 50' with Perfect maneuverability. This is a Supernatural ability.

Lunar Healing Escalation: As a Supernatural ability, the Lunar Knight can heal others with a Standard Action at will. This generates a 15' burst around the Knight, and everyone within the area that the Knight designates regains 1d8 HP per class level, plus her Charisma modifier. This sadly does not heal the Knight herself.

Moon Prism Power: As a Supernatural ability at will, the Lunar Knight may transform, requiring a Standard Action. This is not affected by Aura of Moonlight. While transformed, the Knight gains a Deflection bonus to AC and a Resistance bonus to all saves, equal to her class level, and Fast Healing equal to her Charisma modifier. Also, her Flight speed is doubled. This ability lasts for the encounter - cooling down whenever her adrenaline returns to normal.

Moon Spiral Heart Attack: The Lunar Knight gains the ability to launch a dazzling light attack as a Supernatural ability, but only when Moon Prism Power is activated. It can be used once per transformation, and requires a Standard Action. This fires a bolt out to Medium Range, requiring a Touch Attack, that deals 1d6 Holy damage per hit die. Additionally, it creates a burst of colour, 15' in radius, centred on the target. All in the area must make a Will save (Charisma-based) or be Fascinated for 1d6 rounds.

Lunar Gorgeous Meditation: Now, whenever the Lunar Knight transforms, their allies within 30' also gain the Fast Healing.

Silver Smite: If a Designated Foe is stupid enough not to damage the Knight, then when she in turn hits them for a lot of extra damage, she may declare it a Silver Smite. If the target is [Extraplanar], then at the end of the Knight's turn (assuming she attacked them), they must make a Will Save (Charisma-based) or be Banished. If a [Shapechanger], they instead must make a Fortitude save or be destroyed. Anyone else simply has to make a Will save or spend 1 round Cowering.

Cosmic Moon Power: Having activated Moon Prism Power, a Lunar Knight may activate Cosmic Moon Power, a Supernatural ability, as a Standard action once per transformation. All enemies within 50' must immediately make a Will save (Charisma-based). If they fail, they are Charmed as per a Charm Monster spell.

Starlight Honeymoon Therapy Kiss: Having activated Moon Prism Power, a Lunar Knight may end the effect to activate Starlight Honeymoon Therapy Kiss, a Supernatural Ability. This is a Full Round Action that acts as a Mass Heal spell. Additionally, any enemy within 50' may elect to benefit from this spell, but if they do so, they are affected by a Charm Monster effect, even if immune.

Silver Moon Crystal Power Kiss: Having activated Moon Prism Power, a Lunar Knight may end the effect to unleash the Silver Moon Crystal Power Kiss, their most powerful attack. This is a Supernatural ability that requires a Full Round Action. It creates a 50' cone, and all enemies within the cone immediately take 2d6 Holy damage per hit die of the Knight, with a Will save for half. Furthermore, if they fail the save they become Stunned for 1 minute, and if they fail and are the Designated Foe, they are Destroyed. Any allies caught in the area receive a +5 Sacred bonus to AC for one round.

Half Moon Phases: When not affected by Moon Prism Power, the Lunar Knight may spend a Standard Action to split into two as a Supernatural Ability. This lasts until they decide to end the effect (causing one to vanish), and must be ended in order to activate Moon Prism Power. They may both attack, flank with each other and so on, but may not use charged or single-use items, and any X per Y abilities used by one count as being used by the other. Also, damage is shared, and 10 Hit Points are lost every round that they are divided. While both may designate different foes, thus allowing for two Designated Opponents, they each count as the original for the purposes of preventing the bonus damage.

7.2.19 Maelstrom of Fiery Ki

"It was a mistake to make me unhappy.... SHI SHI HOUKUDAN!"

You get very tense. It helps you fight better. Sometimes, you get so tense you explode and everyone dies.

Prerequisites:

BAB: +7

Special: Must possess a Super Gauge.

Hit Die: d10

Class Skills: Whatever you want, since Koumei doesn't believe in cross-class skills.

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+2	+2	Trouble Brewing, Rageblade
2	+2		+3	+3	+3	Ki Burst, Taste Your Own Blood
3	+3		+3	+3	+3	Tempest in a Tea Cup, Shadowrun
4	+4		+4	+4	+4	Flow of Violence, Overflowing Cup of Ki
5	+5		+4	+4	+4	Deadly Finishing Move, Ki Eruption

All of the following are Class Features of the Maelstrom of Fiery Ki prestige class.

Weapon and Armor Proficiency: The Maelstrom of Fiery Ki gains no proficiency with armor or weapons.

Trouble Brewing: The Maelstrom of Fiery Ki builds up a lot of Tension, the kind that can only be eased off by applying violence to other people. In the face. Whenever struck, or striking an enemy, they gain 2 Tension instead of 1.

Rageblade: When striking the subject of their Tension, the Maelstrom adds their current Tension to melee damage rolls. This is multiplied by critical hits, Leap Attack and so on.

Ki Burst: As a Standard Action, the Maelstrom may unleash a wave of burning Ki energy at her foes. This has a radius of 5' per 2 points of Tension spent, and everyone in the area takes 1d6 Fire damage per Tension spent, up to a maximum of the Maelstrom's hit dice. Only half of this may be resisted/negated. Everyone in the area is subject to a Ref save for half damage (DC 10 + 1/2 the Maelstrom's HD + her Wis mod). Spending an additional 10 Tension transforms this into a Swift action.

Taste Your Own Blood: The Maelstrom practically enjoys getting smacked around now. When suffering a critical hit, a sneak attack, any [Pain] effect, or any hit that reduces her to 25% or less (including multiple little hits when already in the danger zone), she gains another 5 Tension.

Tempest in a Tea Cup: The Maelstrom of Fiery Ki may now ignore attacks from others, focusing exclusively on the one building her Super Gauge. By doing so, she gains no Tension against anyone other than the designated foe, but as a result does not lose her Tension just because someone else slaps her up. If she turns and attacks them, the Tension is lost as normal. She can opt not to use this ability at any time.

One side effect of this ability is she no longer loses her Tension after attacking a different target - the Tension is lost when the decision is made, thus preventing her from possibly being able to charge up against one person and release against another.

Shadowrun: The Maelstrom can step onto the Ethereal Plane, and thus may walk on water or, for that matter, thin air as long as she ends her turn standing on something solid. It can be a flimsy tree branch or a bamboo pole, mind you, as long as it is a solid object. Furthermore, she may step through Walls of Force, treating them merely as 10' movement per wall, and can add her Intelligence modifier to her Initiative.

If she already possesses this ability or later on gets it from continuing their life as a Sohei, she instead gains Poetry in Motion. If she manages to get that as well, then she gets a round of applause.

Flow of Violence: Pain is a great teacher: it teaches us not to get hurt, usually. With a Swift Action, the Maelstrom may spend 10 Tension to gain the benefits of a single [Combat] feat for a number of rounds equal to her Wisdom modifier. Only one feat may be gained at a time in this manner.

Overflowing Cup of Ki: The Maelstrom is such a tornado of fury that she gains twice as much Tension from all sources (10 from critical hits, sneak attacks, [Pain] effects and dangerously low health, 4 from hitting or getting hit).

Deadly Finishing Move: By spending 20 Tension as a Standard Action, the Maelstrom may unleash a killer Destroyer move. This attack deals an additional 2d6 damage per Hit Die of the Maelstrom, and bypasses all Damage Reduction (including /-) and Regeneration.

It also deals Strength Damage equal to the Maelstrom's Wisdom modifier, and the target must make either a Fortitude save or a Will save (Maelstrom's choice) or be slain instantly and completely destroyed. Not even ashes remain, and the soul is transported to the centre of the planet, on another plane (probably Hell).

It should be mandated that the player name this move and either shout it out before unleashing it, or quietly state the name after the effects take place. And adopts a cool pose, with the name written in Kanji on pieces of paper and held up next to their head by another player.

The target, if slain, does gain enough time to compose and recite a poem, however they cannot use this time for anything else. It's a poem and death, or death without sauce.

Ki Eruption: At the cost of 20 additional Tension, Ki Burst may be used as an Immediate Action, interrupting enemy actions. If an interrupted enemy takes damage from this, their action automatically fails.

7.2.20 Meteor Ninja

"Float like a butterfly, sting like an elephant"

Prerequisites:

BAB: +5

Size: Large or larger

Special: Either 8 or more ranks in Hide, or the ability to become Invisible.

Hit Die: d8

Class Skills: The Meteor Ninja's class skills (and the key ability for each skill) have not been written

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+0		+2	+2	+0	Sneak Attack +1d6, Hide in Plain Sight
2nd	+1		+3	+3	+0	Shadow Clone Technique
3rd	+2		+3	+3	+1	Sneak Attack +2d6, Blend In
4th	+3		+4	+4	+1	Aura of Silence, Assassin's Grasp
5th	+3		+4	+4	+1	Sneak Attack +3d6, Always Invisible
6th	+4		+5	+5	+2	Crushing Assassination, Who's Next?
7th	+5		+5	+5	+2	Sneak Attack +4d6, Meteor Dance

All of the following are Class Features of the Meteor Ninja class:

Sneak Attack: As per the Rogue. If you already have Sneak Attack, it stacks.

Hide in Plain Sight: You can use the Hide skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

Shadow Clone Technique: As a standard action, you may conjure up shadow clones, using "Mirror Image" as a Supernatural ability. You may do this once per day per class level with a caster level equal to your character level.

Blend In: As a mind-affecting effect, people forget that you are actually a giant, and forget that you don't belong where you are. As long as you are within 20' of at least 5 other people, you may cause all who see you to believe you are the same size as those other people and part of the group.

Aura of Silence: This supernatural ability can be activated at will. It causes Silence to extend in an aura, filling the squares you occupy and extending 5' further in each direction.

Assassin's Grasp: If you elect to grapple a flat-footed foe who is smaller than you, and succeed in the grapple attempt, you may cover their mouth to prevent them from making noise, and hide them against your body. If you

are hidden, you remain hidden. Additionally, you may use your size to your advantage in strangling/crushing them. You deal normal unarmed damage, plus sneak attack, plus double your Strength bonus. Additionally, you deal 2d6 damage per size category of difference.

Always Invisible: As a Supernatural ability, you may make yourself Invisible at will with a standard action. You become visible as soon as you attack someone, but may spend a swift action to hide in plain sight once this happens.

Crushing Assassination: You may, as a standard action, make a brutal attack against a flat-footed foe who is smaller than you. If you hit, the attack is automatically a critical hit, and the target is knocked prone. They are also hurled 5' for every 10 points of damage you deal. If they strike a wall, roll 1d6 for every 5' they are prevented from moving. If that is enough to destroy the wall, then it is destroyed and they continue to move. Otherwise, they take the damage.

Whether they make the full movement or not, the target then has to make a Fortitude save (DC is 10 + half your HD + your Str modifier) or be Stunned for 1d4 rounds.

Who's Next?: When you deliver a Crushing Assassination, the Assassin's Grasp or a killing blow, every foe who can see you must make a Will save (DC 10 + half your HD + your Cha modifier) or cower for one round and be unable to attack you for one minute. If they are already suffering from any fear effect, or fail the save by 5 or more, they panic for 5 rounds. If they are under a fear effect AND fail the save by 5 or more, they fall comatose from fear for 3 rounds, and wake up frightened.

Meteor Dance: You gain a limited form of flight, based on jumping. You gain a flight speed equal to your land speed, however this cannot be used to charge or run, and you must both start and end your movement on a solid surface.

If you use this flight to move into the square of a foe, then you may make a Jump check. Should this beat the attack roll they make for an Attack of Opportunity, you avoid the AoO entirely. Additionally, by leaping into their square (AoO hitting or otherwise), you slam your momentum-charged body into them, knocking them prone and delivering 3d6 damage per size category above Medium, plus double your Strength modifier.

7.2.21 Tiger Monk

"Waeow!"

The Tiger Monks are a quiet, contemplative order who spend years meditating on the strength and possibilities of the spirit and honing the perfection of the body, achieving enlightenment and then using it to kick people's kidneys out through their ears.

Prerequisites:

BAB: +6

Skills: Concentration 9 ranks

Feats: Two Weapon Fighting, Improved Natural Attack

Special: Must have a slam attack.

Hit Die: d8

Class Skills: The Tiger Monk's class skills, and the key ability for each skill are: Balance (Dex), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (All) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Wind Kick, Endokuken, Astounding Leap, Even Muscle Tone
2	+2	+3	+3	+3	Swift Wind, Devastating Kick
3	+3	+3	+3	+3	Swift Strikes
4	+4	+4	+4	+4	Punishing Fist, Magic Endokuken
5	+5	+4	+4	+4	Tiger Fury

All of the following are Class Features of the Tiger Monk class:

Weapon and Armor Proficiency: The Tiger Monk gains proficiency in the Really Thin, Really Sharp Sword. He gains no new armor proficiencies.

Wind Kick (Ex): The spirit of the Tiger carries its devotees swiftly, delivering their foot to its target. As a special move action, the Tiger Monk may perform a flying charge that terminates in a powerful kick. The Tiger Monk really

does fly, but he stays at the same level as his starting elevation (meaning this will not get you far going uphill, and using it facing down an incline will earn you a bit of a drop) and can only travel his normal charge distance (but see Swift Wind, below). He must also have a line of effect to his target

Endokuken (Su): The Tiger Spirit is strong, and may fill the hands with power to be released. As a standard action, the Tiger Monk may perform a medium-range touch attack which does 1d8 energy damage/2 character levels + 1/2 ranks in concentration. An Endokuken may be performed in an Antimagic Field if the Tiger Monk can succeed on a Concentrate Check equal to DC 15 + Antimagic Field's Caster Level. An Endokuken has a recharge of 1d4 - 1 (minimum 1) rounds.

Astounding Leap (Ex): The Tiger Monk jumps good. He may take 10 on jump checks at any time, and his High Jump DCs are two times the height to be cleared, rather than four times.

Even Muscle Tone (Ex): The Tiger Monk conscientiously develops all the limbs in his body. He does not take off-hand penalties, and always deals at least full Str damage on his attacks.

Swift Wind (Ex): A Wind Kick now carries you further. For each class level after 1st, a Tiger Monk's charge distance increases by one move increment. If his Wind Kick connects, the opponent must make a Reflex Save equal DC 10 + 1/2 character level + Dex bonus, or be subject to an AoO. If they succeed, the Tiger Monk must make an equivalent save or the opponent gets an AoO.

Devastating Kick (Ex): The Tiger Monk has lower body strength. At 2nd level, when his slam attack is described as being a kick, his Slam attack is treated as being one size larger. This includes his Wind Kick.

Swift Strikes (Ex): The Tiger Monk is one quick sonofabitch. When he uses a standard action or AoO to attack, he gets an additional attack at full bonus. This is not doubled by Two-Weapon Fighting. Also, the Tiger Monk may draw or sheath a one-handed or smaller weapon as a free action, as many times a round as he has attacks.

Punishing Fist (Ex): The Tiger Spirit punishes those who allow themselves to be hit. If he hits someone in the course of a normal attack or a full attack (but no AoOs), the target must make a Fort Save (DC 10 + 1/2 character level + Str) or be dazed. The Tiger Monk gets AoO on people who are dazed.

Magic Endokuken (Su): As a full-round action, the Tiger Monk may do an even more powerful Endokuken. It does 1d8 per character level, plus ranks in Concentration, in Even More Bullshit damage. It ignores all DR and Hardness, and only blanket energy resistance may reduce the damage it does. The Magic Endokuken has a recharge time of 1d4 + 1 rounds.

Tiger Fury (Ex): The Tiger Monk now masters one of his ultimate techniques. As a full-round action, he may do a leaping uppercut as an upwards charge attack. This involves a jump check, and the Tiger Monk rises 5 feet in the air for every 5 points on his Jump check. He may attack an adjacent target, or one overhead - in either case, the opponent is carried with the punch and then launched into the air (an additional 5 feet for every 5 points of damage). It deals double Slam damage if it hits. The target is also knocked prone and takes falling damage as appropriate.

New Equipment! The Really Thin, Really Sharp Sword is a Small blade weighing only two pounds. But it is *dreadfully* sharp. It does 1d8 (piercing or slashing), and has critical properties of 18-20/x3. It is a Special Monk Weapon, and an exotic weapon.

7.3 Racial

7.3.1 Half Dragon

"Also, dragons are pretty! Very pretty."

Half Dragon is a character class that can be used to make a monster into a more "dragon-like" monster. It can also be taken by player characters who want to be more dragon-like, for whatever reason. Maybe they got spilled with dragon blood and became dragon-like themselves. Maybe their mother slept with a dragon in disguise. Maybe the dragon wasn't in disguise. I don't want to hear about it.

Prerequisites:

Special: Must have some reason why you're more draconic than everyone else. Maybe it's inherited, maybe it's not. Something. Just don't go into too much detail, I probably don't even want to know.

Special: Must choose one appropriate dragon type to be more like.

Hit Die: d12

Class Skills: The Half Dragon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str).

Skills/Level: 6 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		++2	+2	+2	Breath Weapon, Scales of the Dragon, Dragon Sight
2	+2		+2	+2	+2	Wings of the Dragon, Subtypes, Immunities, Strength of the Dragon
3	+3		+3	+3	+3	Sphere, Spell Resistance

All of the following are Class Features of the Half Dragon prestige class.

Weapon and Armor Proficiency: The Half Dragon gains no proficiency with armor or weapons.

Breath Weapon (Su): A Half Dragon is able to emit a deadly breath weapon. The energy type of the weapon is appropriate to whatever dragon type is involved in the dragon-half. As appropriate, it will either come out as a cone with short range, or a line which is twice that long. The breath weapon does 1d6 of damage per character level (or CR) of the Half Dragon and the Reflex save DC is 10 + $\frac{1}{2}$ Hit Dice + Con Modifier. Using this breath weapon is a Standard action, and once used it cannot be used again for 2d4 rounds.

Scales of the dragon (Ex): Half Dragons gain an Enhancement Bonus equal to $\frac{1}{3}$ of their Hit Dice (rounded up) to their Natural Armor Bonus to AC.

Dragon Sight (Ex): Half Dragons gain 60' of Darkvision and see 3 times as far in limited light conditions as per Low Light Vision.

Wings of the Dragon (Ex): At second level, a half dragon grows dragon wings. They may be small and cute or huge and cloak-like. But regardless of size or mass ratios, they allow the character to fly half again as fast as their land movement rate with average maneuverability.

Subtypes: A Half Dragon of second level has the Dragon Subtype, as well as whatever elemental or energy subtypes is appropriate for whatever kind of dragon is manifest within her. For example: a Half Black Dragon would gain subtypes of [Dragon, Water].

Immunities (Ex): 2nd level Half Dragons are immune to sleep and paralysis effects, as well as the energy type that they themselves breathe on people.

Strength of the Dragon (Ex): Upon achieving 2nd level, a Half Dragon is blessed with increased Strength. She gains an Enhancement Bonus equal to $\frac{1}{3}$ of her hit dice (rounded up) to her Strength score.

Sphere: A 3rd level Half Dragon gains a single Sphere.

Spell Resistance (Ex): 3rd level Half Dragons have Spell Resistance of 2 + Character Level (yes, only 2 + Character Level, I'm not even kidding).

7.3.2 Progenitor of the Gith

"I've spent five years as a slave to brain-eating geniuses, fighting every day in the pits for their amusement, killing beings culled from dozens of planes. Do you really think this crap impresses me?"

The Illithid are slavers extraordinaire, masters of the mind control and capable of traveling far in their search for slaves. To escape their clutches, one must become a creature as powerful as them, and some do so by absorbing the ambient psionic radiations of their cities and becoming a more than mortal creature. In this way, the Githzerai and Githyanki earned their freedom, and this route is still open to those willing and capable of surrendering their essence in exchange for communion with the Astral Plane.

Prerequisites:

BAB: +4

Race: Human

Special: Must have spent at least five years as a slave in an illithid city.

Hit Die: d8

Class Skills: The Progenitor of Gith's skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

All of the following are Class Features of the Progenitor of Gith class.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+2	+2	Thoughtful Warrior, Endurance of the Mind
2	+2		+3	+3	+3	Ideas Made Form
3	+3		+3	+3	+3	Movement of the Mind
4	+4		+4	+4	+4	Astral Strike
5	+5		+4	+4	+4	Native of the Silver Sky

Weapon and Armor Proficiency: Progenitors of Gith gain proficiency in the composite long bow, and gain no armor proficiencies.

Thoughtful Warrior (Sp): At 1st level, a Progenitor gains the ability to cast *daze*, *mage hand*, and *feather fall* at will as a spell-like ability

Endurance of the Mind (Su): A Progenitor has likely been mind blasted and charmed many times in his life. If he is currently the subject of an ongoing effect that allows a Willpower save, he may retest that saving throw every round. Success is treated as if he had passed the initial Willpower save.

Ideas Made Form (Sp): At 2nd level, the Progenitor gains the ability to cast *clairaudience/clairvoyance* and *shatter* at will as a spell-like ability

Movement of the Mind (Sp): At 3rd level, the Progenitor gains the ability to cast *dimension door* at will as a spell-like ability.

Astral Strike (Sp): At 4th level, a Progenitor can cast *telekinesis* at will as a spell-like ability.

Native of the Silver Sky (Ex): At 5th level, the energies of the Astral Plane now bolster the physical form of the Progenitor, and he gains becomes an Outsider native to the Astral Plane and he gains Spell Resistance equal to his character level +5, a +4 armor bonus to AC, and the ability to cast *plane shift* twice a day as a spell-like ability.

If he breeds with a githzerai or githyanki, any offspring will be of that race.

7.3.3 The Monitor

“In time... even the sun will die. Until then... I shall content myself with your demise.”

Kuo-Toans are a depressing group to hang with at the best of times. Their relentless downbeat attitude can turn even the most festive of occasions into a dirge. But perhaps the most depressing of all Kuo-Toa are the Monitors. These monks of Kuo-Toa society are dedicated to a strict regimen of martial training and meditation on the complete futility of all things. Discussions with Monitors have been known to drive even other Kuo-Toa to suicide.

Prerequisites:

Skills: 9 ranks in Balance

Feat: Multiattack

Alignment: Any Evil.

Special: Must have at least one Fighting Style class feature.

Special: Must be trained in the Kuo-Toa Monasteries.

Hit Die: d8

Class Skills: The Monitor's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Religion) (Int), Knowledge (Dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skills/Level: 4 + Intelligence Bonus

BAB: Good (1/1), Saves: Fort: Good; Reflex: Good; Will: Good

All of the following are Class Features of the Monitor class.

Weapon and Armor Proficiency: A Monitor gains no proficiency with any weapons or armor.

Fighting Style: The Monitor gains a Fighting Style as a Monk at first level.

Armored in Life: Levels of Monitor stack with levels in Monk for the purposes of the Monk's Armored in Life ability.

Powerful Observation: A Monitor adds his class level as a bonus to his Spot and Sense Motive checks.

Strike the Intangible: At 2nd level, a Monitor gains the ability to strike the invisible creatures he can see. His natural weapon attacks can hurt incorporeal and ethereal targets without a miss chance related to intangibility.

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1	+1		+2	+2	+2	Fighting Style, Armored in Life, Powerful Observation
2	+2		+3	+3	+3	Strike the Intangible
3	+3		+3	+3	+3	Master Fighting Style
4	+4		+4	+4	+4	Wait for Death
5	+5		+4	+4	+4	Master Fighting Style
6	+6		+5	+5	+5	Depressing Monologue
7	+7		+5	+5	+5	Master Fighting Style
8	+8		+6	+6	+6	Sticky Hands, Apathy
9	+9		+6	+6	+6	Grand Master Fighting Style

Master Fighting Style: At 3rd, 5th, and 7th level a Monitor gains a Master Fighting Style, as a Monk.

Wait for Death (Su): A Monitor looks forward only to death, but this can be a very long wait indeed. A Monitor of 4th level does not age, sleep, need nutrition, or breathe. Furthermore, a Monitor of 4th level no longer loses hit points when he has 0 hit points or less.

Depressing Monologue (Su): Any creature that speaks to a 6th level Monitor for more than five minutes must make a Willpower Save (DC 10 + $\frac{1}{2}$ hit dice + Charisma Modifier) or be affected by *abject despair* and *curse of crumbling conviction*.

Sticky Hands (Ex): A Monitor of 8th level makes great use of sticky Kuo-Toa secretions and gains a +4 bonus on Disarm tests, whether he is the attacker or the defender.

Apathy (Su): At 8th level, a Monitor is able to draw upon supernatural reserves of ennui and ambivalence, rendering him immune to mind affecting effects.

Grand Master Fighting Style: At 9th level, a Monitor gains a Grand Master Fighting Style as a Monk.

7.4 Paragon

7.4.1 Ghoul Paragon

Hit Die: d8

Class Skills: The Ghoul Paragon'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).

Skills/Level: 6 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+2	+2	+0	Paralysis
2nd	+2		+3	+3	+0	Pestilence, +1d6 Sneak Attack
3rd	+3		+3	+3	+1	Stench, Improved Pestilence

All of the following are Class Features of the Ghoul Paragon class.

Weapon and Armor Proficiencies: The Ghoul Paragon gains no new armor or weapon proficiencies.

Paralysis (Ex): Characters struck by a Ghoul Paragon's unarmed strikes or natural weapons must make a Fortitude save or become paralyzed for 1d4+1 rounds. The Save DC is Charisma based. Elves are immune to this effect.

Pestilence (Ex): A Ghoul Paragon of 2nd level is immune to disease, but spreads it quite easily. Every disease the Ghoul Paragon is ever exposed to is retained within his body (at the very least, this includes ghoul fever), and every time the Ghoul Paragon inflicts lethal damage with an unarmed strike or natural weapon, he also exposes the target to one of those diseases.

Sneak Attack (Ex): At 2nd level, the Ghoul Paragon gains a die of Sneak Attack as a Rogue. Levels of Ghoul Paragon stack with Rogue and similar classes for purposes of overcoming Uncanny Dodge.

Stench (Ex): A Ghoul Paragon of 3rd level stinks so dreadfully that all other creatures within 10 feet must make a Fortitude save or become sickened for 10 minutes. A creature which successfully saves may not be affected by the Ghoul Paragon's stench for 24 hours. This is a Poison effect, the save is Constitution based.

Improved Pestilence (Su): At 3rd level a Ghoul Paragon becomes able to magically speed up the disease process in his victims. The initial incubation period for any disease he passes with the Pestilence power becomes 1 round, and the save DC of any such disease is now Charisma based.

7.4.2 Swordwraith Paragon

Hit Die: d12

Class Skills: The Swordwraith Paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), and Swim (Str).

Skills/Level: 2 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special
1st	+1		+0	+0	+2	Strength Damage, Alertness
2nd	+2		+0	+0	+3	Damage Reduction 5/Magic, Iron Will
3rd	+3		+1	+1	+3	Damage Reduction 10/Magic, Stealthy

All of the following are Class Features of the Swordwraith class.

Weapon and Armor Proficiencies: The Swordwraith Paragon gains no new armor or weapon proficiencies.

Strength Damage (Su): Whenever a Swordwraith Paragon strikes an opponent with a melee weapon, he also inflicts 1 point of Strength damage.

Alertness: A Swordwraith Paragon gains Alertness as a bonus feat at 1st level.

Damage Reduction (Su): At 2nd level, a Swordwraith Paragon gains DR of 5/Magic. At 3rd level, this improves to 10/Magic.

Iron Will: A Swordwraith Paragon gains Iron Will as a bonus feat at 2nd level.

Stealthy: A Swordwraith Paragon gains Stealthy as a bonus feat at 3rd level.

7.4.3 Vampire Paragon Class

Hit Die: d6

Class Skills: The Vampire Paragon'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), Intimidate (Cha), 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), and Swim (Str).

Skills/Level: 4 + Intelligence Bonus

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0		+0	+2	+2	Blood Pool, Gaseous Form, Flaw	+1 spellcaster level
2nd	+1		+0	+3	+3	Hypnotic Gaze	+1 spellcaster level
3rd	+1		+1	+3	+3	Command Spawn, Regeneration, Flaw	+1 spellcaster level

All of the following are Class Features of the Vampire Paragon class.

Weapon and Armor Proficiencies: The Vampire Paragon gains no new armor or weapon proficiencies.

Spellcasting: Every level, the Vampire Paragon casts spells (including gaining any new spell slots and spell knowledge) as if she had also gained a level in a spellcasting class she had previous to gaining that level. If the character does not have any levels in any spellcasting classes when she takes her first level of Vampire, this class feature gives her levels in Sorcerer spellcasting.

Blood Pool (Ex): A Vampire Paragon may “store” blood she has drained from intelligent creatures against future need and draw upon this blood to power her body or her magic. If a Vampire Paragon consumes the Constitution of an intelligent creature after she has already fed for the day, excess Constitution drained adds to her Blood Pool. A Vampire Paragon’s Blood Pool can never exceed her character level plus her class level of Vampire Paragon. Constitution drained after the Blood Pool is filled is wasted.

A Vampire Paragon may spend a point of her Blood Pool to heal herself of five points of damage. She may spend 4 points of Blood Pool to forgo needing to feed for one day. A spell being cast may be enhanced with any metamagic feat the Vampire Paragon knows by spending a number of points of Blood Pool equal to the number of extra levels the metamagic would add to the spell. Using Blood Pool is a free action, but no more than 4 points may be spent in a single round.

Gaseous Form (Su): A Vampire Paragon can assume *gaseous form* as the spell at will.

Flaw: Increasing the power of the blood within a Vampire is not without difficulties. As the potency of the Vampire’s blood grows, so too does the power of her curse. At 1st and 3rd level of Vampire Paragon, the vampire gains an additional weakness related to her blood. Appropriate vampiric weaknesses are too numerous to be listed here, but could include: Inability to enter consecrated or hallowed ground; helplessness in water; *repulsion* (as the spell) by garlic; vulnerability to silver; daylight powerlessness (as a specter); dazed by spilled grains (2d4 rounds); nauseated by Holy Water (1d4 rounds); Inability to enter a hearth unless invited.

Hypnotic Gaze (Su): At 2nd level, a Vampire Paragon gains the ability to hypnotize creatures which meet its gaze. The Vampire Paragon may make use its gaze on one creature within short range each round as a Swift action. Creatures are affected as by a *hypnotism* spell except that there is no hit die cap. The hypnotism effect ends if the Vampire Paragon no longer maintains the gaze (for example, by attempting to hypnotize a new victim). This is a Mind Affecting Enchantment effect, the DC is Charisma based.

Command Spawn: Vampire Spawn created by a Vampire Paragon of 3rd level are under the Vampire Paragon’s control.

Regeneration (Ex): At 3rd level a Vampire Paragon regenerates, healing subdual damage every round equal to her character level. Damage from critical hits, fire, positive energy, aligned weapons, or wood inflict lethal damage on a Vampire Paragon.

MONEY AND EQUIPMENT

“A warrior is measured by his sword.”

8.1 Weapons

“No. This is a knife.”

The weapon system of D&D, in general, makes us feel pretty good. There are ample reasons to use weapons as diverse as a flail, a warhammer, and a morningstar. There are, however, some glaring problems that do need to be addressed. The most obvious of those is Weapon Size, which works very badly on every level. The 3rd edition rules were not good, and the 3.5 changes to them made them worse in every single way. So here’s the big deal: Weapons don’t have special size rules anymore. In 3rd edition a Shortsword was a small weapon, and in 3.5 it’s supposed to be a Medium Light Weapon, but that’s all stupid. The fact is, a Shortsword is a Tiny Object, and that’s all we need to know.

Here’s how weapon sizes ought to work:

- You may not use a weapon that is a larger than yourself. A Large character can use a Large (or smaller) object as a weapon, but may not use a Huge (or larger) object as a weapon.
- You may not use an object that is too heavy for you to lift as a light load as a weapon.
- An object of your own size must be used in two hands.
- An object of a size smaller than your size may be used in one hand or two hands.
- An object that is at least two sizes smaller than yourself counts as a Light Weapon.

8.1.1 Bows

The bow is a very expensive proposition in the normal D&D rules. Especially for Orcs. That’s really dumb. So here are the new rules:

Every bow has a strength minimum. And it doesn’t cost any more if it has a Strength Minimum of 34 than it does if it has a Strength minimum of 6. In any case, your bow can’t be used if your strength is less than the strength minimum of the bow. But, your bow does damage based on your actual strength – or 4 more than the strength minimum of the bow, whichever is less.

Now, certain groups are not going to have bows available with a strength bonus applicable to yourself. If you have a strength of 8, the Bugbears probably won’t have any bows off the shelf to sell to you. If you have a strength of 18, the Kobolds won’t have anything for you. If you’re in an area that doesn’t normally make bows for you, you’re going to have to get a masterwork bow made for you – and that costs extra moneys.

Now, the range of a bow is based on its object size. A Medium object (the kind of bow you are most likely to use) has a range increment of 100 feet. Every size it is smaller than that decreases the range increment by 30 feet (yes, that means that Fine creatures don’t even have bows, and we’re OK with that). Every size that a bow is larger than medium increases the range increment by 30 feet. A composite bow has an extra 10 feet of range increment. A character may only use a composite bow or a bow that is smaller than herself while mounted. And yes, a bow is two handed even if it is an object two sizes smaller than yourself.

8.1.2 Ammunition

“The Black Arrow was forged by Thrór the Dwarf, who was “King Under The (Lonely) Mountain”, and ultimately was destroyed when Bard used it for target practice against a swallow, thereby dooming most of Middle Earth.”

The ammunition rules are in need of adjustment. And that’s not just because having a shuriken get destroyed permanently every time it hits is really dumb. It’s almost balanced to have magic arrows cost about 1/50th of what a real magic weapon does and then explode when used like they were bullets or something. Almost. But it is also dumb, so we’re putting our foot down.

Magic Arrows are supposed to be awesome. Some of them even have names. I cannot recall any story where an insipid adventurer went to War with 137 magic arrows and then called it a day when every one of them had been fired once. So here’s the new rubric: the cost of enchanting a magical arrow is a mere 1/10th that of enchanting a weapon (move the decimal place over one place), and magical arrows are always recoverable. That’s part of what makes them magic. Of course, just because it’s recoverable, doesn’t mean that you will actually recover it. If you shoot three arrows into a guy and then you run away, chances are good that he has your arrow.

Heck, even regular ammunition is way too fragile in D&D. Shuriken are fairly reusable even after you pull them out of the eye of a fallen foe. And we’re fine with that. A good rule of thumb is that an item of ammunition is no longer usable if it inflicts more damage than it has hardness. And precision damage, such as Sneak Attack, Death Attack, and Sudden Strike, does not count. So yeah, Shuriken aren’t going to break on impact with small children, happy birthday.

Naturally enough, there are still one-use arrows in the world. Alchemical arrows, such as fire arrows or poison arrows, are generally not as useful after they’ve been shot into an appropriate target. Those don’t require magical forging however, and don’t really count as magic weapons. One use ranged weapons should be marked as such (such as the vial of acid, hard to reuse that one).

8.1.3 Necromatic Weapons

- **Boneblades:** Boneblades are alchemically and necromantically hardened blades made from the bones of intelligent creatures, and the material can only be created by craftsmen with the Boneblade Master feat. For an unknown reason, they only retain their special properties if they are made into light slashing or piercing weapons.

Boneblades used in melee combat ignore the damage reduction of any undead creature and can hit incorporeal creatures as if they were magic weapons with the ghost touch property.

Boneblades made from dragon bones can be combined with the Dragoncrafter feat to produce items with both properties.

Cost: 1,000 gp per lb.

- **Blood Steel:** Blood steel is steel that has been mixed with the blood of certain powerful creatures, making it redder than normal steel and with unusual properties.

Weapons made of blood steel do 2 additional points of damage on a successful hit.

Cost: 2,000 gp for a weapon

- **Black Steel:** Black steel is steel that has been mixed with necromantically charged obsidian, making it as sharp as adamantine and as dangerous as obsidian. Weapons made of black steel count as adamantine for all effects, but perform as if enhanced with the Ghost Touch and Wounding properties (without additional cost).

Characters using items made of black steel suffer one point of Wisdom drain for every day they are held, worn or carried.

Cost: 15,000 gp for a weapon

8.2 Armor

The sad fact of the matter is that in the D&D rules, there are really only 3 kinds of armor most people ever care about: Chain Shirt, Breast Plate, Full Plate. That’s not only dumb, it’s also a shame, because the D&D world is potentially full of all kinds of crazy armor that is both awesome to look at and totally flavorful for all kinds of characters.

8.2.1 Fantastic Armors

“I know it’s stupid looking, but I get the best possible protection from having this duck sit on my head, so I’m going to let it do that.” / People in Fantasy settings wear all kinds of crazy crap and call it protective gear. That’s fine;

we even encourage that sort of thing. What we don’t encourage is people mixing and matching their metaphors. And yet, by having people keep track of separate materials and armor types – that’s exactly what happens. We’ve all seen Lord of the Rings, we know what Mithril Armor is supposed to be like, and what it is not supposed to be like. And making your plate mail out of Mithril isn’t what things are supposed to look like – you’re supposed to get Mithril Chain. When was the last time anyone used Mithril Chain?

The fact is that materials naturally lend themselves to certain kinds of armor. Just as braided twigs are always going to make Wicker Armor and cured cow skin is always going to make Leather Armor, there’s just a certain way that armoring yourself with Dragon Scales or Cloyster Shells is going to work. For the vast majority of materials, there is a known “right way” to wear it for protection and the only real choice is wearing more of it or less.

8.2.2 Armor Non-Proficiency

Every armor, shield, or clothing has an Armor Check Penalty, though that penalty is sometimes -0. A Masterwork version has the magnitude of its Armor Check Penalty reduced by 1 (to a minimum of zero). If you are wearing armor or using a shield which you are not proficient in, the armor check penalty of that armor or shield is counted as 4 higher. If you are using an outfit with a total armor check penalty that is greater than your Base Attack Bonus, you can only move at 2/3 speed. If your outfit has an armor check penalty that is more than 4 more than your BAB, you can’t run. If your outfit provides a total armor check penalty that is 10 or more than your BAB, you can only stagger around.

Just because you’re proficient in heavy armor doesn’t mean that you’re familiar with every piece of heavy armor you encounter. Mechanus Armor is very protective, but chances are slim that a character has actually encountered this equipment before. In general, when a character runs into some new armor (as they will from time to time), they will continue to be non-proficient with it for about a day as they “break it in”. So to make full use of your new Chitin Carapace, you’ll need two things: Medium Armor Proficiency, and a day to practice with your new bug exoskeleton.

8.2.3 Armor Penalties

Armor you wear has an Armor Check Penalty, and armor you aren’t proficient with has an Armor Check Penalty that is 4 points higher. Your Armor Check Penalty is applied to any Balance, Climb, Escape Artist, Jump, Sleight of Hand, or Tumble checks you make. Your Swim Checks are penalized by double your Armor Check Penalty. If you cast arcane spells in armor which has an armor check penalty, your spells with somatic components have a 5% chance of failing for every point of armor check penalty.

Armor you wear also has an Armor Stealth Penalty. This number is reduced by 1 for every two points your BAB exceeds the Armor Check Penalty of the Armor. The Modified Armor Stealth Penalty is applied as a penalty to any Hide and Move Silently checks you make.

Finally, Armor has a maximum Dexterity Bonus that you can take advantage of while wearing that armor. That is, if your armor has a max dex bonus of +4 and you have a +5 dexterity bonus, then you may only apply a +4 bonus towards your armor class while wearing that armor. Just like stealthiness, however, a more experienced warrior has an easier time defending himself in heavier armor. The Max Dex Bonus of an armor is increased by 1 for every two points your BAB exceeds the Armor Check Penalty of the armor.

Nonarmors	AC	Max Dex	ACP	ASP	Price
Camouflaged Clothing	+0	+8	+0	+0	1 gp
Fancy Clothing	+0	+6	-1	-2	30 gp
Functional Clothing	+0	+8	+0	+0	1 gp
Magic Clothes	+2	+9	+0	+0	8,000 gp
Light Armors	AC	Max Dex	ACP	ASP	Price
Brigandine	+5	+3	-4	-3	125 gp
Chain Shirt	+4	+5	-2	-4	100 gp
Cord Armor	+2	+4	-1	+0	20 gp
Darkleaf Armor	+4	+6	-1	+0	600 gp
Gray Armor	+3	+8	+0	+0	1,000 gp
Leather Armor	+2	+7	-1	+0	15 gp
Mithril Shirt	+5	+6	+0	+0	1,000 gp
Padded Armor	+1	+8	+0	+0	10 gp
Spiderweb Clothing	+4	+6	-1	-1	300 gp
Still Suit	+2	+5	-3	-2	350 gp
Studded Leather Armor	+3	+6	-1	-1	25 gp
Wicker Armor	+3	+7	-1	-6	15 gp
Winter Clothes	+2	+4	-4	-4	30 gp
Medium Armors	AC	Max Dex	ACP	ASP	Price
Adamantine Breastplate	+7	+3	-6	-2	5,000 gp
Animal Spirit Armor	+4	+3	-3	-3	750 gp
Bone Armor	+3	+4	-3	-5	450 gp
Breastplate	+5	+4	-4	-2	200 gp
Chainmail	+5	+3	-3	-5	150 gp
Chitin Carapace	+5	+4	-3	-1	500 gp
Dragonscale Shirt	+6	+5	-4	-2	1,400 gp
Elaborate Gown	+1	+3	-5	-8	300 gp
Gith Armor	+5	+4	-1	-5	900 gp
Hide Armor	+3	+4	-4	-4	15 gp
Lamellar Armor	+4	+4	-4	-4	190 gp
Lobster Mail	+5	+2	-5	-3	350 gp
Mithril Suit	+6	+5	-2	-1	5,000 gp
Rime Hauberk	+5	+3	-5	-3	150 gp
Ringmail	+4	+4	-2	-3	100 gp
Scale Mail	+4	+3	-5	-2	50 gp
Heavy Armors	AC	Max Dex	ACP	ASP	Price
Adamantine Carapace	+11	+2	-9	-4	9,000 gp
Coral Armor	+5	+2	-3	-6	1,300 gp
Demon Armor	+9	+5	-10	-3	10,000 gp
Elukian Clay Armor	+6	+3	-4	-5	4,000 gp
Dragonscale Suit	+9	+4	-5	-2	3,000 gp
Full Plate	+8	+1	-6	-6	1,500 gp
Great Armor	+7	+2	-7	-5	1,400 gp
Half Plate	+7	+2	-5	-7	800 gp
Hoplite Armor	+6	+1	-9	-5	500 gp
Mechanus Armor	+12	+0	-8	-8	10,000 gp
Silk Steel Armor	+7	+3	-4	-1	4,500 gp
Stone Plate	+10	+0	-9	-11	1,750 gp
Sun Plate	+9	+6	-10	-8	6,000 gp
Shields	AC	Max Dex	ACP	ASP	Price
Adamantine	+3	-	+0	+0	2,000 gp
Buckler	+1	-	-1	+0	15 gp
Dragonscale Shield	+3	-	-1	-6	350 gp
Force Shield	+3	-	+0	+0	1,800 gp
Mithril Shield	+2	-	-1	-	1,020 gp
Steel Shield	+2	-	-1	-	20 gp
Vine Shield	+1	-	-1	-	45 gp
Wooden Shield	+1	-	-1	-	15 gp
Great Shields	AC	Max Dex	ACP	ASP	Price
Bone Wall	+3	-	-10	-2	150 gp
Crystal Shield	+3	-	-3	-1	2,000 gp
Ice Aegis	+5	-	-5	-3	1,600 gp
Kappa Shell	+3	-	-12	-5	500 gp
Kite Shield	+4	-	-5	-2	120 gp
Tower Shield	+4	-	-10	-2	100 gp

8.2.4 Not Armors

Anything you wear is a form of armor, but anything sufficiently light as to not count even as Light Armor can be worn by characters who lack armor proficiency without suffering penalties.

Camouflaged Clothing:

Clothes specifically made to blend into the surroundings, whether by making your outline blotchy and incomprehensible, or simply matching the drapes.

Hide Ranks Benefit

- 4:** Opponents do not get a +4 bonus for spotting you for knowing what to look for.
- 8:** You may hide while being observed without taking a special action.
- 13:** You gain a +2 circumstance bonus on Hide checks.
- 18:** You gain concealment.

Fancy Clothing:

It's expensive and it looks it.

Bluff Ranks Benefit

- 4:** You receive a +2 circumstance bonus to Diplomacy and Bluff in civilized settings.
- 8:** You may make a Bluff check as a free action to convince a character that you belong wherever you happen to be.
- 13:** You may demand shelter from peasants at any time. No Bluff check required.
- 18:** Once per turn, you may Feint as a free action.

Functional Clothing:

Your outfit is covered in pockets and has many supporting straps designed to distribute weight.

Sleight of Hand Ranks Benefit

- 4:** You receive a +2 circumstance bonus to Escape Artist and Sleight of Hand checks.
- 8:** You may Force March for one day without being Fatigued.
- 13:** You may retrieve stored items about your person as a free action.
- 18:** You can carry 50% more stuff relative to your strength.

Magic Clothing:

Your pants, your shirt, and your socks exude magic. Truth be told, it's mostly your pants.

Diplomacy Ranks Benefit

- 4:** You gain a +1 bonus on all Charisma-related checks.
- 8:** You gain a +2 Deflection bonus to AC.
- 13:** You gain a +3 bonus on all Charisma-related checks.
- 18:** You gain a +5 Deflection bonus to AC.

8.2.5 Light Armors

Brigandine:

A chain shirt on top of which has been layered some studded leather. It's like having chocolate and strawberry at the same time.

BAB Benefit

- +1:** You are encased in leather and steel and negate the first 5 points of nonlethal damage inflicted on you by any source.
- +5:** You gain DR 5/Piercing
- +10:** You can effectively disguise your armor as functional clothing. You gain a +5 bonus to Disguise checks to conceal your armor.
- +15:** Your Armor check Penalty is halved.

Chain Shirt:

Interwoven links of the finest steel cover your torso.

BAB Benefit

- +1:** You are encased in steel and negate the first 5 points of nonlethal damage inflicted on you by any source.
- +5:** You gain DR 5/Piercing
- +10:** You receive a +2 bonus on any checks to resist grapple maneuvers.
- +15:** Slashing damage from any source is reduced by half.

Cord Armor:

A series of knots wrapped about your person protect you from incoming attacks.

Tumble Ranks Benefit

- 4:** You are encased in cords and negate the first 5 points of bludgeoning damage you take.
- 8:** As an immediate action, you can replace the AC for one attack made against you with the result of a tumble check. You may use this ability after an attack has hit you, but not before damage has been rolled.
- 13:** You gain a swim speed equal to your base land speed.
- 18:** You may move up to your move speed with a swift action.

Darkleaf Armor:

This armour, grown rather than made, consists of hundreds of leaves that are as hard as iron.

Knowledge (Nature) Ranks Benefit

- 4:** Your armour grows small roots into you, granting you fast healing 1.
- 8:** You gain DR 5/piercing.
- 13:** You gain hide in plain sight, but only in natural surroundings.
- 18:** You and your armor are one with nature, letting you move through any natural vegetation (such as a tree trunk or brambles) as if they were level ground, as long as you end your turn in an unoccupied square. If you end your turn inside a plant, you are ejected from the nearest open space.

Gray Armor:

Made from slaadskin, grey armour shifts to anticipate attacks with the power of Limbo.

BAB Benefit

- +1:** You are encased in shifting skin and negate the first 5 points of damage from any critical hit or sneak attack.
- +5:** You gain DR 5/lawful.

- +10: Your armour is so shifty that you negate an amount of damage from any critical hit or sneak attack equal to your BAB.
- +15: You are surrounded by a 10ft radius area of Raw Limbo. You automatically succeed on unopposed control checks over this area, and gain a +4 bonus to opposed control checks. The controlled area reverts to normal once it leaves the affected radius.

Leather Armor:

Made from cured cowhide, it's cheap, but does its job.

Tumble Ranks Benefit

- 4: You are encased in leather and negate the first 2 points of bludgeoning damage you take.
- 8: You gain fire resistance 5.
- 13: As an immediate action, you can replace your AC for one attack with the result of a Tumble check. You may use this ability after an attack has hit you, but before damage has been determined.
- 18: You may move up to your speed as a swift action.

Mithril Shirt:

The links that make up this chain shirt are woven much tighter and made of mithril.

BAB Benefit

- +1: You are encased in Mithril and negate the first 5 points of extra damage inflicted on you by a critical hit or sneak attack.
- +5: Your armor moves so easily that you can use the Tumble skill during a charge.
- +10: You gain DR 5/bludgeoning and piercing.
- +15: You convert an amount of lethal physical damage that you take equal to your BAB into nonlethal damage.

Padded Armor:

You wear thick cloth padding as protection.

Tumble Ranks Benefit

- 4: You may reroll a failed tumble check when you attempt to move your full speed or through an occupied space.
- 8: You can gain the benefits of 8 hours of sleep with 7 hours of sleep.
- 13: As an immediate action, you can replace your AC for one attack with the result of a Tumble check.
- 18: You may move up to your speed as a swift action.

Spiderweb Clothing:

Made of magical spiderwebs by Drow weavers, this magical clothing bursts into flames when struck with direct sunlight.

Move Silently Ranks Benefit

- 4: You gain a +2 bonus on climb and grapple checks.
- 8: You may pass through web and similar effects without impediment.
- 13: You are immune to natural poisons.
- 18: You gain concealment when in natural darkness even when observed with darkvision.

Still Suit:

A watertight suit envelops your whole body, recycling all of your excretions and protecting you from the heat.

Survival Ranks Benefit

- 4: You do not have to make checks to avoid Heat Exhaustion and Heat Stroke.
- 8: You have Fire Resistance 5.
- 13: You do not have to drink.
- 18: You are immune to Fire.

Studded Leather Armor:

Leather armor that has been adorned with metal studs to help protect your vitals.

Tumble Ranks Benefit

- 4: Your important bits are protected by metal chunks, allowing you to negate the first 3 points of extra damage inflicted on you by a critical hit or sneak attack.
- 8: You gain DR 5/piercing.
- 13: When you deal damage in a grapple, you deal additional damage equal to this armour's AC bonus.
- 18: You may move up to your speed as a swift action.

Wicker Armor:

This armor is made of woven willow branches, and makes you look a bit like furniture with wings.

Jump Ranks Benefit

- 4: You are encased in wood, and gain DR 2/-.
- 8: All your jumps are considered to have a running start.
- 13: You no longer take falling damage.
- 18: Your wooden wings give you a fly speed equal to your base land speed, at perfect manoeuvrability.

Winter Clothing:

Thick clothing that keeps you warm.

Survival Ranks Benefit

- 4: You do not have to make checks to avoid hypothermia or frostbite while in cold areas.
- 8: You have Cold Resistance 5.
- 13: You have Cold Resistance 10.
- 18: You are immune to Cold.

8.2.6 Medium Armors**Adamantine Breastplate:****BAB Benefit**

- +1: You gain Damage Reduction equal to your Base Attack Bonus, which is negated by Adamantine Weapons.
- +5: You gain a +2 bonus on Bullrush checks.
- +10: You do not provoke attacks of opportunity when charging.
- +15: You gain 5 points of Energy Resistance to Electricity, Acid, and Sonic.

Animal Spirit Armor:

Fashioned of the skin of an angry beast, this armor still carries its spirit and will lend you its strength.

Survival Ranks Benefit

- 4: You inflict +2d6 damage while charging.
- 8: You gain scent.
- 13: You gain a natural weapon. This is used as a secondary natural weapon, even if you are otherwise unarmed.

- 18:** You may Wildshape into an appropriate mighty beast.

Bone Armor:

Made from the bones of magical beasts, this armor makes you look the part of a necromancer.

Knowledge (Religion) Ranks Benefit

- 4:** You gain Energy Resistance to Positive or Negative Energy equal to the Armor Bonus of the armor.
- 8:** You are ignored by unintelligent undead as if you were undead.
- 13:** Any undead creature you rebuke is controlled.
- 18:** When you kill a living creature, you heal 10 hit points.

Breastplate:

A solid steel armor underlaid with chainmail, it protects all of your vital bits.

BAB Benefit

- +1:** You are encased in steel and negate the first 5 points of non-lethal damage from any physical attack.
- +5:** You gain DR 5/critical hits.
- +10:** You reduce the critical multiplier of any weapons used against you by 1 point, and reduce the bonus damage dice from sneak attacks and death attacks against you by 2 dice.
- +15:** You gain DR 10/critical hits.

Chitin Carapace:

Made out an Ankheg or something, it's amazingly light and makes you look like a crazy mantis man when you wear it.

Climb Ranks Benefit

- 4:** You are ignored by Vermin until you attack them and you cannot be detected by the scent ability of creatures with the [Bug] subtype.
- 8:** You gain a Climb Speed equal to your land speed.
- 13:** You are immune to non-magical poison.
- 18:** You gain a Flight Speed equal to your land speed (perfect).

Dragonscale shirt:

BAB Benefit

- +1:** Each shirt provides Energy Resistance to a specific Energy type as appropriate to the dragon whose scales formed the shirt. The ER is equal to the Armor Bonus the shirt provides.
- +5:** The Armor Check Penalty of this armor does not apply to Jump checks.
- +10:** You gain a +4 intimidate bonus against Dragons. And a similar bonus to your saving throws against Fear from Dragons.
- +15:** You gain Immunity to the appropriate energy type.

Elaborate Gowns:

It's a big frilly dress, or a bulky robe, or something else that's expensive and hard to move in.

Diplomacy Ranks Benefit

- 4:** You gain a +2 bonus to Intimidate and Perform checks.
- 8:** You can hide weapons of a size up to your own inside your outfit with a normal Sleight of hand check.

- 13:** You gain a +2 bonus to Escape Artist and Sleight of Hand checks.

- 18:** You can cast *sanctuary*, at will, as a sorcerer of your level.

Gith Armor:

The Gith have mastered the techniques of manipulating Astral Driftmetal and the chaotic stuff of Limbo to make a reasonably lightweight, yet oddly protective garment.

Concentration Ranks Benefit

- 4:** You gain a +2 bonus on Concentration checks.
- 8:** You do not suffer any Arcane Spell Failure in this armor if you are proficient with it.
- 13:** You are protected from the harmful effects of Limbo and the Astral Plane.
- 18:** You may *planeshift* to the Astral Plane or Limbo as a standard action.

Hide Armor:

You wear some other creature as a hat.

Survival Ranks Benefit

- 4:** You reek in those animal pants. But you reek like another creature, making you unlocatable by Scent.
- 8:** The DC to Track you is increased by 4.
- 13:** You gain DR 5/Piercing
- 18:** You do not suffer a penalty to your Disguise to emulate other creatures.

Lamellar Armor:

Small metal or leather plates that are linked together to protect you.

BAB Benefit

- +1:** You are encased in laquered wood and steel and negate the first 5 points of non-lethal damage from any physical attack.
- +5:** You gain DR 5/Slashing
- +10:** You do not take falling damage.
- +15:** Once per round, you can convert an amount of lethal physical damage that you take equal to your BAB into nonlethal damage.

Lobster Mail:

A living carapace of a deep aquatic design. The engineering style is reminiscent of that of Kwalish, but much sleeker and individualized.

Swim Ranks Benefit

- 4:** You can breathe under water.
- 8:** The Armor Check Penalty of this Armor is reduced to zero under water.
- 13:** Each empty hand may be used as a Natural Weapon (Pincher). At Medium size, it does 1d6 damage.
- 18:** You may walk on water, beginning or ending the effect as a free action (or immediate action). You can also *control water* as a standard action. Your ability to use *control water* refreshes when the last *control water* effect ends for whatever reason.

Mithril Suit:

A full body covering of light metal. Very shiny, and nearly skin tight, the mithril suit is surprisingly protective.

Tumble Ranks Benefit

- 4:** Mithril is very light, and its Armor Check Penalty is not applied against your skill checks.
- 8:** You allow no miss chance when averting your eyes from an opponent.

- 13:** Your Commander Rating is increased by 1.
- 18:** When you have concealment, you have total concealment instead.

Rime Hauberk:

Crystalized water covers most of your body.

BAB Benefit

- +1:** You gain Energy Resistance to Cold equal to the Armor Bonus of the Armor.
- +5:** You may produce a pall of frost as a Swift Action that inflicts 1d6 of Cold Damage per round on all creatures within 10 feet of where you were standing, and which lasts 3 rounds.
- +10:** You gain Immunity to Cold.
- +15:** Your pall of frost causes 1d6 of damage for every 2 points of Base Attack Bonus you have.

Ringmail:

Steel rings are woven flat onto a leather armor backing.

BAB Benefit

- +1:** You are encased in steel and negate the first 5 points of non-lethal damage from any physical attack.
- +5:** You gain DR 5/Piercing
- +10:** You gain a +2 bonus on Disarm checks.
- +15:** You gain a +4 AC bonus against bludgeoning ranged weapons.

Scale Mail:**Intimidate Ranks Benefit**

- 4:** You are encased in steel and negate the first 5 points of non-lethal damage from any physical attack.
- 8:** You gain DR 5/Piercing
- 13:** You reduce the damage from Falling and Constriction damage by 10 points.
- 18:** You can make an Intimidate check as a Swift action.

8.2.7 Heavy Armors

Adamantine Carapace:

Made of one of the hardest and most durable known metals, this armor completely encases you.

BAB Benefit

- +1:** You gain Damage Reduction equal to your Base Attack Bonus, which is negated by Adamantine Weapons.
- +5:** You gain a +2 bonus on Bullrush checks.
- +10:** You do not provoke attacks of opportunity when charging.
- +15:** You gain 5 points of Energy Resistance to Electricity, Acid, and Sonic.

Coral Armor:

Made of living Coral, this armor is as dangerous to your opponents as it is protective. All Coral Armor counts as having been made with Armor Spikes (a weapon three sizes smaller than the Armor).

BAB Benefit

- +1:** The Armor Check Penalty of Coral Armor does not get applied against your Swimming checks. You gain a Swim Speed equal to your land speed.

- +5:** Enemies you damage with the Coral spikes are poisoned (DC 10 + $\frac{1}{2}$ your Level + Con Bonus), initial and secondary damage of 1d3 Dex.
- +10:** You gain a +5 bonus to Hide checks under water.
- +15:** You gain DR 5/Bludgeoning

Demon Armor:

Crafted from a live Demon, the Demon Armor must be constantly put in its place or it will think itself the master of the Warrior who wears it.

Intimidate Ranks Benefit

- 4:** All of your attacks are Evil-aligned.
- 8:** You can see souls, allowing you to see all living and undead creatures within 120' of you, regardless of current illumination or intervening objects.
- 13:** Every time you kill a living creature, you heal 10 hit points.
- 18:** Outsiders with a CR more than 8 less than your level cannot approach within 30 feet of you unless you allow it.

Elukian Clay Armor:

Made of a strange clay from the Elemental Plane of Water, this heavy suit takes to water like a puppy to a well.

Swim Ranks Benefit

- 4:** The Armor Check Penalty of Elukian Clay does not get applied against your Swimming checks. You gain a Swim Speed equal to your land speed.
- 8:** The Armor Check Penalty of Elukian Clay is reduced to zero while you are completely submerged in water.
- 13:** You breathe water as easily as air.
- 18:** As a standard action, you may *planeshift* to the Elemental Plane of Water.

Dragonscale Suit:

This armor is forged from the hide of a dragon.

BAB Benefit

- +1:** Each suit provides Energy Resistance to a specific Energy type as appropriate to the dragon whose scales formed the suit. The ER is equal to the Armor Bonus the suit provides.
- +5:** The Armor Check Penalty of this armor does not apply to Jump checks.
- +10:** You gain a +4 intimidate bonus against Dragons. And a similar bonus to your saving throws against Fear from Dragons.
- +15:** You gain Immunity to the appropriate energy type.

Full Plate:

Plates of steel, flexible chain armor, and leather straps encase your entire body.

BAB Benefit

- +1:** You are encased in steel and negate the first 5 points of non-lethal damage from any physical attack.
- +5:** You gain DR 5/Critical Hits
- +10:** You negate the first three points of energy damage from any source.
- +15:** Your DR improves to DR 10/Critical Hits

Great Armor:**BAB Benefit**

- +1: You are encased in steel and negate the first 5 points of non-lethal damage from any physical attack.
- +5: You gain DR 5/Slashing
- +10: You gain a +3 bonus on Intimidate checks.
- +15: You are immune to fear.

Half Plate:

A mixture of rigid plates and flexible chain, Half Plate combines protection with flexibility. It is very noisy, however.

BAB Benefit

- +1: You are encased in steel and negate the first 5 points of non-lethal damage from any physical attack.
- +5: You gain DR 5/Critical Hits
- +10: You gain a +2 bonus on Grapple checks.
- +15: You may make an Escape Artist check as a Swift Action.

Hoplite Armor:

Oldschool armor made of bronze and layered on in thick sheets all over the vitals.

BAB Benefit

- +1: You are encased in bronze and negate the first 5 points of non-lethal damage from any physical attack.
- +5: You gain DR 5/critical hits.
- +10: Your armour check penalty is halved.
- +15: You gain DR 10/critical hits.

Mechanus Armor:

A powerful collection of gears and chains that offers the finest protection that the Clockwork Nirvana can devise. Sometimes, a small jet of steam or oil will be ejected for no particular reason.

Knowledge (Engineering) Ranks Benefit

- 4: You gain a +2 bonus to Strength.
- 8: You are not staggered or unconscious when reduced to zero or less hit points. You still die at -10 hit points, though it is not unknown for the armor to continue fighting for some time after that.
- 13: You gain DR equal to the Armor Bonus of the armor, which is negated by adamantine weaponry.
- 18: Your size increases one level, and receive all relevant bonuses and penalties.

Silk Steel Armor:

Made of an ancient bugbear technique, overlapping plates of steel are held apart by layers of silk and the entire carapace slides virtually without sound. While bulky, this black armor is remarkably stealthy.

Move Silently Ranks Benefit

- 4: You gain a +2 Synergy bonus to Hide checks.
- 8: You negate 10 points of penalty to Move Silently for moving quickly (so running or fighting suffers only a -10 penalty, moving at normal speed is at no penalty).
- 13: You negate the first 10 points of Falling damage any time you fall (this does not negate damage caused by something you fall on, such as poison spikes or lava).
- 18: Once per round, you may attempt to hide while being observed.

Stone Plate:

Grown or carved from solid stone, this Dwarven armor is amazingly hard to move in, but the protection is amazing.

BAB Benefit

- +1: You are encased in stone and negate the first 5 points of non-lethal damage from any physical attack.
- +5: You are regarded as a great hero of the Dwarves. Unless you do something hostile, Dwarves will treat you as Friendly. You also have the Earth subtype as long as you wear this armor.
- +10: You are regarded as a great hero of the Dwarves. Unless you do something hostile, Dwarves will treat you as Friendly. You also have the [Earth] subtype.
- +15: You move through earth and stone as easily as walking upon. You earthglide as an earth elemental creature.

Sun Plate:

Glorious golden armor forged from Hope and filled with Goodness.

Sense Motive Ranks Benefit

- 4: You radiate light like a *daylight* effect. Undead creatures and Evil Outsiders within this area suffer 1d6 of Light damage each round.
- 8: Successful Turn checks destroy enemy Undead and Outsiders.
- 13: You may sprout wings, granting you a Flight Speed of 90' (Good).
- 18: Once per day, the armor will cast a *heal* spell on you with a Caster level of 11. This is a contingent effect and goes off when you need it to.

8.2.8 Shields

Adamantine Shield:

A target shield constructed of pure Adamantine, it is nearly indestructible and can be placed between your important bits and deadly weapons.

BAB Benefit

- +1: You can use your shield as a point of leverage, gaining a +2 bonus on Bullrush attempts.
- +5: Your shield may act as a wedge, providing a +2 bonus on Disarm attempts.
- +10: You can add your Shield bonus to the DC to grapple you.
- +15: You can throw your shield, performing any special combat maneuver with a range increment twice your natural reach.

Buckler:

A small shield strapped to the wrist or forearm used for parrying. It provides no bonuses while you are denied your Dexterity bonus to AC.

Balance Ranks Benefit

- 4: You may use a weapon with the hand using the Buckler, but doing so causes you to suffer a -1 penalty to attack rolls using this hand (including two handed weapons).
- 8: You gain a +2 bonus to Sleight of Hand or Bluff checks to draw a weapon or feint in combat.
- 13: You no longer suffer a penalty to attack rolls when using a weapon in your buckler hand.
- 18: Your shield bonus works against touch attacks.

Dragonscale Shield:

BAB Benefit

- +1: Each shield provides Energy Resistance to a specific Energy type as appropriate to the dragon whose scales formed the shield. The ER is equal to the Shield Bonus the shield provides.
- +5: The Shield bonus of the shield adds to your Reflex saves against Supernatural Abilities.
- +10: You gain a +4 intimidate bonus against Dragons. And a similar bonus to your saving throws against Fear from Dragons.
- +15: You gain Evasion.

Force Shield:

A clear shield made out of pure Force. It cannot be Sundered by anything less than a completely arbitrary effect like a Sphere of Annihilation.

Spot Ranks Benefit

- 4: A Force Shield's shield bonus applies against Incorporeal attacks.
- 8: You gain a +2 Cover bonus to Armor Class from your shield at any time that you are not denied your Dexterity bonus to AC.
- 13: You gain Energy Resistance against Force Damage equal to the Shield Bonus the shield provides.
- 18: You can claim 1/2 Cover from your shield at any time that you are not denied your Dexterity bonus to AC. We assume that you'll do that most of the time.

Mithril Shield:

It's as strong as titanium and as light as titanium. Who are we fooling? This is a great shield.

Sleight of Hand Ranks Benefit

- +1: You can use your shield as a point of leverage, gaining a +2 bonus on Bullrush attempts.
- +5: Your shield may act as a wedge, providing a +2 bonus on Disarm attempts.
- +10: You can add your Shield bonus to the DC to grapple you.
- +15: You can throw your shield, performing any special combat maneuver with a range increment twice your natural reach.

Steel Shield:

It can be round or square or shaped like something in particular. It's not important, the key is that it's between you and sharp objects and it's made out of steel.

BAB Benefit

- +1: You can use your shield as a point of leverage, gaining a +2 bonus on Bullrush attempts.
- +5: Your shield may act as a wedge, providing a +2 bonus on Disarm attempts.
- +10: You can add your Shield bonus to the DC to grapple you.
- +15: You can throw your shield, performing any special combat maneuver with a range increment twice your natural reach.

Vine Shield:

A writhing mass of vines extends from your arm and at your direction – protects you.

Knowledge (Nature) Ranks Benefit

- 4: Your shield is a tripping weapon.

- 8: Opponents missing you in melee provoke an attack of opportunity from you, but you may only take this attack as a Trip or Grapple attempt.
- 13: You gain a +2 bonus on Trip and Grapple attempts.
- 18: You have the Edge on any opponent you attack who has a Dexterity less than your Ranks in Knowledge (Nature).

Wooden Shield:

Made of wood and held together with bands of steel or strips of leather, a wooden shield makes up in shock absorbance what it loses in resilience.

BAB Benefit

- +1: You can use your shield as a point of leverage, gaining a +2 bonus on Bullrush attempts.
- +5: Your shield may act as a wedge, providing a +2 bonus on Disarm attempts.
- +10: You can add your Shield bonus to the DC to grapple you.
- +15: You can throw your shield, performing any special combat maneuver with a range increment twice your natural reach.

8.2.9 Great Shields**Bone Wall:**

A seemingly random assortment of bones collected into a large shield.

Knowledge (Religion) Ranks Benefit

- 4: You gain a bonus to your Saving throws against death effects equal to the Shield Bonus of this shield.
- 8: You may cast Necromancy spells without somatic components.
- 13: You gain Positive Energy Resistance equal to the shield bonus of this shield.
- 18: This shield provides bonuses to your AC against Incorporeal Touch Attacks.

Crystal Shield:

A shield crafted out of a single solid crystal. It's transparent, but the refraction of the crystal can make things appear differently on the face of the shield than they are.

Spot Ranks Benefit

- 4: You gain a +2 bonus to any saving throw vs. a spell-like ability.
- 8: The DC of any spell-like ability you use while using this shield is increased by 1.
- 13: You may Feint once per round as a free action.
- 18: You gain Immunity to Gaze Attacks.

Ice Aegis:

A magically inscribed block of ice shaped into a massive shield.

BAB Benefit

- +1: You gain Fire and Cold Resistance equal to the Shield bonus of this Shield.
- +5: If the ambient temperature is cold, the shield bonus of this shield is increased by 1.
- +10: You gain Immunity to Cold.
- +15: You gain Immunity to Fire.

Kappa Shell:

Fitting on the back of a character like the Kappa's Shell it is named after, the Kappa Shell provides decent protection for units moving across a dangerous battlefield.

BAB Benefit

- +1: You may use both your hands while using this shield, but your attacks suffer a -2 penalty.
- +5: You may catch one ranged attack per turn on your shield automatically (the attack misses, whether it was an arrow or a magical ray).
- +10: You cannot be Flanked, except by a Rogue with 4 more levels than you have BAB.
- +15: You do not suffer a penalty to attack rolls when using both hands.

Kite Shield:

Shaped metal shields fit easily over a rider and his steed, allowing good protection for mounted troops.

Ride Ranks Benefit

- 4: Your Mount gains the same shield bonus to AC that you gain from this shield.
- 8: Your Mount gains Evasion.

- 13: You may catch one ranged attack per turn on your shield automatically (the attack misses, whether it was an arrow or a magical ray).

- 18: Your Mount gains Improved Evasion.

Tower Shield:

Giant pieces of wood or metal, tower shields offer tremendous protection, but cannot be effectively used while mounted.

BAB Benefit

- +1: You may claim $\frac{1}{2}$ Cover at any time, but your own attacks suffer a -2 penalty.
- +5: You may catch one ranged attack per turn on your shield automatically (the attack misses, whether it was an arrow or a magical ray).
- +10: You may negate one bite attack per turn from a creature that is at least 2 sizes larger than yourself.
- +15: If you claim cover from your shield, you suffer no penalties to your attack rolls. So you're pretty much going to have cover all the time.

8.2.10 Necromantic Armors

- **Blood steel** Blood steel is steel that has been mixed with the blood of certain powerful creatures, making it redder than normal steel and with unusual properties.

Any armor made of blood steel has an armor bonus two higher. These effects only manifest if the blood steel is allowed to hungrily latch onto its user's flesh, at which point it reduces the bearers Constitution by two points. Treat blood steel as normal steel for creatures with no Constitution or creatures protected from this effect.

Cost: 1,000 gp for armor or shield.

8.3 The Economicon

"100 pounds of gold for a house? How does anyone make rent without a wheelbarrow?"

Since time immemorial, D&D has used the "gold piece" as its primary currency. It is apparently a chunk of reasonably pure gold of vaguely standardized weight that people use fairly interchangeably in different cities populated by different species. In the bad old days, each gold coin was a tenth of a pound, which was hilarious and inane. In the current edition, each gold piece is a fiftieth of a pound. That's 3.43 gp to the Troy Ounce, which means that in the modern economy, each gp is about \$171 worth of gold. Obviously, gold is significantly more common in D&D than it is on Earth, gold is also undervalued because its status as a currency standard drives it out of industrial uses and causes inflation. Further, populations in D&D are orders of magnitude smaller than they are in the real world, so the gold per person is higher even with the same amount of gold. So the gold piece is massively less valuable in D&D economies than it would be in Earth's economies.

Nonetheless, things are really expensive in D&D, and the high price in gold means that there's a distinct limitation of how much wealth can be transported by any means available. The economies of currency transaction are actually so unfavorable that currency as we understand the term does not exist. Things don't have prices or costs – all transactions are conducted in barter and a common medium of exchange is heavy lumps of precious metal.

8.3.1 Wish and the Economy

An Efreet can provide a wish for any magical item of 15,000 gp or less. A Balor can greater teleport at will, but can only carry 30 pounds of currency while doing so. Even in platinum pieces, that's 15,000 gp worth of metal. The long and the short of it is that at the upper end of the economy, currency has no particular purchasing power, and magic items of 15,000 gp value or less are viewed as wooden nickels at best. You can spend 15,000 gp and get magic items, but people in the know won't sell you a magic item worth 15,001 gp for money. That kind of item can only

be bought for love. Or human souls. Or some other planar currency that is not replicable by chain binding a room full of Efreet to make in bulk.

Powerful characters actually can have bat caves that have sword racks literally covered in 15,000 gp magic items. It's not even a deal because they could just go home and slap some Efreet around and get some more. But even a single major magic item – that's heavy stuff that such characters will notice. Those things don't come free with hope alone, and every archmage knows that.

8.3.2 Wartime Economies Make for Shortages

Many people wonder why a masterwork dagger goes for more than its weight in gold. That's a pretty valid question to ask; certainly I'm not going to attempt to justify the 600 gp price tag on a masterwork walking stick – that's just an example of simplistic game mechanics run amok. But to an extent the crazy prices can be justified by the fact that every settlement in every D&D world is on a war footing all the time. The idea that Peace is somehow a natural state is a fairly recent one, and based on the frequency of wars all over the world – it's obviously just wishful thinking anyway. War is the default position of every major economy in the world, and that means that weapons have an immediate, and desperate, clientele. Iron is still relatively cheap, because you can't kill people with it right now, but actual weapons and armor are crazy expensive.

That doesn't explain the fact that the PHB charges you over a quarter Oz. of gold just to get a backpack, and it doesn't explain the fact that the markup on masterworking a buckler is the same as the markup on masterworking a breastplate – that's just a game simplification that makes no real-world sense. But it's a start.

8.3.3 Coins are Big and Heavy

“How many boards could the Mongols hoard if the Mongol hordes got bored?”

From the standpoint of the adventurer, the primary difficulty of the D&D currency system is that the lack of a coherent banking and paper currency system means that there are profound limits to what you could possibly purchase even with platinum. But the currency system hurts on the other end as well. Untrained labor gets a silverpiece a week. That's 500 copper coins a year, which means that no matter how cheap things are they can only make one purchase a day most of the time. That's pretty stifling to the economy, in that however much gets produced, no one can buy it. Demand, from the economics standpoint, is strangled to the point where large production outputs don't even matter (remember that in economics Demand doesn't mean “what people want,” it means “what people are willing and able to pay for,” so if the average person only has 500 discreet pieces of currency per year, that puts an absolute cap on economic demand, even though the people are of course both needy and greedy enough to want anything you happen to produce).

What's worse, those coins are heavy. For our next demonstration, reach into your change drawer and fish out nine pennies. That's a decent lump in your pocket, neh? That's about one copper piece. Gold pieces are smaller (less than half the size, actually), but weigh the same. D&D currency, therefore, is more like a Monopoly playing piece than it is like a modern or ancient coin. There's no reason to even believe these things are round, people are seriously marching around gold hats and silver dogs as the basic medium of exchange.

Now, you may ask yourself why these coins are so titanic compared to real coins. The answer is because having piles of coins is awesome. Dragons are supposed to sleep on that stuff, and that requires big piles of coins. Consider my own mattress, which is a “twin-size” (pretty reasonable for a single medium-size creature) and nearly .2 cubic meters. If it was made out of gold, it would be about 3.9 tonnes. That's about eighty-six hundred pounds, and even with the ginormous coins in D&D, that's four hundred and thirty thousand gold pieces. In previous editions, that sort of thing was simply accepted and very powerful dragons really did have the millions of gold pieces – which was actually fine. Since third edition, they've been trying to make gold actually equal character power, and the result has been that dragon hoards are... really small. None of this “We need to get a wagon team to haul it all away”, no. In 3rd edition, hoard sizes have become manageable, even ridiculously tiny. When a 6th level party defeats a powerful and wealthy monster, they can expect to find... nearly a liter of gold. That is, the treasure “hoard” of that evil dragon you defeated will actually fit into an Evian bottle.

There are two ways to handle this:

1. Live with the fact that treasures are small and unexciting in modern D&D.
2. Live with the fact that characters who grab a realistic dragon's hoard become filthy stinking rich and this fundamentally changes the way they interact with society.

But once you accept that the realities of the wish based economy, you actually don't have to live with characters unbalancing the game once they find a real mattress filled with gold. That's not even a problem once characters

are no longer excited by a +2 enhancement bonus to a stat or a +3 enhancement bonus to Armor. Which means somewhere between 9th and 13th level it's perfectly fine for players to find actual money without unbalancing the game. Really, you can stop worrying about it.

8.3.4 Bad Money Drives Out Good: The Penalties of Paper

People from the modern world are generally pretty perplexed by this idea of handing back and forth actual metal as a medium of exchange. It is an undeniable truth in our lives that the idea of currency is just that: an idea. As long as whatever I'm trading for goods and services can be traded for goods and services, it doesn't actually matter if the exchange commodity has any ascribed intrinsic worth. Paper descriptions of value or even ephemeral electronic representations are not only adequate, they're convenient. But more than that, using valuable commodities as a medium of exchange inhibits the growth of the economy. As long as a certain portion of the wealth is locked up in currency, the economy is strangled coming and going: not only is there a completely arbitrary limit on how many goods and services can be exchanged (the gold supply), but there is also a limit on the kinds of industry and artistic expression that can occur (in that if you use gold for anything but currency you're actually shrinking the money supply and producing negative GDP).

So... you're going to solve that by instituting a paper-based exchange system where initially the paper is exchangeable for gold and that eventually gets phased out when the Plebes realize that handing actual gold back and forth is inconvenient and dumb, right? Wrong. Remember that this is the Iron Age, and people haven't invented Nationalism yet. The cornerstone of the Greenback currency is a belief in the nation that prints it – and nations simply don't exist. You've got empires, and you've got kingdoms, and you've got tribes, and you've got unincorporated villages... and that's it as far as civilization goes. When you look at a map in D&D and a colored region has a name on it, that's the name of the region. Possibly it's even the name of some guy in the region. The point is, that it's not a country in the modern sense of the word, so if some new guy walks in who's bad enough the next cartographer will put his name on the region instead.

And that means that "The Full Faith and Credit of the Kingdom of Daxall" is worth precisely nothing. And while King Daxall can, through force of arms, take all the gold away from all the peasants and get them to trade pieces of paper for goods and services in its place – no one will actually believe that the paper is currency. They're literally trading promises by King Daxall that he'll let them have their money back if they leave town. And since the serfs can't even leave town, even that promise is meaningless to them. A serf accepts paper for goods and services only because he'll be beheaded if he doesn't. The black market value of these pieces of paper is pretty close to zero. Worse, nearby governments will see this as a blatant attempt to sequester all the gold in King Daxall's pants and will probably declare war (in addition to the fact that no one outside the reach of King Daxall's pikemen will accept Daxall Dollars).

8.3.5 Powerful Creatures Have a Powerful Economy

The amount of gold it takes to get anywhere as a land lord is very large. The question that arises then, is why awesome architecture exists at all. It's a valid question, the listed costs to put things like pit traps and thrones made of bone into your dungeon are stupendously large and actual magical swag can be made available for much less than that. The answer is that:

1. People don't actually pay all that gold to have their homes remodeled (see the peonomicon below).
2. Powerful artificers and adventurers don't even want your gold. If something has a value of 100,000 gold pieces, it can't be purchased with gold pieces at all – because that's an actual ton of gold that you'd have to plop over the counter and the merchant you're dealing with won't take your money even if you have it.

Here we're going to be focusing in on

- Gems
- Souls
- Concentration
- Hope
- Raw Chaos

Gems: Truth or Dare

Gems are, to the vast majority of participants in the economy, pretty much worthless. A 500 gp diamond is pretty much the same as a gold piece to someone who intends to purchase things with a value of 1 gp or less. And of course, there are a lot more individuals out there who will stab a peasant in the face for a diamond than a gold piece. So why does anyone care?

Well, two reasons: the first is the obvious one that gold is extremely limited in what it can possibly purchase. A +2 sword is worth your weight in gold. Not its weight in gold, your weight in gold. It seriously costs over 166 pounds of gold, and that's just not reasonable for most people to put into their pockets. So people interacting with even the shallow end of the magic trade need there to be some crazily expensive items that have no purpose save to look pretty and be exchangeable for other stuff. But unlike our world gems actually have real value as well: as the fuel for powerful magics.

On Earth, the only reason that a diamond is expensive is because there's an international organization called DeBeers that seriously has actual assassins that will shoot you in the face if you try to sell diamonds for less than the price they've determined that they're supposed to be sold for. D&D doesn't have that kind of armed monopoly to maintain gem prices, but it does have the fact that people continuously use up gems for spells like raise dead and item creation and the like. So the fact that you can use ruby dust to make continual flames that you can turn around and sell as Everburning Torches means that ruby dust will continue to have value as long as people value light.

The D&D rules actually only go into the spell component uses of a handful of gems, but rest assured that all the rest are similarly useful when we get into the ephemerals of item creation. A lot of those "components" that cost piles of thousands of gold pieces are actually just piles of gems. Onyx keeps its value based on the needs of necromancers, but amethyst is just as needed to bind illusion magic into a cloak. The exchange rate between gems and magic items is in no danger of going anywhere. Minor magic items and gems are traded avidly by shopkeepers, adventurers, and even powerful outsiders and wizards.

But even so, gems can be simply acquired by the very powerful. The realities of the wish based economy ensure that gems can simply be obtained in large numbers by anyone who really cares enough to dedicate a conjured earth elemental to collecting them. Magical items that cannot be created with the application of spells (that is, magic items valued at more than 15,000 gp) cannot be purchased on the open market with mundane currency, not even gems. That isn't to say that you can't cheat a goblin out of a staff of power with some shiny rocks, you totally can (heck, you could also stab the goblin in the face and take that staff of power), but doing so is not considered a "fair trade" and requires a bluff check on your part.

In addition, many D&D worlds posit the existence of magic gems, which can be used to make magic items, increase personal power, make a snazzy grill with the bottom row made of gold, and all kinds of stuff. In addition to getting hot women to ask you to smile, these magical gems are magical and are actually considered fair exchange in the near-epic economy. You can't wish for Eberron Dragonshards or Planescape Planar Pearls, so those things have real value to Efreet and other creatures participating in the Big Pond. Rules for using magic gems appear in the Tome of Tiamat.

Magical Currency

- **Souls:** The souls of powerful creatures are trapped in gems and the trade in them is brisk on the outer planes, especially in the planar metropolis of Finality on Acheron. Once a soul is in a gem, the gem itself is of little or no value, but the soul goes for 100 gp times the square of the CR of the creature whose soul is trapped (see Tome of Fiends for more information on the use of souls).
- **Concentration:** Ideas take form on the outer planes, and really pernicious or stellar ideas can be so powerful that they take a while to form. In the before-time, they can be found as an amber-like substance that is extremely valued on Mechanus, and by extension every single other outer plane as well. Concentration is actually made out of ideas, and while it looks like a solid object it is actually a liquid that flows so slowly that you could watch it for a year and only a Modron could tell you how far the flow had taken it. A pound of concentration goes for 50,000 gp to an interested party, and can be used in magical crafting by those with the patience to learn its secrets (see Book of Gears for more information on the use of Concentration).
- **Hope:** Hope is funny stuff, it has lots of inertia, but those who carry it are not weighed down in the least. It has mass, but not weight. Even the smallest piece of Hope sheds light like a daylight spell (the effective spell level for this effect is 7, and Hope can overcome almost any darkness). Hope is measured in kilograms rather than pounds, and a kilo of Hope goes for 100,000 gp to those who want it, and it can be used in magical crafting (see Tome of Virtue for more information on the use of Hope).
- **Raw Chaos:** The plane of Limbo is filled with possibility and change. Usually this manifests as a continuous creation and destruction that is awe inspiring and terrifying at the same time. Sometimes, for whatever reason this possibility doesn't become anything, and just stays as Raw Chaos. Raw Chaos can have any dimensions

and any amount of mass, but from a practical standpoint you either have it or you don't. If you have Raw Chaos and someone else doesn't you can give it to them, and it is generally considered good form for them to give you magical items or planar currency worth 200,000 gp in exchange. Raw Chaos can be transformed into magical items by those with the correct skills (See Tome of Tiamat for more information on the use of Raw Chaos).

8.3.6 The Service Economy: The Profession Rules Don't Work

The profession rules make us sad. Very sad. Which is unfortunate, because almost everyone in the entire world who isn't an adventurer apparently lives and dies by these things. While the powerful adventurers go off into the planes and exchange Raw Chaos and the Souls of Champions for powerful magical items and favors, your average orc is running around delivering halfling food or joining the army of a powerful warlord for little bits of metal. When the players begin their adventuring careers, they'll be caught up in this economy as well. And even if they eventually become powerful enough to purchase mighty rods with planar currencies they might still be intimately involved in it – as one of those mighty warlords who throws out tiny pieces of metal to orcish warriors and starting adventurers.

Here's the deal: if your character is a Sailor, that's character flavor. It's not a major portion of your character's power and we really are willing to just give it to you. Having a profession is like knowing a language: sometimes it will come up and sometimes it won't. In that spirit, we suggest that Profession cease being a ranked skill altogether. Just like people don't make "speak dwarvish" checks to have words come out of their mouth, characters should not have to make "Profession: Barkeep" checks to successfully sit behind a bench and hand people ale.

People who have a profession don't make checks to make money, they get a wage if they happen to have a job. The wage will depend on what kind of work they are doing (so no, you can't put 10 ranks into Profession: Janitor and be better paid than the magistrate). Characters are assumed to make a wage approximately similar to the one in the table below if they are working and have an appropriate professional skill. DMs may allow a character to put two ranks into a single Profession skill and be a "master whatever". Such characters may be able to boast about their skills or perhaps even make more money. The important part is that this means that you can find really good scullery maids who don't have a +5 BAB. Young children can often be drafted to do grown-up jobs, and need only be paid 1/10th the normal rate for whatever it is that you have them doing. Child labor is cheap, but in some ways you get what you pay for and children may become distracted or sick before completing important or dangerous jobs.

Professions and their Pay Scale

Profession Wage/Week

- | | |
|--|--------------------------------|
| • Acolyte 5 GP [†] | • Soldier 15 SP [†] |
| • Alchemist 10 GP [†] | • Tailor 1 GP |
| • Artisan 5 GP | • Teamster 2 GP |
| • Bartender/Innkeeper 15 SP | • Torturer 2 GP |
| • Barrister 8 GP | • Valet 15 SP |
| • Butler 2 GP | • Wage Mage 10 GP [†] |
| • Clerk 3 GP [†] (includes more influential administrators) | |
| • Cook 1 GP | |
| • Courtesan 5 SP [†] | |
| • Farmer 5 GP (Farmers also feed themselves) | |
| • Fisherman 3 SP | |
| • Groom 1 GP | |
| • Guard 15 SP [†] | |
| • Laborer 1 SP (note: this means no profession at all) | |
| • Laborer, Skilled 2 GP | |
| • Librarian 3 GP | |
| • Janitor/Maid 8 SP | |
| • Military Officer 5 GP [†] | |
| • Miner 2 GP | |
| • Porter 6 SP | |
| • Runner 1 GP | |
| • Sage 10 GP ^{†*} | |
| • Sailor 2 GP | |
| • Scribe 2 GP | |
| • Servant 8 SP | |
| • Shepherd 2 SP | |
| • Smith 15 GP | |
| • Smith, Master 150 GP | |

[†]: Some professions are actually dependent upon class level and abilities. A 1st level Wage Mage commands a wage of 10 GP a week to sit around and cast 1st level spells and cantrips from time to time, but a 12th level Wizard would command an earnings per week so large that most kingdoms find it more expedient to simply make such magicians part of the government.

*: Any skilled profession that is based on one of the ten Knowledge skills in D&D is a Sage, and is not handled with the Profession skill at all. An Architect does not have "Profession: Sage", he has Knowledge: Architecture and Engineering. The pay scale of a Sage of any kind is extremely dependent upon his skill results. A character with four or five ranks in a couple of knowledges might pull down 10 GP per week, but a character who can regularly make a DC 30 check in any subject no matter how arcane can pull down the big bucks. Assuming of course that he can find someone that actually needs his services.

Just because you selected a profession that makes a lot of money doesn't mean that anyone will hire you. Generally only relatively organized areas actually have economies that even can hire Butlers and Clerks. But just because there is work available in an area doesn't mean that there's work available for you. Even in major cities there aren't a whole lot of jobs for a clerk or a barrister, so the competition for those jobs is pretty stiff. Prospective employers are fairly choosy about who they select for such employment, and they'll usually go to guilds (whose reputation is on the line every time they vouch for someone) or their own aristocratic family members rather than hire some random Half-Orc who claims to have the requisite skills.

8.3.7 Running a Business

The rules presented in the DMG2 for running a business make us very sad. Apparently the best way to make money is to run a shop out of a shack in the woods and pour money into it until noble djinni are teleporting to your door to hand over large gems for whatever the heck it is that you're selling. That doesn't make any kind of sense at all. We propose instead that the costs and benefits of running a business should be kind of comparable to those of working for a wage – since it is essentially exactly the same thing. What we're looking for is rules for running a business that aren't so obviously abusable over time, and which reward various business models rather than finding the killer app that makes the most money (the Shop as it happens) and just using that over and over again.

Capitalization

First off: the thing where in the basic DMG2 rules you can capitalize over and over again forever and have the profits go off towards infinity is as abusable as it is dumb. So the very first change that needs to be made is the divine decree that you can't do that. In fact, the concept of recapitalizing just wasn't handled well there at all. It takes money to make money, but investment is not a ladder where you set money on fire until the pyre lights the heavens ablaze and gets you epic items in parcels like clockwork. Instead, starting a business venture costs money – we call that initial capitalization. That's a one-time cost and the only way you can spend it again is if you start up a second business. After that, you have to supply one-third of the business' expected earnings for each month up front, we call that operational capital. If your business is still running at the end of the month, you get that money back (in addition to the earnings themselves), but if the business venture folds or you get driven off by rampaging monsters, or business events cause the venture to make no money for a month – that operational capital is gone and you're out a pocket full of shells.

Initial capitalization isn't any cheaper in the wilderness than it is in a big city. Actually, it's more expensive because you have to get goods shipped out into the wilderness to get the whole thing off the ground – and the wilderness in D&D is dangerous and teamsters make 2 GP a week each in compensation for that fact. Operational capitalization is cheaper in the wilderness, because expected earnings are less and therefore 1/3 of those earnings is also less. Yes, this means that business owners normally go to the city to conduct business, where there is a whole governmental apparatus to facilitate business dealings and a steady parade of caravans and ships to bring your product or service to the world. The only reasons that anyone does their business outside of major cities is because some particularly risky ventures can only be done far from town (for example: a Larvae Orchard is a high-risk, and therefore high profit enterprise, but it can only be located in the Wastes of Hades).

Risk

Risky business ventures make more money. But they also suffer catastrophic mishaps more often. That's what makes them risky. They are not simply an increase to the multiplier on the profit check, because that just makes you more money because player characters don't start businesses that aren't going to have positive profit checks. Maintaining a Risky venture involves you having more challenges to maintain your business – which in a roleplaying game like D&D means essentially that you spend more adventures maintaining your business and therefore spend less adventures looting other peoples' dungeons. The extra profit you make from the risky business is offset by the extra challenges you need to overcome. Essentially, taking on a risky business is just like getting the gold from your encounters before you go adventuring.

Risky businesses have a CR and a frequency. The DM is encouraged to send additional problems your way at roughly the frequency of the risk factor, and the ELs of the problems thrown your way should be roughly the same as the CR of the risk factor. Risky businesses also make a lot more money – roughly the value of an “average” treasure of an encounter of a CR equal to the risk factor every interval of time equal to the risk factor (see the DMG, p. 51). So an onyx mine that had a risk factor of 5/4 months would generate an extra 400gp per month (1600 gp/4) and be plagued with an EL 5 encounter roughly 3 times a year. It's just that easy.

Not all shops are the same. If you're selling burlap clothing, the profits are going to be small and ogre bandits won't even try to take all your stuff. If you're selling weapons of war or magical materials, then you can bet that those ogre mercenaries are going to be a little bit more interested. If you're running a more valuable business (that is, one which makes more money), the villains of the D&D world will come to take it from you – the risk factors adjust themselves pretty much automatically when your business improves, making this approximation amazingly accurate in addition to simple.

Resources

Resources are like Capitalization that you get to keep. While the presentation in the DMG2 is essentially “something that makes it harder to turn a profit on your business”, the fact is that what they actually are is your own private dungeon. While the full rules for actually building your dungeon are going to have to wait until Book of Gears and the advanced crafting rules, for now we're going to assume that the prices in the Stronghold Builder's Guidebook hold up (and yes, we know how silly that is, but we haven't written anything better yet). Essentially, this means that your business needs to be housed in a building, or ship, or cart, or dungeon of some kind. Bigger, more high-scale business ventures are going to need to be housed in more expensive surroundings. That sounds bad, but remember that when business events and risk factors happen to your business, they happen to your business, which means that if you have a ship or a tower to hold your stuff in, you actually get to use it when it gets attacked by gnoll pirates.

Keep in mind that if a business is booming, it may require more resources to house. A shack is all well and good if you plan to sell a couple of pots a month, but if you want to move inventory you've got to have inventory. And that means you need a place to show that inventory. Practically, that means that your projected profits (before calculating Risk-based Profits), can't ever exceed 1/10th the value of your business' resources. Of course, some businesses can only exist with large amounts of resources backing them up. And that's fine, since you really only get the benefits of large resources in large urban areas, this means that in general there are a lot of services that can be found in the big city that can't be found in smaller towns. Which is exactly what you'd want, right?

Growing the Business

Characters may outgrow collecting melloweed from the Bane Mires. The occasional hydra they have to defeat to get the goods just doesn't challenge them anymore, and the gold the whole thing takes in every month just doesn't seem worth the hassle. When this happens there are two options: franchise the operation, or grow the business up. A business can be expanded to a larger operation by investing in the next level of resources (causing it to be eligible to make more profits), or by taking on higher value/risk goods and clients (causing the risk factor to increase and profits to increase as well).

Franchising a business simply involves starting up a second (or third) business in another location. Resolve it as a whole new business.

Profits

So how much money do these things make? Well, in addition to Resource Limitations, there are demand limitations. That is, the amount of money that people can spend on your goods and services is proportional to how much money they have – larger communities can spend more money than can smaller communities. The maximum profits per month of any venture are based on the total population that business serves. If you compete with other businesses providing the same goods and services, simply divide the region's population according to market share before you determine maximum profits.

Population Size / Gold per Month

- 20-80 – 4 GP/month
- 81-400 – 10 GP per Month
- 401-900 – 20 GP per Month
- 901-2000 – 80 GP per Month
- 2001-5000 – 300 GP per Month
- 5001-12,000 – 1,500 GP per Month
- 12,001-25,000 – 4,000 GP per Month
- 25,001-100,000 – 10,000 GP per Month
- 100,001+ – 60,000 GP per Month

Remember that while this determines the maximum profits, there's no guaranty that your business will actually do as hoped. Things don't always work out as planned, and many business plans aren't good. In order to make your business succeed, you'll have to make a Profit Check. Actually making the projected Profits is a DC 20 check.

Every point you fail that DC, reduce your income by 5%. For every point you exceed 20 on your Profit Check, add 5% (essentially this just means that you make a 5% return for every point of Profit Check you make).

The Profit Check itself is simply a straight ability check, using your choice of your Intelligence, Wisdom, or Charisma. Some of the modifiers to Profit Checks from the DMG2 are appropriate, others are not. For your convenience, we're replicating the entire chart with all the needed modifications:

- Owner has appropriate Profession Skill +1
- Owner has two appropriate Profession skills +2
- Owner is a member of an associated guild +1
- Owner spends less than 8 hours per week assisting business operations -8
- Owner spends more than 40 hours per week assisting business +1
- Business is considered a Monopoly +10
- Business is an Oligarchy +4
- A Business Partner aids during the term +2
- Specialists are on staff +2
- Previous Profit Checks "Failed" -1 per consecutive check below 15.

Command Economies

Sometimes your "business" is actually just that you run a country, or a guild, or a church, or a criminal organization, or a mercenary command. Or whatever. The point is that your job is to run things, and people pay taxes (or tithes, or protection money, or whatever the kids are calling it these days) to you to make sure that you keep running things in a manner that doesn't involve them being stabbed in the face. The amount of lucre you can squeeze out of these situations has nothing to do with your skill checks or capitalization – you're essentially stealing from these people so the amount of money you can crank out of them depends largely on how much you're willing to squeeze them and how many people you are squeezing. Taxing a group of people can generate as much money as running a business serving them would. Your "business" in this case is "not stabbing them in the face".

You can be senselessly wicked and punitive on a population and make twice as much gold, but your subjects will hate you. You can also simply sack a region, making ten times as much gold, but driving the remaining population away as refugees. Lawful creatures (such as Hobgoblins and Dwarves) are more likely to pay taxes or save money and taxing or looting them is worth twice as much. Especially impoverished regions (such as one which has labored under a cruel governor for a long time) are worth half as much or less.

8.3.8 Bringing the World out of the Dark Ages

It is historical fact that you can take a ridiculous and crumbling imperium with serfs and horse-drawn carts managed by a tyrannical and squabbling aristocracy and boot strap it into being a technologically sophisticated global power that can win the space race and such in a single generation even while being invaded by an evil and genocidal empire. The people at the top don't even need to be nice or sane, they just have to understand that economics is an entirely voodoo science, and the limits of production can be broken by thousands of percentage points by getting everyone to buy on credit, work on projects that people looking at the big picture tell them to work on, continuously invest in productive capital, and believe in the future.

Right. That's called Communism, and it ends the dark ages immediately even if it isn't run well. Presumably if it was being run by Paladins who actually radiate goodness and Wizards who are inhumanly intelligent and can cast powerful divinations to determine projected needs and goods could be distributed to the masses with teleports – it would work substantially better. That sort of thing is not outside the capabilities of your characters in D&D. It's not outside the capabilities of the people in the village your characters are saving from gnollish invasion. It's not even technically complicated. But it isn't done.

Partly it isn't done because we're playing Dungeons & Dragons, not Logistics & Dragons. While it is true that you can fix the world's ills in a much more tangible fashion by industrializing the production of grain and arranging a non-gold based distribution system such that staple food stuffs are available to all, thereby freeing up potential productive labor for use in blah blah blah... the fact is that to a very real degree we play this game because telling stories about slaying evil necromancers and swinging on chandeliers is awesome. But the other reason is that the society in D&D really isn't ready for a modern or futuristic social setup. No one is going to understand how they are supposed to interact with Socialism, Capitalism, or Fascism, things are Feudal and people understand that. Wealth is exchanged for goods and services on the grounds that people on both sides of the exchange aren't sure that they would win the resulting combat if they tried to take the goods or wealth by force of arms.

Rome had steam engines. Actual difference engines that propelled a metal device with the power of a combustion reaction through the medium of the expansion of heated water. Really. They never built rail roads because slaves were cheaper than donkeys and the concept of investing in labor saving devices was preposterous. In D&D, the idea of having an economy based around trust in the government and labor/wealth equivalencies is similarly preposterous. It's not that the idea wouldn't work, it's that every man, woman, and child in society would simply laugh you out of the room if you tried to explain it to them.

COMBAT BASICS

9.1 Forward: A Brief History of Fighting Men

In its origins, D&D was a wargame like Warmachine or Warhammer. You had a field filled with tiny men, and they fought each other with swords and bows. Eventually, someone got really lazy, and wanted to replace a large number of fighting men with heroic fighting men who would be easier to paint because there were much less of them. And that, right there, is the origins of D&D. The smaller number of better Fighting Men would be your “army” and eventually people started playing magical teaparty with their fighting men, and it turned into a roleplaying game. So it isn’t surprising that at first you “roleplayed” a small group of heroic fighting men.

When the new classes (such as “Magic User” and eventually “Thief” and “Cleric”) were introduced, they were intended to be better than the Fighting Men. And, well, they totally were. Indeed, players still controlled lots of characters, and it was deemed impractical for more than one or two of those characters to be any good or in any fashion important. So you rolled up stats for each guy, and if you rolled well enough on a guy he could be something other than a Fighting Man, and the rest of your guys were basically just speed bumps whose lot in life was to stand between the monsters and the Magic Users so that the real characters could survive to another day.

Well, that isn’t how things work anymore. Now every character is supposed to be individually important and have some background and so on and so forth. No longer are we allowing our Fighting Men to go without a last name unless and until they get to fourth level without being eaten by an owlbear. And so we really need Fighting Men to be a lot more interesting and effective than they are in the rules. The basic setup of the game has changed a lot, but Fighters have changed only a little. In a very real way, the Player’s Handbook hands us Fighting Men who would be better suited to appear in groups of 3 per player than to stand alone. And really, that has got to stop.

9.2 War in D&D

“War is not about who is right, but who is left.”

D&D is a game about stabbing people in the face, rifling through their pockets and/or home, and then going back to your own home where the beer is cold and the woman are warm and waiting for the next foolio to present himself for stabbing (and rifling). That being said, war is the same thing, but writ large.

War in the D&D universe is very nasty, very brutal, and very short. It all comes down to the question “who’s got the bigger heroes?” Peasant uprisings of plucky farmers just don’t happen in a world where a 1st level mage with a Wand of Fireballs and a decent Hide check can set an army of thousands on fire, and the bravest and best trained units of knights just aren’t going to conquer the land/government that has a guy chain-binding vrock to serve as elite terror squads to kill every peasant in a hundred mile radius of your capital.

If you have the bigger heroes, they knock down any smaller heroes, then walk up to the Kingdom of Good King Draxall ... yada yada yada ... and hear the lamentation of his womenfolk. It doesn’t really matter if King Draxall’s castle is now full of lava because the attackers opened a gate to a volcano in his throne room or if they went all Die Hard on the King’s personal guard and gutted the bunch ... the truly important troops (i.e. heroes) traveled at least as fast as griffonback and smashed the Kingdom while the King was still training his peasants on which end of a spear to poke people with.

That doesn't mean that armies don't have a place in D&D. Once the important business of nailing enemy heroes to a tree is done, someone has to pacify the new populous, enslave them to work the salt mines, collect taxes, and generally put down any rebellions or resistance movements of local yahoos (which might be gnoll bandits, a wandering ankheg, or other unimportant challenge for our heroes). Heroes are generally more concerned with bigger and more rewarding problems like the undead pouring out of the newly discovered (i.e. unlooted) ruins in Moil than the fact that the peasants of the former King Draxall are up in arms over the latest taxes on grain.

But occasionally, someone does attempt a military victory. It might be an aristocrat with more gold than sense or a necromancer with an animation fixation, but troops will be secretly trained, mercenaries will be hired, and cadres of spies will pour into the prospective target land. Sometimes this crap works, as the relevant heroes who might defend the land might be bribed to stand aside, assassinated with extreme prejudice, or just be on another plane at the time, and then it's the Wytch King's skeletal footman vs. King Draxall's Knights of the Holy Relic for real old-timey war on respectable battlefields.

The problem is that this kind of thing is that it generally doesn't last. Once the local hero population replenishes itself, those guys will become the local rulers by default, even if they only pay lip service to King Draxall in public. Empires lasting thousands of years are not products of military might, but a good PR department with an eye for finding up-and-coming heroes who are smart enough to maintain the fiction of a stable society rather than upset the peasants by reminding them that they live and die by the whims of guys who think that summoning angels from heaven to set off dungeon traps is an acceptable practice.

9.2.1 Fighting with Honor

"There is only one ethical system and it is pragmatism. Only goals change."

The concept of honorable combat is pretty fishy when you look at it carefully. Your goal is to painfully kill another sapient being with a deadly weapon, and the other guy is attempting to do the same to you. Why then, would any rational person take time to consider the "honor" of whatever horribly painful and potentially lethal act they were intent upon inflicting on another?

The answer is: The Long Term. The concept of honor in War is incredibly ancient, and the ideas of what is and is not an honorable act have varied unrecognizably over that period. But one thing has remained the same throughout: the idea of what is honorable in warfare has always been inextricably linked to the needs of the powerful. In olden days, the powerful had superior nutrition, superior training, superior equipment and came in really small numbers. So naturally of course, the rule was that you didn't gang up on people or use poison. In modern days, bullets go through pretty much anything, but powerful people have more troops and helicopters, so the rule is that you don't assassinate people in honorable combat. The penalties for being dishonorable have remained pretty static over the generations – you get kicked out of the rosters of the powerful and other power blocs attempt to band together to crush you.

That's all fine and dandy, but what does that mean for characters in the D&D world? The risks of using poison gas in terms of collateral damage really aren't there (cloudkill goes pretty much exactly where you tell it to), and the ranks of the powerful really do include high level Rogues and Assassins. Most of the stuff you think of as being dishonorable in historical chivalric codes are perfectly fine in D&D chivalric codes. Like all chivalric codes, the one found in the D&D universes is there to keep people in their place – in this case powerful adventurers on top, and little people and monsters on the bottom. Here's how it works:

- Getting a lot of help on any project is dishonorable. A 9th level wizard can wave his hands and make a dungeon, and two rogues can stab a frost giant in the back of the head and the face in synchrony. But peasants can't do jack without the help of like 20 guys. Therefore, working in groups larger than about 10 on any single project is dishonorable in the extreme. The end result is that decent goods can really only be produced by the master artisans and the little people are trapped in obscurity.
- Poisoning Food is without honor. Druids can spit poison and Assassins can shoot poison darts, but pretty much anyone can put warfarin into an enchilada. So while injected poisons aren't considered dishonorable, ingested poisons are.
- Being Gargantuan or Larger is dishonorable. It may seem downright bizarre that people in the D&D world endeavor to look down on things which stand tall. But when you think about the locations that the truly tremendous live in, it makes sense. When gargantuan creatures rear themselves, it is expected practice for all groups to drop what they are doing and attack. And that is why Titans and Dragons live on remote mountaintops instead of owning the world. It isn't that taking them down isn't a lot of effort, it's that the small creatures made a gentleman's agreement to actually put that effort in a long time ago.
- Honorable people do not create Spawn.: This is one that bones the monsters and certain kinds of spellcasters like necromancers, and its designed so that people don't take Steve the Crap-Covered Farmer and turn him into a hero-level threat like a vampire spawn. We know how this works for the people that do it: they tip the

balance in favor of the monsters and the heroes and society loses. Even if every Shadow only makes one other Shadow each day, in three weeks your kingdom is full of Shadows ... people in the D&D universe know how this is going to end and it makes them very unhappy.

- Impersonating specific people with magic is a dishonorable act. Heroes live and die by their reputation, and part and parcel of being a hero is that people know who you are and where to find you so that they can shower you with job offers and money. That actually works for society, because this is a pre-Internet universe and we don't have Craigslist to make sure that people get the right jobs.
- Destroying Magic Items is something no honorable person would do. Magic is in many ways, a finite resource. The people in power, need it to stay in power. Artifacts are essentially irreplaceable, but they are corruptible. Maybe not by you, but by someone. If you destroy a great artifact of Evil, you've actually hurt Good some too. You've reduced the total amount of power available to anyone. And that doesn't fly for people who have all the power.
- Changing Alignment is dishonorable. Every power group wants people to pretty much stay on whatever side they are on, because otherwise how do you know who is on what side? It's very pragmatic, those who switch sides are never afforded the same trust in their new side as they were given from their old side lest they change back. That isn't to say that Good and Evil aren't proselytizing
- Honorable people take credit for their kills. Not only is it just good form to advertise your abilities so that people know who in the kingdom actually can kill an Ettin in single combat, but it's actually safer for everyone if society in general know why powerful monsters keep dropping out of the sky. When people find an Old Red Dragon dead in a random field, they are going to want to know what killed it and if it has plans on their favorite tavern. Not claiming your kills means that actual hero-hours are going to be spent finding out the nature of this threat when they could be better spent curbing the excesses of the Wytch King's Empire. That pisses people off, and leads to occasional hero-on-hero violence that only serves Team Monster.

So you want to be honorable, right? Maybe give your coat to handsome members of the opposite sex, keep your word, and make sure your taxes are paid on time? Yeah, that has to do with your alignment probably (depending upon what you think Law, Chaos, Good, and Evil actually represent), not with your overall honor. Honor really is about whether society in general is going to attempt to ostracize you. So you can be Evil and Chaotic and still fit into society, still be considered honorable. In fact, D&D has entire Chaotic Evil societies where that sort of thing is expected.

9.3 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.

9.4 Combat Statistics

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

9.4.1 Attack Rolls

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.

9.4.2 Attack Bonus

Your attack bonus with a melee weapon is your Base attack bonus + Strength modifier + size modifier. With a ranged weapon, your attack bonus is your Base attack bonus + Dexterity modifier + size modifier + range penalty. See the table below for size modifiers.

Base Attack Bonus: A base attack bonus is an attack roll bonus derived from character class and level or creature type and Hit Dice (or combinations thereof). Base attack bonuses increase at different rates for different character classes and creature types. A second attack is gained when a base attack bonus reaches +6, a third with a base attack bonus of +11 or higher, and a fourth with a base attack bonus of +16 or higher. Base attack bonuses gained from different sources, such as when a character is a multiclass character, stack.

9.4.3 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).

9.4.4 Armor

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 10 + armor bonus + shield bonus + Dexterity modifier + size modifier. Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC. Sometimes you can't use your Dexterity

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

Many other factors may 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, if you wear armor you only receive one half of your natural armor bonus or one half of your armor bonus (whichever is higher).

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.

Table 9.1: Size Modifiers			
Size	Size Modifier	Size	Size Modifier
Colossal	-8	Small	+1
Gargantuan	-4	Tiny	+2
Huge	-2	Diminutive	+4
Large	-1	Fine	+8
Medium	+0		

9.4.5 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.

9.4.6 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. 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).

9.4.7 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.

9.4.8 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.

9.4.9 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.

9.4.10 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).

Number of Attacks of Opportunity: You can make a number of attacks of opportunity equal to the number of attacks granted by your Base Attack Bonus in a round. A character with less than a BAB of +6 can make 1 AoO each round, a character with a BAB of +6 can make 2 AoOs each round, a character with a BAB of +11 can make 3, and a character with +16 can make 4. This ability 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.

9.5 Actions in Combat

9.5.1 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.

9.5.2 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.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time even if it's not your turn.

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).

9.5.3 Standard Actions

Attack

Making an attack is a standard 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.

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.

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.

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.

Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

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 Precise Shot from the Sniper feat you don't take this penalty.

Fighting Defensively as a Standard Action: 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.

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.

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.

Casting a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action. Note: You retain your Dexterity bonus to AC while casting.

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.

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.

Casting Time: Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect. 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.

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.

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.

Dismiss a Spell: Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

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.

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.

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.

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.

9.5.4 Move Actions

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

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.

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.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move. Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action. 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.

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.

Stand Up

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

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.)

9.5.5 Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

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 may make the attacks in any order you want. All extra attacks derived from base attack bonus are made at a -5 penalty. 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.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. 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. **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.

Natural Attacks: During a full attack a creature may attack once with each natural weapon it has. Primary natural weapons take no penalty to hit or damage (1 times strength modifier, or 1 and a 1/2 times strength modifier if it is the creatures only natural attack), but secondary natural weapons take a -5 penalty to hit and only deal 1/2 strength modifier damage on a successful hit.

Cast a Spell

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

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

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you. This action is otherwise identical to the cast a spell action described under Standard Actions.

Casting 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.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

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).

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). 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.

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.

9.5.6 Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spellcasting or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to take a swift action.

Casting a quickened spell is a swift action. In addition, casting any spell with a casting time of 1 swift action is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

9.5.7 Immediate Actions

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Casting feather fall is an immediate action, since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed.

9.5.8 Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

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

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

9.6 Miscellaneous Actions

Take 5-Foot Step

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

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.

9.7 Injury and Death

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

9.8 Loss of Hitpoints

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.

9.9 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).

9.10 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).

9.11 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.

9.12 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).

9.13 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.

9.14 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.

9.15 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.

ADVANCED COMBAT

10.1 Movement, Position, and Distance

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.

10.1.1 Tactical 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.

Bonuses to Speed: Some class features or magical items may grant bonuses to 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.

Reduced Speed: Being encumbered up to a medium or heavy load or wearing medium or heavy armor reduces your speed. The table below gives the reduced speeds for different base land speeds.

Table 10.1: Reduced Speed	
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.

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 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).

10.1.2 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. 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.

Table 10.2: 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.

10.2 Combat Modifiers

10.2.1 Favorable and Unfavorable Conditions

Table: 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	+0 ¹	+0 ¹
Grappling (attacker is not)	+0 ¹	+0 ^{1, 3}
Helpless	-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.

Table: 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.

10.2.2 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 ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, 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.

10.2.3 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. 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.

10.2.4 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.

10.2.5 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 may provoke 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).

10.2.6 Attack Options

Characters have a number of options when they attack their opponents. Expertise and Power Attack can be used on any attacks.

- **Expertise**

You leverage your combat skill into defense rather than offense.

Requirement: You must make an attack action and have a BAB of at least +1. You need not specifically attack an enemy.

Effect: Before making an attack roll, you may take an attack penalty of up to your BAB on this attack and all further attacks until your next turn, and gain an equal Dodge Bonus to AC. You may only use this option once per turn.

- **Power Attack**

You leverage your combat skill into devastating attacks at the expense of accuracy.

Requirement: You must make an attack action and have a BAB of at least +1.

Effect: Before making an attack roll, you may voluntarily take an attack penalty of up to your BAB, and inflict two times that amount in extra damage with that attack. You may take this option on any or all of your attacks if you wish.

10.3 Special Combat Actions

The following are special actions that can be performed in combat.

10.3.1 Combat Maneuvers

Having the Edge: If you have more BAB than the target of your attacks, you are considered to "Have the Edge" on that attack. Some combat maneuvers will perform better when used by someone with the Edge.

- **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.

- **Bullrush**

If you have not moved your entire allotted distance this turn, you may attempt to push your opponent back as a melee attack. First, you move into your opponent's square (which probably provokes an attack of opportunity, see movement). Then you make an opposed size-modified strength check against a DC of 10 + the target's Strength modifier + the target's size modifier (you do not have to roll to hit). If you succeed, you push your opponent back 5 feet. If you succeed by more than 1, you may move your opponent back a single 5' square for every 2 points your check exceeds the DC.

Modifiers: The Size Modifier to both the Bullrush check and the DC is +4 for every size larger than medium and -4 for every size smaller than medium.

Special: The movement used during a Bullrush counts against your movement this turn. If you do not take a move or charge action this turn, you will normally be limited to five feet of movement. This movement does not provoke an attack of opportunity from you or the target, but is quite likely to provoke an attack of opportunity from any other creature standing nearby. During a bullrush, both characters provide cover for each other.

Edge Option: If you have the edge on your target, you do not provide cover for your opponent even if they are the same size as you. Further, you may move your opponent in a direction up to 45 degrees off from your initial approach, altering your own course to push them more than 5 feet if necessary. If you fail the initial strength check, you may choose which adjacent square you are pushed into.

- **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 an opponent (see Bull Rush, above). 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.

- **Coup de Grace**

You may attempt to slay an opponent outright if they are helpless. As a full-round action, you may automatically hit a helpless opponent in melee range. This attack is automatically a critical hit. This action provokes an attack of opportunity.

Interrupting a Coup de Grace: A character who suffers damage during the Coup de Grace must make a Concentration Check (DC 10 + Damage Inflicted) or the action is resolved as a normal attack.

Edge Option: If you have the Edge against an opponent who threatens you during a Coup de Grace, you do not provoke an attack of opportunity from them.

- **Covering Fire**

You may use your ranged attacks to provide cover for your allies. Take an attack with your ranged weapon and roll a normal attack roll. Until the beginning of your next turn one of your allies may use the result of your attack roll as their Armor Class against one attack of opportunity.

Edge Option: If you have The Edge against an opponent whose attack of opportunity was negated by Covering Fire, your ranged weapon may hit them. Simply compare the attack roll to their armor class as if it was also a normal attack.

- **Disarm**

You may attempt to disarm your opponent with a melee attack. Disarm is a special attack action. Make an attack roll against an "armor class" of 10 + the target's melee attack bonuses with the item in question. If you succeed, one weapon or held item is snatched out of your opponent's grasp. Failing a Disarm attempt provokes an attack of opportunity from the target. A disarmed item lands in a randomly determined square adjacent to the target.

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.

Defending against a Disarm: An item held in two hands is harder to disarm, increasing the DC by +4. An item tied to one's body with a sword-wrap or locked gauntlet is much harder to disarm, increasing the DC by +8.

Special: A Disarm may be used to attempt to remove a weapon that is presently being used in an attack against the disarmer even if the creature using the weapon is out of range or otherwise not threatened by the character. A Disarm (or any attack) is normally only usable during an attack against such creatures as an Attack of Opportunity or a Readied Action.

Edge Option: If you have the Edge on your target, your Disarm attempt does not provoke an attack of opportunity, and you may choose which adjacent square your opponent's weapon or held item lands in. If you have a free hand, the item may end up in your possession instead.

- **Feint**

By performing a distracting maneuver or fencing your opponent into a poor position, you may make an attack against them at their worst. You take an attack action to make a Bluff check with a DC of 10 + your opponent's Wisdom modifier + the higher of your opponent's BAB or ranks in Sense Motive. If you succeed, your opponent does not get their Dexterity Bonus to AC against the next attack you make against them (if it is within the next round).

Edge Option: If you have the Edge on your target and you successfully Feint, you may make an attack against that opponent this round as a Swift action.

- **Grapple**

Grapple is collectively 3 separate maneuvers that all fall under the super-heading of "grappling". Any grapple attempt provokes an attack of opportunity unless your attack has the edge.

- ▷ **Grab On**

Sometimes, you want to attach yourself to a larger creature, getting inside their reach and then repeatedly stabbing them or simply weighing them down. As an attack action you may attempt to grab on to an opponent.

Grabbing on to an opponent provokes an attack of opportunity and requires a check with the same bonuses as a melee attack. The DC to grab on to an opponent is their Touch AC plus their BAB. If you have 5 ranks of Climb or Ride, you get a +2 synergy bonus on this maneuver for each skill.

Holding on: Once you've attached yourself to your opponent, you go wherever they go. Move in to their space, and move where they do automatically (this movement does not provoke attacks of opportunity or count against your movement in any way). You may attack with any light or one handed weapon, and your opponent is denied his Dexterity bonus against you.

Being Held on to: If another creature has grabbed on to your character, their weight counts against your carrying capacity. If you're overloaded, you may be unable to move or even collapse until you shake your opponent off. You can attempt to attack a creature holding on to you, but your strength modifier is halved for such attacks and your attacks are at -4. You may attempt to shake your opponent off as an attack action by making a check with a bonus equal to your melee attack or Escape Artist and a DC of 10 + the greatest of your opponent's BAB, Climb Ranks, or Ride Ranks.

Edge Options: If you have the edge on an opponent when you grab them, they may not attack you at all once you have grabbed on to them. Further, grabbing on to an opponent does not provoke an attack of opportunity.

- ▷ **Hold Down**

Sometimes you want to pin an opponent to the ground. First, make a touch attack. Then, make a Grapple Check (BAB + Strength Modifier + Special Size Modifier) with a DC of 10 + Defender's Grapple Check Modifier. If you succeed, your opponent is pinned for one round. They can't move, and you may put ropes or manacles on them if you wish with an attack action. At the end of any turn you are pinning your opponent, you may inflict unarmed or constriction damage. With subsequent attack actions, you may attack with natural weapons or light weapons with no penalty.

Escaping a Pin: If you're pinned you can attempt to fight back, but you're prone and you suffer an additional -4 penalty to attack the creature pinning you (generally a -8 total penalty to attack your attacker). You can get out with an attack action by making a Grapple or Escape Artist check with a DC of 10 + your opponent's Grapple Modifier.

Edge Options: If you're pinning an opponent and your attacks have the edge, your opponent cannot attack you or anyone else until they get free. Furthermore, if anyone else attacks them, they are considered helpless.

▷ **Lift**

Sometimes you want to put an opponent in your mouth or carry away a struggling princess. Make a touch attack and then make a Grapple Check with a DC equal to 10 + your opponent's Grapple modifier. If you succeed, your opponent is hefted into the air. You may move around freely while carrying your opponent (their weight counts against your limits of course). You may perform a coup de grace or swallow whole action on a character you have lifted, but doing so ends the lift whether it succeeds or fails.

Escaping a Lift: When you've been lifted, you cannot move under your own power, but you can continue to attack. Attacks against the creature which has lifted you are at a -4 penalty. You can also attempt to escape with an attack action by making a Grapple or Escape Artist check with a DC of 10 + your opponent's Grapple Modifier.

Edge Options: If you have the edge on an opponent you have lifted, they may not attack you or anyone else until they escape.

• **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.

• **Overrun**

You can attempt an overrun as a standard action taken during your move. (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 and you may keep moving (You can always move through a square occupied by someone who lets you by.) 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. 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.

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.

- **Sunder**

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.

- **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**

As an attack action, you may attempt to knock an opponent prone. Make a touch attack, and if you succeed make a Strength + BAB check against a DC of 10 + your opponent's Strength + BAB or Balance modifier (whichever is greater). Success leaves your opponent prone. Failure provokes an attack of opportunity.

Modifiers: The DC to trip an opponent who has four legs or is otherwise inherently stable is increased by 4. Radially symmetrical creatures like Oozes cannot be tripped at all.

Edge Option: If you have the edge on your target, you do not provoke an attack of opportunity if your trip attempt fails, but your target provokes an attack of opportunity from you if your trip succeeds.

Table 10.3: 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 x 5
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.

• Turn or Rebuke Undead

Turning Checks

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 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.

Table 10.4: 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

Effect and Duration of Turning: Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect; you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Undead: If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

Evil Clerics and Undead

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 $2d6 + \text{cleric level} + \text{Charisma modifier}$ 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.

- **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. 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 eliminates the penalties entirely.

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.

10.3.2 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.

10.4 The Mass Combat Mini-game

Mass combat in D&D tends to be a terribly overlooked part of the game. While it's expected for PCs to potentially join or own armies, the granularity of D&D has been set to skirmish-level events, meaning that larger battles become a monster of paperwork and bookkeeping. The fun part of armies, such as tactics on the battlefield, city-taking, and dragonkilling is so buried by the raw nature of individually statted out armies that any system except for the most abstract is just not fun... if you wanted to play Warhammer 40K, then you wouldn't be playing D&D.

So here are some rules for abstracting mass combat. It's a mini-game inside regular D&D that has been designed for simplicity and a minimum of bookkeeping. We've kept it as basic as a mini-game so that learning and playing it doesn't distract from the experience of playing D&D. You'll really only be worrying yourself over this sort of thing at infrequent intervals. The player characters will still spend most of their time bringing down enemy monsters and assassinating dark lords. But having a running tally of how battles are proceeding around the players can be pretty entertaining.

10.4.1 The Basics

The Mass Combat Map: In the Mass Combat Mini-game, troop movements take place in 50' by 50' squares. For players wishing to play out a mass battle, they simply take standard miniatures and battlemats and draw out the map so that it reflects the new scale. Characters of Gargantuan or larger size take up their own squares, but its otherwise assumed that each square contains as normal individual characters can fit in such a space as normal when in regular formations. Medium sized PCs in a square take damage and are affected by spell effects that affect their square.

Units: Each unit has a Move, HPs, Damage, and Morale, and they may have special abilities or attacks based on their race, training, or armament. Each unit also has a Leader with normal racial CR as a base, the advanced by CR equal to the normal damage of the unit. Each individual unit's stats will be discussed in the Building a Unit section, but for now we have a brief overview of the terms.

Move is the number of 50' by 50' squares a unit can move each Combat Turn. Units that are mounted tend to have faster movement rates. Moving through difficult terrain takes more movement points, and sloped terrain takes more or less. HPs represent a rough estimation of the number of casualties a unit can take before its morale breaks and the individuals in that unit begin to flee the combat. Heavily armored or tougher units have more HPs, while cowardly or lightly armored units will have less. Units with 0 or less HPs are Broken (or Destroyed, depending on your specific unit's attributes), and its individual members flee the battlefield and not longer counts a functional battlefield units for any purpose.

Morale is a number used to calculate your Army Morale Rating. Add the Morale score of each unit in your whole army together, then half it. The resulting number is your Morale Rating for your Army. As units in your army are destroyed, their Morale is subtracted from the Morale Rating of your Army in the same manner as HPs. At a Morale Rating of 0, the remaining units in your army separate from your army and flee the battlefield in an orderly fashion. At this point they are considered Uncontrolled units, and they leave the battlefield by the clearest and fastest route available. Uncontrolled units no longer follow orders from former Commanders, and may return to the home of their government for reassignment, turn to banditry, seek a mercenary contract, or attempt to form independent armies under a new commander, as following their nature and circumstances.

Damage is the overall amount of punishment a unit can inflict on another unit in melee combat. When a unit enters the square next to an unfriendly unit, both inflict damage on each other immediately, with no rolls. Certain Tactics can increase a unit's damage, such as Charging, Fortifying/Setting, and Rushing.

10.4.2 Battles

Commander

A Commander is the overall leader of an army, and he has a Commander Rating which affects his ability to lead troops in battle and surprise enemy commanders with his battle tactics. A Commander's Command Rating is added

to his Army's Army Morale Rating, and if he is killed this rating is subtracted from his Army Morale Rating as normal and control of an Army falls to the character in that army with the next highest Command Rating.

During the Battle Order, a Commander may move or give Tactics commands to a number of units equal to his Commander Rating + 1d4 in units each Turn.

Battle Turns

At the beginning of each battle, assume Armies move simultaneously with each Commander moving one unit at a time until at least one unit can attack an enemy unit, then determine Battle Order.

Battle Order starts with the Army who is capable of attacking first, then descends in order for each Army that can enter the battle after that (uncommitted Armies simultaneously move last in the Battle Order until they commit to at least one attack). For example, an Elven Army and a Human Army is going into battle with an Orc Army, Gnoll Army, and a Necromancer Army. Since the elves can attack first due to the range of their bow attack with their Elven Longbowmen, they are first in the Battle Order. The Necromancer Army is second due to its position near the Elven Army, then the Human Army enters the battle third with their Shortbowman, then the Gnolls enter fourth with their Gnoll Levies due to their position on the battlefield and finally the Orc Army enters last due to poor positioning on the battlefield. (One may note that an army that is positioned well on a battlefield or has ranged attacks gains a slight advantage by having a better Battle Order. This is intentional.)

Tactics

Certain tactics are not formal actions for a combat unit, and others are. Pincer maneuvers, battlefield deception or skillful maneuvering, taking advantage of higher ground or forests, etc., are normal consequences of well or badly played battles. Other tactics are commands that can be given to a unit that have special effects, and are noted below.

Charge

A Charging unit gains several things from a Charge: +1 Move, +1 damage bonus in melee combat during their Battle Order, and suffers 1 point of damage at the end of any movement(a unit must move during a Charge).

Rush

A Rush is when a unit enters another unit's square at the cost of 1 additional Movement. When units have done this maneuver, neither unit can move again until all enemy units in that square are Broken or Destroyed. Friendly units may enter or exit another friendly unit's square, but this action costs 1 movement each time.

Fortify/Set

A unit in a building, ruins, or other fortified position like entrenched ground can Fortify, gaining Damage Reduction equal to the DR rating of the building(usually 1-3) and doing an additional +1 point of damage on their turn. Units that cannot Fortify due to their position may instead Set, and gain the +1 damage bonus.

A unit cannot Fortify/Set and move on the same turn. Some units gain additional abilities when they Fortify/Set.

Base Terrain/DR

- Light forest, ruins, swamp, dense smoke: 1
- Sturdy wooden buildings, Light stone buildings, dense forests: 2
- Small Stone Keep, Heavy Stone building: 3
- Stone Castle: 4

Movement

Moving through different terrain has different costs, as shown below. If a unit cannot spend the required number of movement costs to enter a square, they instead pay what they can each turn until they have entered a square, but count as being in their old square until that time. The costs are below:

- Light forests: +1
- Heavy Forests/Jungle: +2
- Ruins/Very Rocky: +2
- Building: +3

- Castle: +4
- Down a Slope: -1(minimum of 1)
- Up a Slope: +1 to +3, depending on grade
- Swamp: +3
- Sand or Rocky Desert: +1

10.4.3 Player Characters in the Mass combat Mini-Game

Player characters have a special role in the mass combat mini-game, as they have access to abilities far beyond that of lesser troops. PCs wishing to lead a friendly unit must have a Commander Rating of at least 1 and a level equal to the CR of the Leader of that friendly unit. They may attach themselves to that unit, effectively assuming direct control of it in battle.

Attacking a Unit in Combat

PCs fight units not by killing all the members of that unit, but by killing the Leader of that unit. Killing or rendering that Leader ineffective (like teleporting him away, petrifying him, etc.) will cause that unit to break. PCs must be in that unit's square to attack the Leader, and they automatically take damage from the enemy unit equal to its damage times 10. Units attached to a PC and who have use the Rush Tactic to enter the square with the PC take this damage instead of the PC.

PCs in a square next to an enemy unit take no damage. Ranged attacks that target a PC's square allow the PC a Reflex save for half equal to 10 + the ranged attack's damage. Spells or other effects that can target more than 50% of a PC's square, or specifically target the PC, effect him as normal.

Attacking a Unit with Spells or Effects

For every 10 normal HPs a PC can do to over 50% of a unit's square, assume that the unit takes 1 HP of damage. Spells that don't do damage (like fear effects or other effects) but can effect more than half the members of unit do the spell's level in damage to the unit with no save.

Building a Unit

Units have a Levy cost in GP to hire and train them, a Time cost to complete the training, and they assume the stats of their unit at the end of the training. Each unit is assumed to have twenty members of each race, and only races with at least an Int of 8 and a language can form combat units(unless they are the mounts).

Raw Unit Stats:

- **HPs:** Units gain permanent HPs for the following reasons:

- ▷ Racial HD: HD times 2
- ▷ Medium armor: +1
- ▷ Heavy Armor: +2
- ▷ Elite Training: +1-3
- ▷ Mounted: half HD of mount
- ▷ Conscripted: -1

- **Damage:**

- ▷ Base 1
- ▷ BAB: +BAB
- ▷ Str: Half Str bonus
- ▷ Poorly Armed: -1
- ▷ Mounted*: +half damage of mount

* When calculating Mount and rider damage, use the Mount as base damage if the Mount would have a higher base damage, then add half the Rider's damage.

- **Move:**

- ▷ Base move: 1, +1 for every additional 30' of base movement
- ▷ Mounted: Mounted units use the mount's movement to calculate this number.

- **Morale:** Morale is calculated like this:

- ▷ Base: equal to HD
- ▷ Intelligence: Add Wisdom modifier of Race
- ▷ Mounts do not add to morale in any way.

▷ Conscripts: -1

* Mindless or undead creatures have a morale or “–”, meaning that they do not contribute to Army Morale, and they do not stop fighting when an army is defeated

Levy/Time

The cost to form a unit is equal to its damage times its HPs times 10. Add 100 for every extra ability of the unit (races that naturally have an ability like Elven Longbowmen and the Longbow do not incur this extra ability Levy cost). They take a number of months to train equal to its Levy cost divided by 100 +/- the Int mod of the race. The base cost to maintain and pay a unit is equal to its Levy Cost divided by 10 each month.

Special Qualities

- **Lancer:** Lancers don’t take damage from the Charge Tactic.
- **Ranged:** This is the tag for units with bows, spears, and other throwing weapons. A ranged unit’s ranged attack does normal damage at its range increment, then -1 for each additional range increment. Only units using bows or thrown weapons calculate Str for the damage of this attack. Most units with ranged attacks can only use ranged attacks when Set (for example, Longbowmen have a Ranged 2/Set tag), and the Set Tactic extra damage is assumed to be calculated in this figure.
- **Damage Reduction:** Some units have damage reduction from their race; this converts to Mass Combat damage resistance on a 5 to 1 ratio.

10.5 A World At War

“Our people have fought with their people since the ancient days. It is stupid and wasteful. This cycle must end, which is why I must take up the sword as my ancestors did.”

10.5.1 The Stone Ledger: The Dwarves Remember

Deep in the mountains, the Dwarf people have records that go back to when most of the other races were learning about fire. Second only to the Aboleth themselves, the racial memory of the Dwarves extends to days beyond reckoning. At least, beyond reckoning to anyone who isn’t a Dwarf. Dwarves keep their records chiseled into stone and preserved for all time with mystical might. While the spellbooks of the Elves eventually crumble into dust, the Ledgers of the Dwarves will stand in mute testament to their triumphs and failures for as long as day follows night and night follows day.

The Ledgers of the Dwarves measure in exact terms the location of all the cool things that the Dwarven people have found, they give tips for dealing with problems that Dwarves have overcome in the past, and they record in excruciating detail every bad thing that anyone has ever done to the Dwarven race. Remember that when you consider the implications of the fact that every group has at one time or another been at war with any other race you care to name. So the fact that sometimes goblins commit atrocities against Dwarf settlements means that each and every Dwarf child grows up reared on vivid and gory stories of generations of conflicts with goblins – and goblins really don’t. From the goblin perspective... nothing is happening at all. Goblins don’t live nearly as long as Dwarves do, and that means that they don’t have a war with Dwarves even every generation.

This discontinuity leads to Dwarves being much better at the eternal war they are fighting with the Orcs, the Giants, and the Goblins than their opponents. That’s because no one else really has the perspective to see that it is an ongoing conflict. The other races see it as a series of separate conflicts that are all individually about something, and mostly their poor record keeping techniques leave them often unable to even recollect the previous conflict. So really, the Dwarves keep winning because they are the only ones playing.

You may be tempted to ask “If these wars kill thousands, and the only reason they’re being kept alive is because of the Dwarf Ledger, doesn’t that make the Dwarves the bad guys?” And honestly, that’s a pretty good question. The Dwarves are Lawful Good and are the only race involved that understands the epic scale of the over-conflict. But that doesn’t mean that they bear sole responsibility. Indeed, while the average Goblin on the street doesn’t even know that there’s an ancient rivalry between his people and the Dwarves, the list of usual suspects for evil overlords is a laundry list of people who actually also know the whole deal. Liches, Fiend Lords, and of course Maglubiet and Hruggek all know that Dwarves spend large amounts of time training and preparing for battle with the goblin people, and they don’t tell the goblins. The thought is that by not telling the goblins that the Dwarves are totally

ready for them and have been for thousands of years, that goblins will fight more bravely – they literally don't know how very unlikely each individual goblin is to make it out alive from any conflict.

So life is pretty weird for a Dwarf. As a Dwarf you know that you are in an eternal struggle with the Goblin people. You also know that several times in your life, goblinoids are going to behave towards the Dwarven people as if nothing was wrong and have flourishing trade relations instead. But you also know that once every couple of goblin generations (which is to say several times in your life if you happen to be a Dwarf) some warlord is going to arise and send hordes of goblins to destroy your family. So if Dwarves come off as being intolerant jerks, that's why.

A special note has to be made about Dwarves and Arcane Magic. They like it. They are really good at it and have tremendous supplies of wizardly goods down in the depths. They can read spellbooks in the dark, and they are encouraged to do so. In some previous editions of D&D the Dwarven people were not allowed to use Arcane Magic because Gimli wasn't a spellcaster (the actual reasoning, I'm not even making that up), thereby ignoring the Dwarven magicians in many source legends (the Ring Saga for one), and even the Dwarven Magic from the Lord of the Rings. Fortunately, the bad old days are behind us, and Dwarves are back where they are supposed to be – slinging spells, scribing runes, and crafting magic items in their mountain halls.

Campaign Seed: Secrets Revealed

Key pieces of the Stone Ledger have been made public. Pamphlets explaining the situation in Goblin have been given mass distribution. The cycle of violence and peace that has dominated Dwarf/Goblin relations for millennia is coming crashing down. Reactions to the news vary of course. Some Goblins want to mount a final campaign to end the Dwarves once and for all, and others want to simply drop the whole thing and have a permanent peace. With a properly placed word or dagger, you could probably ensure that the proper outcome occurs. But what of the other groups thinking the same thing?

Campaign Seed: The Blank Spot

The great map of the Dwarves includes pretty much everything that dwarves have seen and lived to tell about. And yet, there are tunnels in the deep below that lead to... nothing. Despite thousands of years of diligent tunneling and mapping, there are still blank spots on that map. Obviously, foul play is involved, but how could something stay so deadly for so long? On the other hand, what if it's simply that the place is so valuable that no one comes back?

10.5.2 Gnolls: Too Lazy to Win

As a race, individual gnolls are powerhouses, each being worth two or three of the lesser races in combat... so why don't they rule the world? In short, they are lazy.

Gnolls just don't do the things that would make them successful. They don't organize themselves, they don't amass wealth or build structures, and the reason for this lack of productive behavior is that they are profoundly lazy as race, making them slightly stupid. Being lazy, they know that it takes less work to take such things from weaker races, and so this makes them mean. Gnoll heroes are manic by the standards of their race, since they seek out new experiences rather than stay at home to participate in tribal infighting.

Gnolls take favorable territory, and lesser races have a hard time displacing them, meaning that when someone sufficiently powerful does come along that can challenge the gnolls, it usually kills them outright in order to prevent the need for them to be displaced again. This means that gnolls tend to not have the same kind of shared cultural history as other races. Gnoll clans tend to be undisputed masters of their domain, spawning countless lesser tribes over the years who will attempt to take their own territory until at some point the each of those tribes is destroyed, meaning that each of the tribes has a limited amount of time to exercise its dominion before some greater power strikes them down, but since in that time the tribe spawns smaller tribes, the race as a whole survives.

Being racially lazy, powerful, and prolific means that occasionally one of those greater powers will decide to harness the gnolls, forcing training, discipline and purpose onto them. These Witch Kings or Warlords will then use the gnolls as elite shock troops or peacekeepers that enforce the dominion of their master, but the gnolls obey only as long that they know the hand of their master can reach them. Once the Witch King or Warlord dies, the gnolls revert to form, building tribes and bullying lesser races until they are driven from civilization.

10.5.3 Vistas of the Giants: Big and Important Stuff

Giants are more than just a Jungian representation of the complex feelings and resentments we have for our parents while we're children. Honest. Giants live in a metaphorically separate world from the smaller races, a world where

everything is big – except populations. While Giants eat big food, have big castles, and throw big rocks, a major incursion of Giants is seriously like 8 guys. And while that can really put a giant dent in your day – the fact is that there’s no way for them to kill your people fast enough for that to matter. Giants are simply not going to have a serious effect on your total population no matter what they do – because there aren’t enough of them to ever amount to more than crime.

Giants appear in flavors that correspond to anything you can possibly imagine being much larger and more hardcore than it is. There are giant orcs, there are giant dwarves, there are giant elves, there are giant rogues and there are giant druids. So really any social dynamic you can imagine amongst the small people is replicated in excruciating hugeness among the big people.

An important thing to remember about Giants, however, is that very few of them are as tall as a tree – let alone a mountain. The vast majority of Giants are Large, not Gargantuan or even Huge. They are Giants like “Andre the Giant”. They’re big, but Fire Giants aren’t impossibly big. If you saw them walking around on Earth you’d go “Man, that guy is big.” but that’s about as far as it would go. Still, for all the fact that Giants are rather disappointingly within scale of normal humans (seriously, the picture of the Giant Slayer in the DMG2 with the chopped off head the size of himself – that’s much larger than even a Titan head), they are amazingly hardcore when it comes to combat. That same Fire Giant can easily wade through a group of 20 orcish warriors, that’s not even a major problem for him.

Campaign Seed: The Land Above

Those Cloud Castles can’t just be built anywhere, they require relatively stable cloud formation to be built upon. And I know what you’re saying “Relatively what in the what now!?” Right. The D&D world has cloud formations that are persistent, structurally sound, and capable of supporting several thousand tonnes of weight without buckling. Sure, those sky continents move around much faster than the tectonic plates do, but the surfaces are solid enough to keep a castle afloat for a thousand years.

What’s even better of course, is that these Cloud Islands are more than 40’ thick. You can’t scry on them or teleport to them. It’s like having a dungeon that you can still grow beans in. The castles you build here are safe from prying eyes on the ground. And that means exactly what adventurers hope it means: undespoiled ruins. If you have a means to the over world, you have access to new vistas of adventuring populated by empires and monsters that the underworld has never heard of.

Campaign Seed: Vacillating Terrors

The Giants are huge. Well, a lot of them are merely Large, but their impact on the field of battle is huge. And there’s only a couple of them. That means that with a good assassination, a well placed word, a hefty bribe, or some basic seduction, the giants on one side or another of a conflict can be made to drop out or even switch sides. The impact on the battlefield from these relatively minor acts can be huge, and are totally worth it for both sides.

Giants understand this, and can get pretty greedy. Nevertheless, intelligent kingdoms will often assign adventurers to pampering the whims of these Giants to make sure they stay on the correct side in important confrontations.

10.5.4 The Goblin Empire: Silent Loyalty, Silent Dissent

There are at least three kinds of Goblin. That’s important, not only because it means that any group of Goblins has access to a great many opinions and skill sets, but also because it means that the Goblinoid physiology is extremely morphic. And because of this, and because no one really cares if goblins disappear, when a wizard or demon decides to make a new form of super soldier – chances are good that they use Goblins as a base. Heck, you don’t see any halflings with rhino horns on their face, and you don’t see any dwarves transformed into undead monstrosities with bone-sucking tentacles popping out of their nipples. That’s all the dubious pleasure of the Goblin people.

Goblinoids are, as a people, much quieter and more precise about their movements than other races. And this allows them to live in much higher population densities than other races without going mad. And well, they totally do that. Goblinoid settlements are, by the standards of other races, amazingly claustrophobic. Bugbear settlements traditionally make walls out of paper and place living quarters right next to one another to conserve heat. Those not blessed with the bugbear’s natural silence find their every action heard many apartments away. Goblins usually dispense with the paper altogether and simply sleep ten to a room. Fortunately for them, goblins do not snore.

While goblinoid societies are classically short on free space, they are also not generally well organized. Goblins live together not because they like sharing, but because they steal from each other so constantly that it’s just a waste of time to put walls between sleeping areas. If a goblin needs something, he’ll take it and use it. Goblins aren’t socialist utopians or anything, they simply don’t respect property rights of others. Oddly enough, the end result is

pretty similar to Goblins being really cooperative. Hobgoblin society takes it one step further and even has elaborate rules about who has to submit to who and when people have to take their shoes off and how people have to behave in public and everything. They actually are well organized, and their intricate webs of subjugation allow them to maintain high population densities without eating each other.

Goblinoids go to war for really one reason only: they want your stuff. Hobgoblins need constant influxes of new Slaves to keep everything rolling (even Slaves gain in seniority and prestige in time within Hobgoblin social structures so the bottom rungs of society can really only be replenished from captured enemies). Goblins want your shinies and aren't afraid to torch your village to get them. And finally, the Hruggek demands that the Bugbears slaughter your people from the shadows on a fairly regular basis. That's like wanting your stuff, only in this case what they are taking from your lands is the satisfaction of having seen your last breath from the back.

10.5.5 Elves: Servants of the High Wizards

The individual elf is a fine adventurer, blessed with many attributes that make them well suited to a life of killing monsters for their hard-earned possessions. They are extremely long-lived, quick of eye and reflexes, and blessed with the kind of training that comes from a childhood that spans decades. With all of these benefits, one wonders why they don't rule the world.

The answer is simple: they have a secret. That secret is that elves, as a race, are the pawns of powerful wizards. Just as powerful wizards have taken the heads of giant owls and put them on the bodies of bears, some wizards in the far past decided "hey, lets make a race that's hot, skinny, and long-lived enough to learn to really please me." The end result is a race whose favored class is Wizard, a class requiring study and materials. As engineered servants of powerful wizards, they mystically have the ability to learn their master's arts. The influence of the overlord wizards is the explanation for the variation in the subraces of elves: height, skin coloration, racial abilities, and physical and mental attributes are shaped by the overlords to suit their favored environment and tastes in beauty. Wild elves are physically powerful but dim, while snow elves are hardy but racially arrogant and haughty, and this all stems from the tastes of their wizard overlords in the past. Art and music is encouraged among the young because it makes them more attractive to their overlords.

This doesn't mean that your average elf is directly under the thumb of anyone; elves, like any race, have the ability to grow in power by testing themselves against dangers that can kill them. This means that the wizard overlords of the elven race are in fact elves now; like the githyanki, they threw off the shackles of their overlords eons ago... only to wear shackles designed by members of their own race. This is why in places like Faerun, any individual elf can't even go to the elven homeland without doing something drastic (like promise to never leave). Powerful magic protects these places because the elven high wizards that rule the race live in these locations, and they receive only benefit from letting individual members wander the world collecting new experiences and magic to hopefully bring back to them.

As a race, elves of all professions tend to think like long-lived wizards. They know that they can potentially live hundreds of years, so they tend to be very risk adverse. In a word, like any wizard who survives very long in the D&D universe, they are cowards. They don't allow ideas like "permanent homes" or "pride" to get in the way of survival. Your average elf lives in the woods because the woods have a lot of hiding places and a native of any particular woods can outrun any non-native trying to catch them, and if your home in a tree burns down you can easily build another home in another tree. Archery is encouraged among elves because it keeps your enemies at a distance, and it grants elves the ability to attack from hiding. Stealth and a distributed cell structure to their society keep them alive long enough for their wizards to prepare a strategy to beat their enemies. They harass and use hit and run tactics to wear down enemies to buy time for their wizards to draw upon their hundreds of years of experience in order to deal with the enemy.

10.5.6 Warrens of the Gnomes: Guerilla Illusionists

Gnomes are one of the few innately magical races. Every gnome starts his day able to speak to burrowing animals, and every gnome of normal intelligence can cast a few simple illusions. Normally, this is not a recipe for a master race. And in truth, gnomes conquer nothing. Their great strength is that they don't fight fair.

Gnomes fight with a siege mentality, but with an extremely creative bent. They build their homes in hills to conceal them, then they cover these up with illusions. They use illusions of sound and light to misdirect enemies, and they use a network of trained burrowing animals to spy on the locations of their enemies. As small creatures, they excel at hiding and as a race they all have the ability to perform minor magical tricks that a creative person can use to any number of effects. They are hardy warriors with a flair for alchemy, so enemies of the gnomes can

expect tough and brutal battles in conditions of smoke and flame with troops hindered by caltrops and tanglefoot bags, their horses driven out of control by thunderstones.

Gnomish heroes are well known for fighting giants, but in combat this edge tends to be minimal, as is their knowledge of fighting techniques against goblinoids; in truth, gnomes attack giants at range and from covered and inaccessible positions to avoid being hit with boulders or forced in melee and have learned to strike well at other goblin races to end combats where these races might overrun the gnomish positions. The real enemy of the gnome is the kobold, as these two races tend to cancel out each other's strengths: kobolds use traps that care nothing for illusions, and they hide as well as gnomes but have an enhanced ability to search an area and so find hiding foes and traps, and each race is equally at home in the other's Small-sized tunnels. Kobolds are also better ranged attackers and are naturally armored, making them slightly better combatants. Kobold/gnome wars are masterpieces of misdirection and stealth as each race sets traps and ambushes with gnomes leveraging their innate talent with illusions and kobolds using traps, ranged attacks and melee ambushes, and their own sorcerous talents.

10.5.7 Orcs: The Endless War

Orcs are the product of a generations-long war against the other races. Unfortunately, they haven't realized that they've lost this war. Why the war starts is simple: orcs are, as a race, stupid, ugly, and weak willed, but very strong. Being stupid, ugly and weak willed means that other races tend to always get the upper hand on them and tend to always get the better end of any deal, and other races also tend to not want Orcs around. Orc goods are always a little worse than goods produced by other races, and orcs are generally a little rowdier and less pleasant to be around.

At some point the orcs realize that they are much better in battle than other races, and they decide to fight for a little respect and fair treatment. Then the war is on. The only problem is that orcs win battles, but lose wars. Other races have natural advantages or just greater intelligence, so any war tends to go badly for the orcs in the long run. Powerful melee combat ability doesn't mean much when elves attack from the bushes with longbows and then run away and all the races have superior battle plans and ability to lead their troops.

Once the war has been decisively won, the orcs are driven out of their lands and pushed into some badland, hinterland, or some other undesirable terrain far away from trade routes and civilization and usually full of monsters. The other races then go back to their lives, but here's the trick: the orcs don't. As far as the orcs are concerned, the war is still on because the orcs are still stuck in the worst land in their area, scraping by in the wilderness with minimal natural resources and almost no access to the products of civilization like arable farmlands, centuries-old cities, and trade goods like the products of skilled craftsmen from other lands (which can include magic items).

All of orc culture comes back to this issue. Orcs are constantly warring on other races not out of innate need for violence or evil inclinations, but because they are fighting for their survival as a race in lands considered undesirable by every other major race. Orc raids are not only for food and booty, but for all the things that orc culture cannot produce like tools and weapons. Without these things they cannot survive in the wilderness, and they cannot produce them in the wilderness living as nomads who hunt and gather for survival.

Orc hordes are not an indication of warlike racial tendencies, but of population issues. Once the orcish population in the badlands grows too large to be supportable, they must conquer new lands or else face death by famine and disease. Hordes are formed of "excess" young males that are sent off to carve out new lands or die trying... both results ease the burden on the few resources in the badlands.

The fact that orcs are constantly in a war footing means that they easily offend other races with their tactics. Rather than fight elven guerilla fighters who sap their resources and manpower, they'll burn the forest down, and rather than fight dwarves in their millennia-old and heavily entrenched deepnesses filled with traps, the orcs will collapse the tunnels and dig the booty out of the rubble. The fact that most races fight defensively means that orcs only gain tactical advantage by being extremely offensively-minded. The fact that orcs do not have supplies coming from the badlands means that while they have no supply trains to cut, they must conduct blitzkrieg-style war or face starvation, and they cannot afford to hold troops in reserve. They often just don't have the resources needed to conduct honorable or civilized war, and their attacks seldom have finesse or timing on their side, meaning that they only win battles through overwhelming force. Night raids are their specialty, as they have darkvision and are sensitive to light.

10.5.8 Borderlands of the Sahuagin: Sore Winners

The first thing to understand about the Sahuagin is that they have already won. Completely. The surface of the world is about $\frac{3}{4}$ ocean and they own almost all of it. From the standpoint of the Sahuagin, the only places on the planet that have non-Sahuagin races in them are the stale crusts that they already had the presence of mind to cut off

their sandwich. All of the non-Sahuagin races are all ghettoized. Even the other aquatic races have been marginalized to the point where they only get the brackish water (Locathah), the rocky shallows (merfolk), the underground darks (Kuo-Toans), or the muddy salt marshes (Lizardfolk). The real real estate – the ocean and coastline – are pretty much the private playground of the Sahuagin.

Individually, Sahuagin will kick your ass, and collectively they will kick the ass of any nation you happen to support. The combined populations of all other sapient races on any planet are less than the population of Sahuagin on that planet. The Sahuagin are also much smarter and better organized than you are so their cities are actually more productive than yours per person in addition to the fact that they have more cities than all the other races and their cities are more populous.

The Sahuagin mutate constantly, but are not inclined to Chaos. They just all have different appearances and capabilities. But every one of them is gifted with super intelligence and thick natural armor. The Sahuagin deep seers are some of the most gifted wizards on the planet and honestly have nothing better to do than just scry on crap and tell the armies where there's some cool stuff to go loot. From time to time the Sahuagin will come onto land to beat the living crap out of people and take control of important or valuable items. Then they take the spoils of war and drag it back under water, laughing the whole time.

Against this backdrop of crushing inferiority, how do the other races maintain? Most of them are fighting for stakes so small that they haven't even noticed that the vast majority of the planet is owned and operated by brutally efficient fish men. But one race that certainly has noticed the power discrepancy is the race of elves most likely to be forgotten: the Sea Elves. They actually live in many of the same areas and have a war going with them.

Life is hard for a Sea Elf, because every one of them is born into a post-apocalyptic world where mutants run amok and hunt them for sport. But it's actually even worse than that because in addition to simply being physically and intellectually inferior to the Sahuagin like everyone else is – they are actually stupid and useless even contrasted with the surface races. An average Sea Elf is as much the intellectual inferior to a Sahuagin as a Griffin is to a normal human. The Sahuagin consider the Sea Elves to be little more than animals, and they aren't wrong.

The Sea Elves keep surviving at all because they see farther than Sahuagin in low-light conditions (and are thus often able to swim away from potential encounters with Sahuagin during the morning and twilight hours that Sea Elves leave their hidden nests), and also because every so often a Sahuagin gets born who looks exactly like a Sea Elf. These Sahuagin mutants, called Malenti, are a little bit worse than a normal Sahuagin in that they lack the rending claws. But they're still stronger and smarter than any Sea Elf that ever swam the 7 seas. So when these Malenti realize that they get a crap deal from Sahuagin society, they often as not run off to join the Sea Elves, where they almost immediately rise to positions of leadership. They also gain crap loads of experience very quickly because the odds are so stacked against them. In short, the reason that the Sea Elves still exist is that they actually are a splinter faction of Sahuagin that uses real sea elves as beasts of burden instead of simply hunting them like the more normal Sahuagin groups do.

And yet, despite the fact that the Sahuagin have won at everything, they still continue to fight the other races and take their children and stuff. Partly this is to feed the insatiable demands of their Baatezu masters, and partly this is because on some deep level the Sahuagin are convinced that it actually couldn't possibly be that easy. In addition to looking for bling and candy to take from the weaker races, the Deep Seers are also combing the world for the one thing that the Great Mothers are pretty sure exists somewhere: the hidden army that the other races are putting together to take the world back from the clutches of the Sahuagin Empire. As far as anyone knows, it doesn't exist, but for some reason the Great Mothers keep insisting that the searching continue. Maybe they know something we don't?

Campaign Seed: Free Your World

The Sahuagin have pushed things too far. After the leveling of the city of Kelpport, the remaining peoples of the land have at last come to realize the danger that the Sahuagins' unchecked strength poses. The natural alliance of pretty much everyone against the Sahuagin has formed. But how far can you trust your allies? Will the goblins really show up when they said they would? And does everyone together have the strength to topple the coral spires of the Deep Seers?

Campaign Seed: The Price of Hubris

In ages past, the Sahuagin conquered the seas of the Kuo-Toa. They crushed their temples, and slaughtered their children. And no one liked the Kuo-Toa because of all the sacrificing people to the Great Evils they used to do, so no one did anything about it at the time. As massively successful empires are wont to do, the Sahuagin have allowed themselves to become decadent and haven't been crossing their Ts particularly, and now the Great Evils are straining to enter the world. That's... unfortunate... because these ancient and malevolent forces have the power and inclination to destroy everyone on the planet. And to make things worse, while some of the Sahuagin are aware

of the problem and contracted our heroes to help solve it, lot's of other Sahuagin refuse to acknowledge that any problem could possibly warrant getting help from outsiders and will work against you at every turn.

10.6 After the War

“Everything ends, and everything dies.”

Every war has a beginning, middle, and an end. And from a dramatic storytelling point of view, the periods before the war and after the war can honestly be just as awesome as the war itself. Periods before war are, frankly, just like periods of peace and don't warrant being included in this text at all. Periods after wars can be quite compelling as well.

It is a common myth that all wars have winners and losers. The truth is that there are many wars that don't have any winners. Nevertheless we will classify the afterwar campaigns by the signature winner or loser of the last conflict. Often a war will have many winners and losers, so really this can be thought of as a jumping off point for the people the story is most interested in.

10.6.1 Triumph of the Halflings: Reconstructing the Shire

How many of you actually read the Lord of the Rings rather than simply watching the movies? Perhaps the biggest and most awesome part of Halfling lore is the part where they have to pick up the pieces after their shire has been razed. So here you have a situation where the halflings have won, they have conquered and they can invoke their rights as conquerors to impose their culture on the defeated.

But that's a problem. Halfling culture is all about not doing that, it's a very nice society that produces a lot of grain and leads by example. Halfling society has Mayors who rule because they are well liked and have good ideas – not necessarily the strongest adventurers. The entire point of the “Outrider” culture is in fact to get powerful Halflings into a prestigious position where they don't control the day-to-day workings of society.

When the Halflings become conquerors, their whole way of life is disrupted. Suddenly the Outriders do run the show – or at least those parts of it as are on Goblin land. Remember, absolute power corrupts and all that. Halfling society has never really had to contend with a leader who wasn't easily replaceable. With the masters of war in control, how can the shire ever be rebuilt the way the people want it to be? And when it comes down to it, should the Shire be rebuilt the old way? The last time around, The War happened, and that wasn't good for anyone. Maybe a new direction is the best thing.

10.6.2 Defeat of the Halflings: They Came and Took Our Land

Halflings are, as a people, fairly non-confrontational. So it is perhaps unsurprising that Halflings who had been on the losing side of The War would want to leave. Really, most halflings aren't going to disperse into the wilds to conduct a guerilla war against their oppressors and stage a partisan movement to attempt to make the holding of Halfling territory implausibly expensive. . . they're just going to pack up and go. And a perfectly reasonable opening curtain for a D&D campaign is right there – in the trains of refugees flooding out of former Halfling territories.

Where will they go? How will other races, even other Halflings, respond to the promised influx of new mouths to feed? It's a nasty proposition, and it really tugs at the heart strings because Halflings look kind of like children anyway, and watching them fleeing with all their worldly possessions into an uncaring world while genocidal enemies pursue them is emotionally effective.

10.6.3 Triumph of the Dwarves: Breaking the Cycles

The Dwarves don't consider themselves to have “won” just because the goblin invasion has been broken or the last orc warrior has passed out from lack of supplies. No, they understand that the goblins will be back and the orcs remain in the Savage Lands. Team Monster will return, probably within the lifetimes of the Dwarves fighting the last battle, so they've bought themselves a respite, not a victory. But imagine for the moment that the Dwarves actually have won. Maglubiet himself has agreed to order the goblins to leave the Dwarves alone. What now?

The Dwarves have no answer for that question! Their entire way of life depends upon readying themselves for the next battle in an endless struggle. With the actual end of the struggle, their society collapses. Sons do not listen to fathers, and Dwarves of all ages take up beatnik poetry. Cats and dogs live together and currency and hard work

lose their value. What would the Dwarven elders do to put things back on track? What new ways could the Dwarves embrace that would allow them to move forward?

10.6.4 Defeat of the Dwarves: The Tunnels Forgotten

It takes a lot for Dwarves to actually lose, just as it takes a lot for them to win. The preponderance of Dwarves really will fight to the death and they are quite good at doing that. But they do have a contingency. They have a backup plan that involves taking a bunch of women and a few men and spiriting them away to various parts of the underdark to rebuild the race in secret. Did you know that sometimes they get excited and activate this plan without actually having lost yet? Then they send a colony pod off into the underdark and are stuck in a position where they can't easily recall them. That's where the weird Dwarf colonies come from. Sometimes it works out, and eventually contact is restored with the "Deep Dwarves." Sometimes it really doesn't work out well for anyone and you get Duergar.

10.6.5 Triumph of the Goblins: What's Yours is Mine

Getting conquered by the Goblins really has very different effects depending upon which Goblins are in charge when they overrun your defenses. The Hobgoblins have the most intrusive plan – where your people are enslaved and forced to work for and even join the Hobgoblin clans. The Bugbears have perhaps the least disruptive plan, where they simply run into your village and kill and eat anyone they can catch and then go back to their own lands with everything they can carry. The regular old Goblins, on the other hand, mostly want to fill santa sacks with your stuff, and then come back tomorrow and do it again. It's like taxation, only it's set to "whatever they can carry" and you have to pay it "whenever they show up."

Living under the yoke of the Goblins can be anything from an excuse for lots of dangerous random encounters (Bugbears have overrun your nation), to a semi-comic game of fighting semi-organized crime (Goblins), to a role-play heavy pseudo-Japanese setting where the PCs are all ronin or ashigaru or something (Hobgoblins). It can even be more than one of those, in the not-unlikely case that more than one group of Goblinoids is involved. In this case, you're normally going to be forced into a society where Hobgoblins are Samurai, Bugbears are Ninja, Goblins are Yakuza, and you're a serf. This is your chance to do a Kurosawa film from the perspective of those guys in the background harvesting rice with a knife under the disinterested glare of a distrustful Samurai.

10.6.6 Defeat of the Goblins: A Land of Banditry

Again, since the Goblins are really three very different groups, them losing The War represents here extremely different results. The Hobgoblins will probably simply install their conquerors in the highest positions of their Empire and then enthusiastically change their methodology as little as possible. It's like being MacArthur after the handover of Nippon. The Goblins will likewise attempt to ignore their new masters as much as possible, though they differ from the Hobgoblins in that they will place themselves into the command structure of their new conquerors – to the extent that they happen to be in the presence of said conquerors. The Bugbears, however, are too proud to bother to pay lip service to any so-called conquerors. Mostly, the defeated Bugbears will vanish into the wilderness and proceed to live like werewolves. In that respect, beating the Bugbears is a lot like being beaten by the Bugbears, except that there are less remaining Bugbears.

Regardless, conquered lands of the goblinoid peoples are filled with what the new conquerors could graciously refer to as crime. Pockets of resistance, or just plain stubborn refusal to change to the new program – goblins are generally quite happy with the new regime but only because they pay it as little heed as possible. And for a goblin, that's a very small amount.

10.6.7 Triumph of the Necromancers: Endless Night

Life sucks when the ravening horde of Wights and Shadows overruns your kingdom. In fact, life probably doesn't even exist. Those that survive will normally have done so by taking shelter in small hallowed areas that the undead will not enter. But here's the exciting part: once all life is gone in the region, the Wights can't replace themselves. Sure, if you start with one Wight and then every day every Wight makes another Wight you'll have an army one million strong in 3 weeks – but that's already happened. They won, and now the Undead are on the down slope of

the Spawn cycle. It's really ugly, but you can retake the world. In fact, you're probably going to. Necropoly isn't really a government that lasts all that long in most D&D settings.

So here's how it works: you spend your time in the hallowed grounds biding your time. Then, you come out and kill a couple of undead beasties. Then, the various Necromantic Intelligences that have sprung up will direct undead soldiers to go get you, so you'll retreat back to the protected zone. Then you rinse and repeat. It's like a high fantasy post-apocalypse world. As long as you remember that you're small and furry and have to stay out of the way of the dinosaur zombies, you're capable of chipping away at the onyx gauntlet that grips your kingdom.

10.6.8 Defeat of the Necromancers: Resource Rush!

OK, what does a necromantic army do to the land it passes through? Well, for starters it kills everything. Everything. That means that it leaves only the inanimate stuff behind. The soil, the houses, the gold, that sort of thing. In short, if you come in there with some seeds and some dreams after the necromantic army has been destroyed (and remember, many necromantic armies fight to the last), there is a bunch of livable land with no occupants and no monsters.

That is comedy gold right there, and every group of humanoids in the area is going to send all their second sons off to go try to colonize. That means that you have extremely mixed race settlements in the newly opened region. Gnolls live right next to Gnomes for reasons other than alphabetical assignment. But other than getting to live in the newly opened Oklahoma Territory with a bunch of radically different sapient species who don't speak the same language or get along, remember that the monsters are coming back as well. This is empty land, so the monsters going in are doing so at a rate literally infinitely faster than the rate of monsters going out. Sure, it may be a trickle, but it's completely asymmetric. When a displacer beast comes in to the region, it won't have any of its normal food sources or enemies available – so it's just going to go straight for the villages.

So while the monster presence in the area is almost insanely low by D&D standards, all of the monsters are going to immediately attack humanoid settlements as soon as they show up. That really makes it easy to DM, let me tell you.

10.7 Logistics and Dragons

“A tiger fights with claws, a dragon fights with fire. An army fights with rice.”

Does your character have chalk? Is it written on his character sheet?

The level of detail given over to what characters have in their pockets and saddle bags varies tremendously from game to game. And that's fine. There is nothing objectively wrong with characters keeping track of every single quart of oil that passes through your character's hands, just as there is nothing wrong with hand waving all non-magical equipment. In fact, when characters start interacting with the wish economy it is perfectly OK to handwave a character's minor magic items (we'll just assume that a 16th level Ranger has a wand of cure light wounds in his boot – it's seriously not worth keeping track of).

So with such a wide array of perfectly reasonable and enjoyable ways to play the game, why bring it up at all? Well, the fact is that ultimately you need to find out what level of detail your DM wants to deal in. To be honest, I find that I usually don't even use notes and simply keep salient campaign information in my head. So I don't require players to write down how many pitons they have. Other DMs write it all down and have an index card that states how many towels are in individual laundry hampers when the players burst in the door. Both work.

The point is that this can cause very real arguments between people if they aren't on the same page. Like most other aspects of role playing gaming, it should be hammered out exactly what you're doing before you start playing.

10.7.1 The Demographics of D&D

“If you can bludgeon an elephant to death with a teddy bear on a stick, fill in the bubble labeled ‘yes’.”

The breakdown of characters with class levels and their levels in society at large in the DMG is almost exactly wrong in every respect. Think about it: when you think of the powerful people in the world, how many of them are Wizards? Now, how many of them are Fighters? The truth is, that everyone who is 15th level is actually of roughly equal power and capable of influencing the world to a roughly similar extent. The reason that the high-end world is shaped so much more by Wizardly activity than it is by powerful swordsmen is because the vast majority of high level characters are spellcasters!

The reason for this is simple: NPCs go up levels when they are in situations appropriate to their class, not for overcoming challenges like Player Characters do. NPC dragons go up levels by just living a long time, NPC necromancers can go up levels by sitting around a musty tomb reading ancient tomes, and NPC Fighters go up levels by Participating in Major Wars. One of these things is not like the other, and the end result is that the high end of the NPC world is primarily populated by Dragons and Wizards – NPC Fighters can become high level, but not by doing incredibly safe things so most of the time they don't. So when the eight most powerful NPCs come together and form a council for world rulership or something, chances are very good that every single one of them is some kind of spellcaster. This isn't because a 20th level Fighter isn't a hardcore dude, it's because NPC Fighters rarely survive in the environment required to become 20th level, while NPC Wizards often do.

Furthermore, the population density overall has little relevance to the number or level of powerful characters in a region. Indeed, some of the harshest environments have only highly leveled characters in them. The deeper you go into Moil or the Banemires, the less likely you are to run into a humanoid, and the more likely any humanoid you do meet is to be a total badass. So I'm sorry, there isn't a simple rubric to determine the highest level character in a region or the level spread of said characters (indeed, Necromancers persist notably longer when they become more powerful and the level distribution is a reverse bell-curve with a local minimum at 6th level). It would be nice to say that there was, but that just isn't so.

10.7.2 Leaders of Men

"You can only breathe fire every couple of seconds, I have so many tiny men that you cannot win."

Not all campaigns will want to deal with a character's baggage train and camp followers. Certainly it can be quite a pain to try to keep track of a small army of soldiers in the middle of a continuous dungeon crawl. As such, any [Leadership] feat is completely optional. Some games simply won't use Leadership feats in any capacity, and that's fine.

Further, there are a lot of potential ways to get your army on (Influence is based on your Diplomacy, Artifice is based on your Craft skill, Command is based on your BAB, Necromancy and Summoning are both based on your highest castable spell level), and there's no specific reason that you wouldn't be able to have more than one. Except of course, that it can be extremely confusing to try to play with large sources of PC-led armies. So there is another common house rule that limits each character to no more than one Leadership feat.

In any case, if Leadership is allowed at all, there are some ground rules. First of all, no Cohort should ever be more or less than 2 levels lower than the PC. Ever. So if someone has a cohort that's something dumb like an Iron Golem, it's got to advance so that its CR advances in line with the character's level. Cohorts that can't be excused doing that aren't appropriate cohorts. Secondly, followers are traditionally of the crappy classes (Warrior, Expert, Aristocrat), and that's why followers are given appropriate CRs like 1/2 rather than levels like "1".

So those tiny men could just as easily be CR 1/2 trained dogs or CR 1/2 Kobold Warriors. Whatever.

10.7.3 Administering your People

"Alright, let's hear it... for Me!"

So you've slain the dragon and the local hobgoblin clan has arranged an elegant wedding between you and the most beautiful daughter of the daimyo... and then what? Most of the people you just became the ruler of are commoners. That doesn't mean that they have the Commoner class – holy crap was that thing a bad idea all around. No, in fact, we're phasing that class out completely. No, it means that your people mostly come with a humanoid hit die that if they ever tried hard enough would be replaced by a character class of some kind.

But while these people can end up with a character class, they aren't going to. Your peeps are pretty much useless, and you've got to accept that. Some of them will have their humanoid hit dice transferred out to be Experts or Warriors – but those classes only go up to 5th level and aren't good. These guys pay taxes and need to get rescued. Really, that's why they are there.

10.7.4 Conquered People

"Spare the man in the kangaroo suit, he amuses me."

Sometimes you just don't get along with people at all. Sure, if you kill the local Remorhazz, the locals will probably make you the lord. This is basically short hand for the fact that most people realize that you could overpower society, but right now at least you're fighting for society and they want to make sure it stays that way. But sometimes they don't. Either they already have a lord or they just really don't like you.

Leadership Score	Followers by CR												
	1/2	1	1 1/2	2	2 1/2	3	4	5	6	7	8	9	10
1	1												
2	1												
3	1												
4	2												
5	2	1											
6	3	1											
7	4	2	1										
8	6	3	1										
9	8	4	2	1									
10	12	6	3	2	1								
11	16	8	4	3	2	1							
12	20	10	5	4	3	2	1						
13	30	15	9	8	7	6	3	1					
14	42	21	10	9	8	7	3	1					
15	56	28	14	13	12	11	5	2	1				
16	70	35	17	16	15	14	7	3	1				
17	80	40	20	19	18	17	8	4	2	1			
18	90	45	22	21	20	19	9	4	2	2			
19	100	50	25	24	23	22	11	6	3	2	1		
20	120	60	30	28	26	24	12	6	4	2	2		
21	150	75	35	30	28	26	13	7	5	3	2	1	
22	175	80	40	35	30	28	14	7	5	3	2	2	
23	200	100	50	40	35	30	15	8	5	4	3	2	1
24	250	125	60	50	40	35	17	8	6	4	3	2	2
25	275	130	65	60	50	40	20	10	6	4	4	3	2
26	300	150	75	65	60	50	25	12	6	5	4	3	3
27	350	175	80	75	65	60	30	15	7	5	4	3	3

But you can still make yourself master of these ingrates by actually overpowering their society. Smack their lords around, beat their guards in combat, and crush their fortifications and temples beneath your sandaled feat. And then... you have a bunch of people that resent you. Sure, you can buy some of them over with promises of power over their own people, and if you rule a land for a generation the children will grow up not even knowing the taste of any lash but yours. And you could even be a kind king and make your people prosper and such, and some people will respect you for that.

But policing and improving an economy filled with people that resent your presence is expensive. Whether you're trying to bribe them into loyalty or just sending guards to execute trouble makers this is simply much less efficient than getting occasional voluntary taxation. In fact, it's roughly half as lucrative as administering non-confrontational civilians.

Furthermore, regardless of how nice you're being or how hard you come down on potential troublemakers, there will be heroes who come to kick you out. Maybe they just refuse to take your filthy halfling lucre, maybe they object to your daily executions for failure to work hard enough. Whatever, the actual injustice of your regime has little to do with how often it is overthrown in the D&D world. The point is that in addition to getting less taxes, you have to deal with a stream of hostile adventurers. And that's why so many groups just don't bother – after beating the lizardfolk in the field, most adventurers just sack the temple and move on.

10.7.5 Why We Fight

“People on the left... we hate the people on the right.”

There are lots of reasons to kill other people, and all of them can seem like a good idea. You can raise the sword for religious differences (anything from “they eat people” to “those people give Pelor's blessing with the wrong number of fingers”), conquering territory, stealing swag, killing peoples you don't like, etc.

The key here is that no matter what you're fighting for, it's a lot easier to get an army together if you can put a good spin on whatever it is that you're doing. Sure, some creatures will fight for small piles of gold – but most want either really large piles of gold or even better – assurances that they are doing the best possible thing by potentially throwing their lives away to kill other people. Heck, most creatures that would be willing to fight for gold alone would just as soon attack a creature offering to pay them gold to get the gold as fight on that creature's behalf to get the gold as payment.

What this means is that bribing creatures to switch sides is generally really hard. It's not just that creatures are generally adverse to switching sides, it's that for a creature to fight on any side they probably already rationalized killing other creatures for that team and it's going to take a lot to change their mind

CONDITIONS & SPECIAL ABILITIES

11.1 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.

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.

Table: Special Ability Types

	Ex	Sp	Su
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

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?

11.2 Special Abilities

A special ability is either extraordinary, spell-like, or supernatural in nature.

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.

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).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an antimagic field). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

11.2.1 Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells lesser restoration and restoration offset ability damage as well. Ability drain, however, 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.

11.2.2 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.

11.2.3 Blindsight and Blindsense

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).

- Blindsight 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.

11.2.4 Breath Weapon

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.)

11.2.5 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.

11.2.6 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.

11.2.7 Damage Reduction

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 nonmagical 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.

11.2.8 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.

11.2.9 Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, 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.

11.2.10 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.

Table: Diseases

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled	16	1 day	1d6 Wis
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.”
- **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.

11.2.11 Energy Drain 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 rollmere 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).

11.2.12 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.

11.2.13 Evasion and Improved Evasion

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.
- Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

11.2.14 Fast Healing

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.

11.2.15 Fear

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.

11.2.16 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.

11.2.17 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.

11.2.18 Gaze Attacks

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.
- 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.
- Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

11.2.19 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.

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	-20
Some distance away	+1 per 10 feet
Behind an obstacle	(door) +5
Behind an obstacle (stone wall)	+15

11.2.20 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.
- 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.

11.2.21 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.

11.2.22 Low-Light Vision

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.

11.2.23 Paralysis

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.

11.2.24 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.

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.

11.2.25 Polymorph

Magic can cause creatures and characters to change their shapesometimes 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.

11.2.26 Psionics

Telepathy, mental combat and psychic powerspsionics 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 aloneno other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Table: Poisons				
Poison	Type	Initial Damage	Secondary	Damage Price
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

*Permanent drain, not temporary damage.

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 teleport 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.

11.2.27 Rays

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.

11.2.28 Regeneration

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.

11.2.29 Resistance to Energy

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.

11.2.30 Scent

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.

11.2.31 Spell Resistance

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.

11.2.32 Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

- 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.

11.2.33 Turn Resistance

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.

12.1 The Maginomicon

“With great powers come laser eyebeams.”

12.1.1 Easter Egg Class Features: Artifact Swords and Powergloves

Here’s a secret: some characters really can’t even play the game at high level. But they do anyway, all the time. Sometimes the players never even realize that their character has no intrinsic capability to play the game at the level he’s competing at. And that’s because of two things: DMs control the Monsters, and DMs control the Treasure. It is our hope that the Monks and Assassins in this document will be able to hold their own without needing to get Power Gloves that act as magic weapons for their natural weapons or anything else really cheesy like that. That being said, we still haven’t covered everything:

- Rogues still need a magical object that allows them to use the Hide skill by about level 9.
 - Fighters still need their artifact swords at level 10.
 - Bards still need some completely arbitrary magic item that summons a monster or something so that they can contribute at all past level 12.
 - Mounted characters need a magical beast or dragon to ride around on by level 7.
- And so on. As this series continues, we will attempt to solve some of these outstanding issues.

12.1.2 Your Money is No Good Here

As described in the Economicon, you can’t just throw a walrus’ weight in gold on the table and get powerful artifacts in return. You can get powerful magical items in exchange for rare planar currency, but you can only do that in a few planar locations. From the standpoint of the DM this is very convenient, because it means that you can hand out all the opal statues you want without worrying that the players are going to pool it all and get some totally hardcore magic items that will undermine everything. At the same time, it means that you can hand out planar currency and know for a fact that it’s going to be used for powerful magical items.

12.1.3 It’s Not Stupid, It’s Advanced!

The 15,000 gp limit for purchasing equipment can be pretty limiting, but the game works much better once you realize that it’s there. Still, while characters can’t go out and buy a +4 sword with pieces of gold (all 647 pounds of it), they can purchase a +1 flaming or ghost touch sword with chunks of non-magic metal. You can also pump those up with greater magic weapon to be something level appropriate. This offends some people, but it really is part of the way the D&D magic item economy is supposed to work. People are supposed to be fighting with weapons that are level appropriate, and people are supposed to be purchasing new weapons for different occasions, and there are not supposed to be stores with racks of powerful swords that would be level appropriate for 12th level characters stacked up in various setups on shelves.

- **Bonus Rule:** The game actually works better if every character of 6th level or higher simply has *greater magic weapon* 1/day as a spell-like ability. Caster level is equal to character level. Try it, it's amazing how many problems are solved by this relatively simple change.

12.1.4 Material Components: A Joke Gone Way Out of Hand

Material components are a joke. I'm not saying that they are metaphorically a joke in that they don't act as a consistent or adequate limiting factor to spellcasting, I mean that they are actually a joke. Material components are supposed to be "ha ha" funny. The fact that even after having this brought to your attention, you still aren't laughing, indicates that this is a failed attempt at humor. Most material components are based on technological gags, when you cast scrying you are literally supposed to grab yourself a "specially treated" mirror, some wire, and some lemons – which is to say that you make a TV set to watch your target on and then power it with an archaic battery. When you cast see invisibility you literally blow talc all over the place – which of course reveals invisible foes. Casting lightning bolt requires you to generate a static charge with an amber rod and some fur, tongues requires that you build a little Tower of Babel, and of course fireball requires that you whip up some actual gunpowder. Get it? You're making the effects MacGuyver style and then claiming that it's "magic" after the fact. Are you laughing yet?

Of course not, because that joke is incredibly lame and there's no way for it to hold your attention for several months of a continuous campaign.

12.1.5 Some Spells Don't Work

Many spells are underwhelming for their level or have mechanics that are hard to explain. But first and foremost of all the spells that are bad for the game is Polymorph. That spell is integral to any fantasy setting, but people haven't made it work in 3rd edition. Mostly, this is because people keep writing it long instead of short. Remember, if you can't explain an effect in 2 minutes, everyone else is already confused.

Polymorph Version 1: Character Replacement

If you take part of your character – any part of your character – and part of a monster from one of the many monster books in D&D, and you put them together into a single Voltron-like body, you have broken D&D. That should be obvious, but since we are over six years into the ridiculous circus that is polymorph in 3rd edition Dungeons and Dragons, apparently it isn't. If it is important to you that you be allowed to dumpster dive through the monster books and find an appropriate to transform into, it is important to D&D that absolutely no part of your character be mixed and matched during that period. If you want to truly become a monster, you have to actually become that monster. Not "the monster with all my spell effects running", not "the monster with my formidable mental attributes. No. You need to become the monster exactly as it appears in the monster book or there's no chance of you getting a balanced result. Some people are going to end up as mediocre monsters with carry-over abilities that happen to synergize well and become tremendously powerful while other people are just as unbalanced in the other direction when they find that drawbacks of their character are carried over and overwrite the abilities of a monster that are supposed to make them any good at all.

And this isn't just hyperbole or doomsday predictions, this is established fact. We've all played with some of the multitude of different versions of Polymorph errata and "fixes", and the abject horror caused by every single iteration. The idea doesn't work. If you're going to replace any part of the character, you have to replace it all. So here's a version of polymorph that won't make us cry. This ain't rocket science, it just takes a little bit of discipline:

Polymorph Self

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 Standard Action

Range: Self

Duration: 10 minutes/level (D)

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: No

"A Turtle am I? Let's see how Turtlike I... CAN... BE!" And with that, the mage was a giant turtle.

You vanish and a monster of your choice appears in your place. The creature shares your alignment, personality and goals, and will continue to act as you would within the limits of its intelligence and abilities. The creature must be at least 3 CR less than your character level, may not have the incorporeal or swarm subtype, and is unexceptional for its type. If the monster is killed, the spell is ended. When the spell ends, the monster vanishes and you appear where the monster was with an amount of lethal, nonlethal, and ability damage on you equal to the amount the monster had suffered when the spell ended (this means that if the spell ended because the monster was slain and the monster had an equal or greater number of hit points as you, you may well be dead when you appear).

Polymorph Other**Transmutation****Level:** Sor/Wiz 4**Components:** V, S**Casting Time:** 1 Standard Action**Range:** Medium**Target:** One Creature**Duration:** Permanent (D)**Saving Throw:** Fortitude Negates**Spell Resistance:** Yes

The witch snarled at the trespasser and pointed her wand vindictively at him. A short incantation later left nothing but a pig in his place.

Your target vanishes and a creature of your choice appears in its place. The creature shares the alignment, personality and goals of the target, and will continue to act as it would within the limits of its intelligence and abilities. The creature must be at least 5 CR less than your character level, may not have the incorporeal or swarm subtype, and is unexceptional for its type. If the creature is killed, the spell is ended. When the spell ends, the creature vanishes and the target appears where the creature was with an amount of lethal, nonlethal, and ability damage on it equal to the amount the creature had suffered when the spell ended (this means that if the spell ended because the creature was slain and the creature had an equal or greater number of hit points as the original target, it may well be dead when it appears).

Mass Polymorph**Transmutation****Level:** Sor/Wiz 7**Components:** V, S**Casting Time:** 1 Standard Action**Range:** Medium**Target:** Any number of creatures within a 20' radius**Duration:** Permanent (D)**Saving Throw:** Fortitude Negates**Spell Resistance:** Yes

The crowd looked uncomfortable. They had weapons and were brandishing them in a fashion quite menacing. But the magician was laughing, and that really put a damper on the mood of the entire event. They started to regain their composure and again advance upon him. He snorted and muttered an incantation, and something about swine ...

Each target vanishes and creature of your choice appears in its place. The creatures share the alignment, personality and goals of the targets, and will continue to act as they would within the limits of their intelligence and abilities. The creatures must be at least 7 CR less than your character level, need not be the same for all targets, none may have the incorporeal or swarm subtype, and all are unexceptional for their type. If a creature is killed, the spell is ended for that target only. When the spell ends, the creatures vanish and the targets appear where the creatures were with an amount of lethal, nonlethal, and ability damage on it equal to the amount the creature had suffered when the spell ended (this means that if the spell ended for a target because the creature was slain and the creature had an equal or greater number of hit points as the original target, it may well be dead when it appears).

Polymorph Version 2: Fixed Forms

The other version is one where transforming leaves you essentially yourself, only with a new hairdo and possibly some bonuses. In this case, you keep everything about yourself and simply get a disguise and some advantages consistent

with a buff spell. All of the “Whatever-Form” spells don’t stack with multiple castings or even with each other, because they are considered to be “one spell makes another spell irrelevant” for purposes of spell stacking.

Human Form**Transmutation**

Level: Brd 1; Sor/Wiz 2

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: One Willing Creature

Duration: 10 minutes/level

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes

The man looked at the fallen prince and smiled. He whispered some eldritch words, and then there were two princes. One living, and one dead. The living prince smiled.

The target assumes the appearance of a specific individual of medium size or smaller, or of a generic member of a humanoid race. The target is effectively disguised, and gains a +10 bonus on Disguise checks made to impersonate the genuine article. The target suffers no penalties to Disguise for assuming the visage of a different race or sex.

Lycanthropy**Transmutation**

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: One Willing Creature

Duration: 10 minutes/level

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes

The shaman howled in rage and transformed into a wolverine.

The target assumes the appearance of a specific or generic animal or magical beast of small, medium, or large size. The target is effectively disguised, and gains a +10 bonus on Disguise checks made to impersonate the genuine article. The target suffers no penalties to Disguise for assuming the visage of a different race or sex. The new form is unable to use normal equipment (all carried or worn items meld into the new form when the spell takes effect), and has whatever natural weapons the caster desires (to a maximum of 1 natural weapon per four levels). These natural weapons inflict an amount of damage appropriate for a magical beast of the new form’s size. Any equipment the character had is subsumed into their new form.

- Small, Flying: 90’ flight speed (good), +4 Dex, -4 strength
- Small, Land: +2 Dex
- Small, Swimming: 60’ swim speed
- Medium, Flying: 60’ flight speed (good), +2 Dex
- Medium, Land: 40’ land speed, +2 Strength, +2 Natural Armor
- Medium, Swimming: 60’ swim speed, +2 Strength, +2 Natural Armor
- Large, Flying: 90’ flight speed (average), +2 Dex, +4 strength, +1 Natural Armor
- Large, Land: +6 Strength, +5 Natural Armor
- Large, Swimming: 60’ swim speed, +6 Strength, +4 Natural Armor

Monstrous Form**Transmutation**

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: One Willing Creature

Duration: 10 minutes/level (D)

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes

With a sweep of your cloak you become a creature of nightmare.

The target assumes a horrific and monstrous countenance of a monster of Medium, Large, or Huge Size. The basic structure can look like pretty much anything, and the descriptions are just guidelines. All of the character's equipment melds into his new form. The character no longer has the ability to use equipment, but has a number of natural weapons appropriate to the new form:

- Yeth Hound (Medium): 50' speed, +4 Str, +4 Dex, Bite, Improved Trip
- Displacer Beast (Large): +8 Str, +2 Dex, +5 Natural Armor, 1 Primary Bite and 2 secondary Tentacle Whips, Concealment.
- Monstrous Spider (Large): 30' Climb Speed, +8 Str, +8 Natural Armor Bonus, 1 natural weapon Bite, Poison (1d6 Con/ 1d6 Con)
- Chuul (Large): 60' Swim Speed, +8 Str, +6 Natural Armor, 2 Primary Pinchers, character gains the [Aquatic] Subtype.
- Bulette (Large): 20' Burrow Speed, +8 Str, +10 Natural Armor
- Manticore (Large): 60' Fly Speed (Average) +8 Str, +6 Natural Armor, 2 natural weapon Claws, 2 natural weapon ranged spikes attacks (1d8 + Str, 19-20 crit, 20' range increment)
- Giant Serpent (Huge): +14 Str, +10 Natural Armor Bonus, 1 natural weapon bite, Poison (1d6 Dex damage/1d6 Dex damage), Improved Grab.

Fiend Form**Transmutation**

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: One Willing Creature

Duration: 10 minutes/level (D)

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes

With a foul guttural utterance and a rude gesture, the wizard transforms into a fiend from the lower planes.

The target assumes the appearance of a specific individual of medium size or smaller, or of a generic member of a fiendish race. The target is effectively disguised, and gains a +10 bonus on Disguise checks made to impersonate the genuine article. The target suffers no penalties to Disguise for assuming the visage of a different race or sex. While in Fiendish form, the target gains two bonus [Fiend] feats of your choice that it would meet the requirements for if it was actually a member of a fiendish race, and gains access to a sphere of your choice. In order to use a spell-like ability from the sphere, the target must expend one spell-slot or prepared spell of an equal or greater spell-level, but there is no other limit to how many times the spell-like abilities can be used. Rules for [Fiend] feats and spheres may be found in the Tome of Fiends.

Dragon Form**Transmutation**

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 Standard Action

Range: Touch

Target: One Willing Creature

Duration: 10 minutes/level (D)

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes

The final incantations are completed and you transform into a dragon.

The target character assumes the form of a huge dragon. The character gets a +14 Strength bonus and a -4 Dexterity penalty. The character gains a +18 Natural Armor Bonus. The character gains immunity to one energy type (which must be Acid, Cold, Electricity, Fire, or Poison), and a breath weapon that inflicts 1d6 per level of the same type of damage. Using the breath weapon is a supernatural ability that requires a standard action and may only be used at most once every 1d4+1 rounds. The character has a flight speed of 120' with poor maneuverability. A character in Dragon Form has three natural attacks: a primary Bite and two secondary claws. Worn equipment is subsumed into the new draconic form.

12.1.6 Some Effects Don't work

Stacking Spell Resistance

Spell Resistance does stack, but it does so in a really weird way that the authors have never actually taken the time to explain. SR is a DC for a level check, and that means that it is actually calculated as the number people are supposed to roll to penetrate your SR plus your CR. A SR of 15 on a CR 1 monster is awesome (it means that people of your level are supposed to roll a 14 to penetrate your SR), while a SR of 15 for a CR 13 monster is a joke (it means that enemies fail to penetrate your SR only on a natural 1). When you have Spell Resistance, and your CR goes up, your Spell Resistance also goes up. An Imp with a CR of 2 and a SR of 6 who takes enough levels of Wizard to gain a CR (2 levels as it happens) gains 1 SR as well and is SR 7.

But what happens if more than one source gives you SR? Well, it still stacks, it just does so in the aforementioned really weird way. First, you take your highest SR, then you start adding very small numbers to it based on what your other sources of SR would give you. If a secondary source of SR is less than $6 + \text{your CR}$, having it increases your SR by +1. If a secondary source of SR is $6 + \text{your CR}$ or more, but less than $11 + \text{your CR}$, your primary SR increases by +2. If a secondary source of SR is between $11 + \text{CR}$ and $15 + \text{CR}$, it increases the primary SR by +3. And finally, a secondary source of SR that is $16 + \text{CR}$ or more adds +4 to the primary SR.

It would be nice if the basic rules ever explained that, but they don't. It doesn't come up all that often, but Drow Monks, for example, don't end up with SR in the high 30s at mid level. Their SR is actually just moderately impressive.

Hiding in 3.5 D&D is Dumb

OK, we all know that it makes us feel kind of bad when the Rogue sneaks up on people and stabs them in the face without them ever seeing who did it. But you know what? People totally do that crap all the time. It's not even an uncommon occurrence, and there's really no cause to get excited about. The 3.5 rules for hiding, where you need cover or concealment to hide, are retarded. That makes Rogues run around with tower shields so that they can hide themselves and their equipment behind the cover of the tower shield (including the tower shield itself, which makes my brain hurt). Yes, you can totally hide when there are no intervening objects between you and the victim. It's called "sneaking up behind people" and in a game with no facing it's handled with a hide check opposed by spot.

If you attempt to hide in a combat setting, you are under a number of restrictions:

- A character who has been attacked automatically can guess what square you are in. You may retain your invisibility, but that's just Full Concealment, and they could very plausibly hit you.
- There is a -20 penalty to Hide for attempting to fight while hidden. The distance penalties on Spot are pretty amazing, but most people can't hide at a -20 penalty.
- Once they see you, they see you. If an opponent successfully spots you even once (and they get to try every round while in combat), they just plain see you until you manage to get all the way out of their field of view (generally requiring you to leave the scene or make bluff checks or something).
- Spot Bonuses can get quite large. A spotter who knows what he's looking for gets a +4 bonus, and a spotter who is extremely familiar with the target gets a +10 bonus – these bonuses are weirdly listed under the Disguise skill, but they still apply (so if someone says "There's a halfling Ninja over there!" every other Guard gets a +4 bonus).

But you can do it. Hiding in combat is hard, but it's a thing that powerful characters may be able to do against some opponents. Some of the D&D authors have an outdated idea that Rogues should be forced to "hide in shadows" or something. But this is D&D, and most enemies have Darkvision. There are no shadows. Attempting to force Rogues to hide only in areas that they could plausibly hide in if a suspicious person was looking right at them and knew what they were looking for is incredibly cruel. In any kind of stressful situation that isn't an accurate picture of what is going on.

Clerics and Druids get Broken with Supplements

Sometimes it seems that WotC authors can't even write a supplement without writing a new Cleric spell. Unfortunately, that drives Clerics straight into crazy town because they actually know every spell on their list. So if someone writes 5 new cleric spells for a minor adventure, that's five new options that every Cleric player has for no reason. That has to stop.

Characters like Clerics and Druids are, with few exceptions (*cough*divine power*cough*) pretty much OK with the spells in the Player's Handbook. It's only when we mix in all the crazy options in additional sources that they go

over-the-top. It is our contention, then, that such characters continue to be allowed access to all spells in the PHB – and to only get one bonus known spell from other sourcebooks each level (choose wisely). In this manner, the Clerics and druids of the world will end up having a couple of specific gimmicks, and they won't all just be cookie-cutter copies of each other with an answer for every occasion. Thereafter, such characters could potentially find magical writings with new spells in their discipline that they could learn and use in the same manner as a Wizard. I have nothing against a Druid finding a copy of some ancient text that allows her to call upon the legendary bloodsnow, but it's pretty ridiculous the way in the current rules every Druid can get up one day and decide to have an explosion of bloodsnow.

12.2 The Necronomicon: Necromatic Spells

Necromancy as a school is possessed of some of the most powerful and game defining spells ever imagined in the worlds of Dungeons and Dragons. *magic jar*, *wail of the banshee*, and *clone* can practically be a world threatening plan for a BBEG all by themselves. In fact, that's been done several times. But Necromancy as a school suffers greatly for this attention. Though the earth shaking power for dark lords is well represented, the low levels of necromancy have been largely ignored by generations of authors. It is our intention to produce a short list of spells that allow a low level Necromancer to be memorable and effective without constantly falling back on the old stand-by of having Spell Focus: Conjunction.

The [Healing] subschool: The spell *cure light wounds* has no business being in the school of Conjunction. It's not that you can't make an acceptable argument for the existence of "conjunction" that makes people feel better – that's actually pretty easy to rationalize. It's that *cure light wounds* doesn't work the way a spell that was in Conjunction would work. It doesn't create healthy flesh to fill up wounds – it channels Positive Energy into the creature and makes them feel better or worse depending upon how they react to that sort of thing. As described, the [Healing] subschool needs to be in the same school as *inflict light wounds*, because it does the same thing. Logically speaking, that could be Evocation (because Evocation handles any Energy Channeling), or it could be Necromancy (because Necromancy can do pretty much anything with Positive or Negative Energy). We suggest having the [Healing] subschool in Necromancy, but only because this isn't The Tome of Evocation. If you decide to make these spells Evocation spells for your home game, we won't stop you.

Congeaing Consumption

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 Standard Action

Range: Medium

Area: 10 foot radius burst.

Duration: Instantaneous, and 1 round/level (see below)

Saving Throw: Willpower Negates

Spell Resistance: Yes.

As the necromancer finishes the final incantations, a dark cloud arises and envelopes the souls of those within.

Any creature within the area when the spell is cast must make a Willpower save or be nauseated for one round per level of the caster.

Curse of Crumbling Conviction

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 Standard Action

Range: Medium

Target: One Creature.

Duration: Instantaneous

Saving Throw: Willpower Negates

Spell Resistance: Yes.

The avenging angel glared down with menace at the necromancer. She raised her flaming sword even as

he completed his spell. He met her smoldering gaze levelly. “Why?” he asked. It was a question she could not answer...

If the target fails their save they no longer feel strongly about people, ideals, or things. The target's alignment becomes neutral if it wasn't already, and the creature becomes indifferent to everyone, including the caster. This effect is an instantaneous shift, and in no way prevents a creature from responding to subsequent diplomacy or threats. This lack of purpose is an oppressive feeling for intelligent creatures, who will gladly adopt the alignment of whatever creature next persuades them to being helpful. Creatures with an alignment subtype will gradually find their purpose again – regaining the alignment of their subtype in a d4 days unless they already have a new one.

Dark Symmetry

Necromancy

Level: Sor/Wiz 2

Components: S

Casting Time: 1 Standard Action

Range: Medium

Target: One Creature.

Duration: Concentration

Saving Throw: Willpower Negates

Spell Resistance: Yes.

Her hands slow down from the frenzied pace and the necromancer's shadow extends into the target's. The warrior's sword arm slows and holds fast. A smile flashes across her face, and she takes a step forward. The warrior unsteadily takes a step backwards, a look of panic crossing his face.

If the victim fails their saving throw, they are helpless and unable to voluntarily move until the spell is terminated. Further, if the caster moves while concentrating upon the spell, the victim simultaneously moves an equal distance in the same direction. If the victim is moved into an occupied space, he falls prone. If the victim is moved off a cliff, he falls.

Form of Death

Necromancy

Level: Sor/Wiz 2

Components: S

Casting Time: 1 Standard Action

Range: Touch

Target: One Living Creature.

Duration: 24 hours

Saving Throw: Fortitude Negates (Harmless)

Spell Resistance: Yes (Harmless).

The final incantations completed, the necromancer's skin turned gray, his lips became cold and dry.

A creature affected by Form of Death becomes very much like an undead creature. The target gains [Undead] as a subtype and is affected by any spell or effect that targets Undead specifically. The target is also cured by negative energy and damaged by positive energy. The target is immune to negative energy levels, ability damage, and ability drain. The character will be treated as an undead by those around him, which is both a boon and a bane – while mindless undead won't attack the target unless specifically ordered to and the character gains a +4 profane bonus on all charisma related checks when used on undead creatures, the target also suffers a -4 penalty on Charisma related checks for dealing with living creatures.

Puppet Dance

Necromancy

Level: Sor/Wiz 3

Components: S

Casting Time: 1 Standard Action

Range: Close

Target: One Corporeal Creature.

Duration: Concentration

Saving Throw: Reflex Negates

Spell Resistance: Yes.

The necromancer holds her hands up with fingers apart, shadowy tendrils hang down from each finger, tapering into nonexistence before reaching her waist. As the spell reaches completion, larger tendrils appear above the target and hang down to anchor themselves in the victim's flesh.

If the victim fails their saving throw, they are helpless and unable to move voluntarily until the spell is terminated. This spell only affects creatures with a physical body. When the caster spends a standard action to concentrate on the spell, she may opt to have the victim move and perform a physical standard action. The caster cannot force the victim to use their spell knowledge (if any), and any attacks made by the victim use the caster's Base Attack Bonus rather than their own.

Sobering Skeletal Stillness

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 Standard Action

Range: Medium

Target: One Creature with Bones.

Duration: Concentration

Saving Throw: Fortitude Negates

Spell Resistance: Yes.

Chortling like a man possessed, the necromancer contorts his hands into unnatural positions, emitting dreadful crackling sounds of bones grinding against one another. A black aura surrounds his victim, and the sounds of crepitace now come from two...

If the victim fails their saving throw, they are helpless and unable to move until the spell is terminated. This spell only affects creatures who have a skeletal structure, although an exoskeleton does count. Creatures normally immune to paralysis, necromantic effects, or effects requiring a fortitude save that do not affect objects are still affected by this spell if they have a skeleton (so a zombie ogre is affected, but an iron golem is not).

Tasha's Tomb Tainting

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No.

The graveyard has a serene feeling; the dead have lain here undisturbed for generations. Above the gate a sign in ancient Dwarven earnestly proclaims that the heroes interred within shall lie in peace forever. The necromancer puzzles through the faint and archaic runes and chuckles to himself. "Not hardly?" he mutters, and begins fishing through his spell component pouch for a black pearl...

Upon spell completion, the area is free of any consecration, desecration, Forsaken Graveyard, hallow, Tomb, or unhallow effects. If the caster chooses, the area can be considered desecrated for the next 24 hours (the effects are increased as if there had been a permanent altar to an evil god or pantheon in the area).

Material Component: One Black Pearl, worth at least 500 gp.

Tasha's Tomb Transport

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 minute

Range: See Text

Target: You and objects and willing creatures.

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No.

The caster finishes the droning incantations and places her hand on the ground, where dark red runes appear in a circle around it. Eerily dark tendrils rise from the shadows and consume everyone and everything within the area. Far away, a black portal opens on the ground and the travelers rise from it covered in a thin sheen of cold sweat.

This spell can only be cast in a Tomb, and it transports the targets to another Tomb of the caster's choice. The caster has no ability to determine where in the Tomb she will end up, but all targets appear together. The target Tomb need not be on the same plane of existence, but the caster must know where the target Tomb is to within one mile. The spell fails if either Tomb is cut off from the Negative Energy Plane (including effects like dimensional interdiction). Total transported creatures and objects cannot exceed 500 pounds per caster level in weight.

Tomb Tile Tessellation

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Area: One ten-foot cube

Duration: Instantaneous

Saving Throw: No.

Spell Resistance: No.

Who knew how long the dead had lain in repose, unmolested and forgotten? Judging by the state of the remains, it was long enough – so the necromancer brought out the charts and began planning out how to make sure it stayed that way.

This spell can only be cast in a place where the dead have lain for at least 50 years without being returned as undead. Each casting makes one ten foot cube eligible to become a Tomb. Once the entire area is eligible to become a Tomb, the entire area becomes a Tomb.

Material Component: One vial of Holy Water or one vial of Unholy Water.

12.3 Fiendish Taint

Fiendish power is a taint upon the realms, and so its power corrupts those who are strong in its power. As a fiend allows more of the energies of the Lower Planes to enter his body, transformations beyond his control alter his true form, forcing him to become an image of evil. The forms of the fiendish subraces are well known; balors and lemures are easily recognizable in order to better signify their roles in fiendish society, but those who embrace the quintessential nature of fiendish existence can exhibit a wild and wide variety of forms. Some are merely permutations on a theme, such as succubus who has embraced the Sphere of Violation might merely be an emotionally distant ice princess, while a bone devil who has wallowed in his Brutish nature may exhibit the addition of anorexic wings to accompany an acquired ability to fly and colorful markings along his claws that denote their mutation into poisonous implements. Other fiends offer no such frame of reference, such the totally unique Demon Princes, symbols of fiendish power and might.

Some mortals gain fiendish power by bloodline or transformation, and these beings find that they pay the same price as a True Fiend. Having dabbled in fiendish power, most believed that they could embrace true evil without consequences; the truth is that fiendish power marks its bearers, displaying their nature and allegiance for all to see.

12.3.1 Game Effects

Game mechanically, there is no reason for any demonic creature to look like anything. A gelugon could look like a planetar and aside from a little player confusion at the beginning, then any combat or non-combat situation would play out the same. This is a purely flavor model, and it reinforces the choice a player has made to become a Fiend.

In this way, he's getting the feeling of becoming a more powerful fiend, and the class and feat options aren't just another power option. Once he's leaving a trail of ooze or he's hiding his scales in the local pub, he's certain to feel like a fiend.

The system for these changes is simple: for every feat with the Fiend subtype you acquire, you choose one physical trait over and beyond any transformations these feats might grant or inflict, and for every Sphere you acquire you choose one mental trait. Feel free to create any new traits with your DM's permission, but make sure that they are both obvious and disturbing. Feel free to disallow the choice of a trait if it overlaps another trait (like fur covering a change in color on a set of limbs).

Physical traits can be hidden with the Disguise skill or shape-changing magic or effects, and mental traits can be played off by using Bluff. Once someone has noticed a trait, they may make a Knowledge (planes) check to identify that a person is a Fiend. How they react at that point is up to them.

Physical Traits

- Drips slime or excessive dust wherever he goes
- A pair of appendages are of different color from the rest of body.
- Scales, fur, or loose/cracking skin cover arms, legs, chest, back, or face (no game effect)
- Has a stylized wound that never heals
- Gains non-functional horns, spurs, or bone ridges
- Small hump on back
- Body is feverishly hot or cold
- Drools incessantly
- Breathe steams in any ambient temperature
- Extra joint in fingers and toes.
- Sharpened teeth (enlarged canines, shark teeth, or some other style)
- Alien eyes (change in color, shape, or composition)
- Extra non-functional eye or eyes on face.
- Altered body proportions (longer or shorter arms, legs torso, etc) or size (large head, fist, etc).
- Apparently dying of a disease (choose a disease, but it has no game effect)
- Limb is rotted and skeletal (no game effect).
- Limbs have extra tendons.
- Gain non-functional wings.
- Hands resembles spiders.
- Smells of ash or brimstone.
- Hole all the way through body in the center of torso.
- Stand unnaturally still when not paying attention.
- Cloven feet.
- Tentacles for fingers
- Appears as if worms or bugs are crawling under skin.
- Plants droop when held.
- Extra ribs extend to pelvis
- Skin wrinkles when struck, and must be smoothed down.
- When sleeping, runes and glyphs press up from under skin.
- Holy symbols and holy water cause very mild burns (no game effect)

Mental Traits

- Gaze lingers hungrily at acts associated with ones Spheres.
- Cruel smile or laugh.
- Distaste for the company of good-aligned people
- Fondness for disturbing imagery.
- Seems pained or ill in good-aligned temples.
- Must taste the blood on his weapons after every kill.
- Displays no emotion at atrocity or others pain.
- Obviously enjoys the taste of bloody meat.
- Eat bugs when you think no one is watching.
- Only laughs when seeing others in pain.
- Must keep an unholy symbol in your possession, if possible.
- Appears extremely avaricious in the presence of exposed wealth.
- Becomes visibly excited when pain is inflicted on others.
- Seems in awe of more powerful demons.
- Must lie about ones past, but only about unimportant details.
- Seems fearful and guilty in the presence of celestials.
- Bathes as little as possible.
- Must keep lair and possessions as clean as possible.
- Seems angry and resentful with given a command.
- Seems gloating and sarcastic when giving orders.
- Always asks to keep evil magic items or spellbooks with Corrupt or [evil] spells (can change mind as soon as one round later).
- Seems bored when morality is discussed.
- Seems happy during funerals and executions.
- Leers at any woman of child-bearing age or older.
- When confront by authority figures, always seems bitter.
- Seems angry when charity or help is offered.
- Seems to not understand respect for the dead.
- Is rude when asked for help or charity.
- Unable to show love.
- Unable to express appreciation.

12.4 Fiendish Spheres

Fiends (and some of their minions and associates) cast magic primarily through spell-like abilities. While many signature fiends have arbitrary lists of spell-like abilities, the Tome of Fiends offers a method to advance Fiends into thematically appropriate spell-like abilities when they advance. When a fiend has access to a sphere, she is able to use all of the abilities within that sphere up to her character level. If she gains more levels, more powers of the sphere become available. In this way the spell-like abilities of fiends created with the rules in this tome should always be aesthetically and level appropriate.

Basic Sphere Access: When a creature has basic access to a sphere, she can use any of the spells listed in the sphere may be used once per day (each) as spell-like abilities, provided that their listed level is equal or lower to the creature's character level.

Advanced Sphere Access: When a creature has advanced access to a sphere, she can use any of the spells listed in the sphere may be used 3 times per day (each) as spell-like abilities, provided that their listed level is equal or lower to the creature's character level.

Expert Sphere Access: When a creature has expert access to a sphere, any spells listed in the sphere may be used at will as spell-like abilities, provided that their listed level is equal or lower to the creature's character level.

Creating new spheres: The following list of spheres isn't intended to be comprehensive, and we fully expect that some players and DMs will want many more spheres than we have scribed. All new spheres must be approved of by the DM, and should represent some actual (indifferent or evil) trait like "intoxication" or "badgers" rather than a game mechanical notion like "kicking ass and being totally sweet" or something praiseworthy like "generosity". A good place to start is actually Domains, as these are already a source by which a character gain a spell at every odd-numbered level.

Spheres and Spell Levels: Spell-like abilities used out of spheres are considered to be cast as a spell level equal to half the minimum needed character level to use the ability (rounded up). The save DC of a spell-like ability granted through Sphere access is Charisma-based. Thus, the save DC for a spell-like ability which becomes available at character level 5 is 13 + Charisma bonus.

Bone

Special: Any creature of 10 HD or less killed by one of your spell-like abilities rises as a zombie under your control, with no control limits.

- 1: *command undead*
- 3: *desecrate*
- 5: *animate dead*
- 7: *black sand*
- 9: *summon undead v*
- 11: *awaken dread warrior*
- 13: *revive undead*
- 15: *awaken undead*
- 17: *general of undeath*
- 19: *plague of undead*

Bubbles

Special: Three times per day, you may use the Sculpt Spell metamagic on any spell-like ability you can use, but only if you do not use the cone option of this metamagic feat.

- 1: *flaming sphere*
- 3: *water breathing*
- 5: *magic circle against good*
- 7: *resilient sphere*
- 9: *binding*
- 11: *telekinetic sphere*
- 13: *forcecage*
- 15: *prismatic sphere*
- 17: *temporal stasis*
- 19: *time stop*

Carnage

Special: All of your damaging spell-like abilities do vile damage.

- 1: *seething eyebane*
- 3: *blade of fear and pain*
- 5: *lahm's finger darts*

7: *blade barrier*

9: *fleshshiver*

11: *disintegrate*

13: *flensing*

15: *horrid wilting*

17: *mass harm*

19: *implosion*

Cold

Special: You gain the [Cold] Subtype.

1: *cone of cold*

3: *creeping cold*

5: *ice storm*

7: *wall of ice*

9: *freezing sphere*

11: *control weather*

13: *heat drain*

15: *freezing fog*

17: *fimbul winter*

19: *frostfell*

Death

Special: You are immune to any magical death effect. You are also healed by negative energy like an undead creature (this does not interfere with any existing ability to be healed by positive energy).

1: *death knell*

3: *ghoul gauntlet*

5: *vampire touch*

7: *enervation*

9: *raise dead*

11: *symbol of death*

13: *finger of death*

15: *death pact*

17: *wail of the banshee*

19: *implosion*

Dominion

Special: Once per month, you may make one of these effects permanent.

- 1: *obscuring mist*
- 3: *web*
- 5: *wall of fire*
- 7: *solid fog*
- 9: *black tentacles*
- 11: *programmed illusion*
- 13: *wall of force*
- 15: *teleport circle*
- 17: *gate (travel version only)*
- 19: *storm of vengeance*

Fire

Special: You gain the [Fire] subtype.

- 1: *fireball*
- 3: *scorching ray*
- 5: *firetrap*
- 7: *wall of fire*
- 9: *fireshield*
- 11: *incendiary cloud*
- 13: *blackfire*
- 15: *fire seeds*
- 17: *meteor swarm*
- 19: *flame strike (this ability can be used as an immediate action).*

Frostbite

Special: Any creature taking cold damage from your spell-like abilities is frostbitten (treat as fatigued, which is removed when the damage is healed). If you have Frostburn, you may use those frostbite rules if you want.

- 1: *shivering touch*
- 3: *freezing ray (as scorching ray, but cold subtyped and doing cold damage).*
- 5: *shivering touch, greater*
- 7: *cone of cold*
- 9: *flesh to ice*
- 11: *entomb*
- 13: *flesh to ice, chained*
- 15: *frostfell*
- 17: *iceburg*
- 19: *soul bind (uses a piece of ice to hold the soul)*

Heresy

Special: Gain immunity to the Destroyed result of Turning and the Commanded result of Rebuking.

- 1: *align weapon (evil only)*
- 3: *desecrate*
- 5: *magic circle against good*
- 7: *unholy sword*
- 9: *planar ally, lesser*
- 11: *dispel good*
- 13: *unhallow*
- 15: *blasphemy*
- 17: *gate*
- 19: *miracle*

Pyre

Special: Fire damage from your spell-like abilities bypasses Fire Resistance, but not Immunity to Fire.

- 1: *burning hands*
- 3: *flame blade*
- 5: *fireball*
- 7: *charnal fire*
- 9: *parboil*
- 11: *ashen union*
- 13: *fireball, quickened*
- 15: *incendary cloud*
- 17: *gate (calling version only, fire subtype creatures only)*
- 19: *storm of vengeance (all elemental damage is fire damage)*

Seduction

Special: You gain a +2 bonus to Bluff, Diplomacy, and Sense Motive.

- 1: *entice gift*
- 3: *suggestion*
- 5: *glibness*
- 7: *charm monster*
- 9: *sympathy*
- 11: *mass suggestion*
- 13: *mass charm*
- 15: *simulacrum*
- 17: *programmed amnesia*
- 19: *mind rape*

Sleep

Special: You can coup de grace a sleeping foe as an attack action.

- 1: *deep slumber*
- 3: *waves of fatigue*
- 5: *waves of exhaustion*
- 7: *dream*
- 9: *nightmare*
- 11: *symbol of sleep*
- 13: *demand*
- 15: *weird*
- 17: *programmed amnesia*
- 19: *astral projection*

Stone

Special: You gain the Tremorsense ability, allowing you to detect and target anything touching the ground within 60 feet of yourself.

- 1: *earth glide*
- 3: *spike stones*
- 5: *stone shape*
- 7: *stone tell*
- 9: *wall of stone*
- 11: *move earth*
- 13: *transmute rock to mud (special bonus: transmute mud to rock)*
- 15: *earthquake*
- 17: *meteor swarm*
- 19: *genesis*

Terror

Special: Gain Intimidate as a class skill, and may make an Intimidate check to Demoralize Opponent as a free action once a round.

- 1: *cause fear*
- 3: *scare*
- 5: *halt undead*
- 7: *fear*
- 9: *phantasmal killer*
- 11: *symbol of fear*
- 13: *eyebite*
- 15: *fear, quickened*
- 17: *weird*
- 19: *wail of the banshee*

Venom

Special: Gain immunity to poison.

- 1: *desecrate*
- 3: *poison*
- 5: *bestow curse*
- 7: *mind poison*
- 9: *cloudkill*
- 11: *major creation (poison or venom only)*
- 13: *circle of death*
- 15: *finger of death*
- 17: *shapechange (venomous creatures only)*
- 19: *symbol of death*

Violation

Special: Gain the telepathy special quality. If you already have this special quality, or later gain it from another source, then you gain *detect thoughts* as an at-will spell like ability.

- 1: *hypnotism*
- 3: *suggestion*
- 5: *modify memory*
- 7: *dominate person*
- 9: *lesser planar binding*
- 11: *geas*
- 13: *greater planar binding*
- 15: *dominate monster*
- 17: *gate (calling version only)*
- 19: *mind rape*

Voracity

Special: Any time one of your spell-like abilities grants negative levels or ability damage/drain to a target, you heal 5 HPs of damage per level or point.

- 1: *death knell*
- 3: *shadow spray*
- 5: *vampiric touch*
- 7: *enervation*
- 9: *magic jar*
- 11: *power leech*
- 13: *steal life*
- 15: *energy drain*
- 17: *reaving dispel*
- 19: *absorption*

12.5 Other Spheres

Not all spheres are necessarily evil or fiendish; spheres themselves are a good mechanic for all outsiders, and spell-like abilities gained over time in general. These spheres are used by non-fiendish sphere users such as celestials, elementals, and the Curator class. Elemental spheres have the element tag that they belong to ([Earth], [Fire], [Wood], etc), and may also have the [Fiend] tag. An [Elemental] tag indicates that the sphere can be taken by any type of elemental. These spheres follow all of the same rules as Fiendish spheres, but unless they specifically have the [Fiend] tag and are taken as a Fiend, no Fiendish traits are gained for possessing access to a given sphere.

Aegis

Special: You radiate an aura of protection out to 10 feet. All allies in this aura receive a resistance bonus to saves OR a deflection bonus to AC equal to character level / 3, rounding up.

Special Bonus: If you upgrade this Sphere to Advanced access, your aura of protection grants a resistance bonus to saves AND a deflection bonus to AC.

Special Bonus: If you upgrade this Sphere to Expert access, your aura of protection goes out to Short range instead of 10 feet.

- 1: *mage armor*
- 3: *resist energy*

5: *protection from energy*

7: *stoneskin*

9: *extended globe of invulnerability, lesser*

11: *energy immunity (as resist energy, but grants immunity instead of resistance)*

13: *spell turning*

15: *protection from spells*

17: *foresight*

19: *19 double extended (lasts for 3 times as long as normal) mind blank*

Air [Air], [Fiend]

Special: Elemental - Your Fly speed improves by one maneuverability class and 10'. If already perfect, it improves by 20'. Fiend - You gain the (Air) Subtype and

the above ability. If you have no Fly speed, you instead gain a Fly speed of 15' (Good).

- 1: *expeditious retreat* (also applies to fly speed)
- 3: *gaseous form*
- 5: *wind wall*
- 7: *control winds*
- 9: *overland flight*
- 11: *summon nature's ally vi* (cast as [air] spell only)
- 13: *control weather*
- 15: *whirlwind*
- 17: *telekinesis, quickened* (violent thrust only)
- 19: *summon elemental monolith* ([air] only, no need to concentrate)

Arctic [Ice], [Fiend]

Special: Your spell-like abilities with the [Cold] descriptor leave a frozen slick over all surfaces in their areas or touched by their Effects. This slick functions as a Grease spell, and lasts for two rounds.

- 1: *chill metal*
- 3: *icy sphere* (as flaming sphere, but cold)
- 5: *sleet storm*
- 7: *polar ray*
- 9: *fire shield* (chill shield only)
- 11: *transmute mud to rock* (new rock is frozen and gets ice slick)
- 13: *prismatic spray* (has [cold] descriptor)
- 15: *flesh to ice, quickened*
- 17: *comet swarm* (as meteor swarm, but cold)
- 19: *earthquake with added ice storm* (covers entire area of earthquake for full duration)

Courage

Special: You are immune to fear.

- 1: *bless* (can be used as a swift action)
- 3: *heroism*
- 5: *remove fear*
- 7: *heroes' feast*
- 9: *righteous might*
- 11: *greater heroism*
- 13: *break enchantment* (can be used as a swift action)
- 15: *freedom*
- 17: *mass righteous might**
- 19: *greater heroism* (can be used as an immediate action)

Creation [Elemental], [Fiend]

Special: You gain a bonus [Item Creation] feat.

- 1: *unseen servant*
- 3: *make whole*
- 5: *minor creation*
- 7: *stone shape*
- 9: *major creation*
- 11: *fabricate*
- 13: *wall of iron*

15: *magnificent mansion*

17: *wish* (wealth and magic item only for free, spend for raise the dead and increase power of item only)

19: *genesis* (spc)

Dust [Air], [Earth], [Shadow], [Fiend]

Special: Your area spell-like abilities may, at your option, stir up a stinging dust cloud, inflicting a -2 penalty to Perception checks and a -1 penalty to attack rolls for one minute to any creature that does not successfully save against the spell. The cloud lasts one round, and its effects last one minute after the affected creature takes its last increase.

- 1: *gust of wind*
- 3: *glitterdust*
- 5: *sleet storm* ([air], not [cold], descriptor. fine dust has same effect as ice)
- 7: *disintegrate*
- 9: *cloudkill*
- 11: *mass blindness* (as blindness/deafness, but blindness only, 1 creature/level)
- 13: *creeping doom*
- 15: *horrid wilting*
- 17: *summon golem* (clay only)
- 19: *disintegrate* (usable as an immediate action)

Electricity [Air], [Earth], [Shadow], [Fiend]

Special: You gain Immunity to Electricity.

- 1: *lightning bolt*
- 3: *shocking ray* (as scorching ray, but electric)
- 5: *orb of electricity*
- 7: *chain lightning*
- 9: *electric shield* (sonic shield, but electricity)
- 11: *thunder field*
- 13: *power word: stun*
- 15: *greater shout, electric-substituted*
- 17: *lightning bolt, maximized and uncapped*
- 19: *chain lightning, quickened*

Ether [Elemental] (except Shadow)

Special: Your equipment all gains the Ghost Touch property.

- 1: *alarm*
- 3: *see invisibility*
- 5: *blink*
- 7: *baleful blink*
- 9: *mage's faithful hound*
- 11: *ethereal jaunt*
- 13: *greater arcane sight*
- 15: *maze*
- 17: *etherealness*
- 19: *gate* (travel version only)

Exorcism

Special: You gain the ability to turn undead three times per day as a good-aligned cleric of the same level as the class that granted you this sphere. You cannot use these turning attempts to power divine feats.

- 1: *protection from evil*
- 3: *consecrate*
- 5: *magic circle against evil*

- 7: *dispel evil*
- 9: *disrupting weapon*
- 11: *banishment*
- 13: *holy word*
- 15: *sunburst*
- 17: *undeath's eternal foe (spc)*
- 19: *freedom*

Healing

Special: Any spells of the Healing subschool that you cast (including SLAs) have a range of 30ft, unless it would normally be longer.

- 1: *cure moderate wounds*
- 3: *lesser restoration*
- 5: *cure critical wounds*
- 7: *mass cure critical wounds*
- 9: *heal*
- 11: *restoration*
- 13: *ressurrection*
- 15: *mass heal*
- 17: *heal (can be used as an immediate action)*
- 19: *greater restoration (can be used as an immediate action)*

Judgement

Special: You gain Intimidate as a class skill, and may demoralise an opponent as a swift action.

- 1: *doom*
- 3: *mark of the outcast [sc]*
- 5: *awaken sin [sc]*
- 7: *castigate [sc]*
- 9: *sicken evil [boed]*
- 11: *wages of sin [boed]*
- 13: *tomb of light [boed]*
- 15: *last judgement [boed]*
- 17: *rain of black tulips [boed]*
- 19: *sanctify the wicked [boed]*

Light

Special: You shed light like a torch, and can suppress or resume this ability at-will. This ability is considered extraordinary.

- 1: *faerie fire*
- 3: *searing light*
- 5: *daylight*
- 7: *sunbeam*
- 9: *sunburst*
- 11: *true seeing*
- 13: *power word blind*
- 15: *prismatic wall*
- 17: *prismatic sphere*
- 19: *sunburst (can be used as an immediate action)*

Magic

Special: You gain the Scribe Scroll feat. You can treat scrolls as spellbooks.

- 1: *magic missile*
- 3: *arcane sight*

- 5: *anyspell*
- 7: *mnemonic enhancer*
- 9: *lesser spell matrix*
- 11: *greater anyspell*
- 13: *limited wish*
- 15: *spell engine*
- 17: *antimagic field*
- 19: *wish*

Majesty

Special: You gain Diplomacy as a class skill. Additionally, you may use your Charisma modifier on any skills dependant on Wisdom or Intelligence instead.

- 1: *lantern light [boed]*
- 3: *glorious raiment [boed]*
- 5: *crown of flame [boed]*
- 7: *luminous armor [boed]*
- 9: *sicken evil [boed]*
- 11: *crown of brilliance [boed]*
- 13: *heaven's trumpet [boed]*
- 15: *crown of glory [sc]*
- 17: *blinding glory [boed]*
- 19: *greater aspect of the deity [boed]*

Martyrdom

Special: You never lose experience, levels, or attribute points from death or ressurection.

- 1: *divine sacrifice [sc]*
- 3: *shield other*
- 5: *consecrated masochism [boed, consecrate spell from boed]*
- 7: *blood of the martyr (immediate action) [boed]*
- 9: *renewal pact [sc]*
- 11: *karmic retribution [cm]*
- 13: *tomb of light [boed]*
- 15: *phoenix fire [boed]*
- 17: *transcend mortality [cm]*
- 19: *exalted fury [boed]*

Metal [Earth], [Fire], [Fiend]

Special: You may burrow through metal using any existing Burrow speed.

- 1: *magic vestment*
- 3: *chill metal (special bonus: heat metal, uses same slots)*
- 5: *keen edge*
- 7: *rusting grasp*
- 9: *major creation (metals only)*
- 11: *wall of iron*
- 13: *blade barrier*
- 15: *iron body*
- 17: *binding*
- 19: *summon golem (iron only)*

Mystery

Special: You benefit from a constant undetectable alignment effect.

- 1: *disguise self*
- 3: *silence*
- 5: *blacklight*

- 7: *greater invisibility*
- 9: *mirage arcana*
- 11: *forbiddance*
- 13: *screen*
- 15: *mind blank*
- 17: *etherealness*
- 19: *time stop*

Oracle [Elemental]

Special: Roll all chances for a divination you cast to work or backfire twice, and take the more advantageous result.

- 1: *identify*
- 3: *augury*
- 5: *tongues*
- 7: *divination*
- 9: *commune*
- 11: *true seeing*
- 13: *vision*
- 15: *discern location*
- 17: *metafaculty (psionic power)*
- 19: *wish (undo misfortune and turn back time only, no exp cost for undo misfortune if you don't undo the same round more than once)*

Plant [Wood]

Special: You gain the Druid's Wilderness Stride ability.

- 1: *entangle*
- 3: *wood shape (bonus: warp wood)*
- 5: *plant growth*
- 7: *command plants*
- 9: *wall of thorns*
- 11: *liveoak*
- 13: *animate plants*
- 15: *control plants*
- 17: *shambler*
- 19: *mass awaken (trees only)*

Prayer

Special: You gain Perform (oratory) as a class skill. Additionally, any spell or SLA with the [Sonic] descriptor that you use has its area of effect doubled.

- 1: *prayer*
- 3: *shout*
- 5: *dismissal*
- 7: *greater shout*
- 9: *commune*
- 11: *word of recall*
- 13: *power word stun*
- 15: *blasphemy/holy word/dictum/word of chaos (choose one when you gain this level, and you cannot choose one of opposite alignment to your own)*
- 17: *wail of the banshee*
- 19: *19: power word kill (can be used as a swift action)*

Piety

Special: If you succeed on a Sense Motive check (opposed by Bluff), you know the target's alignment. If you fail, you cannot make another attempt until you gain another rank of Sense Motive.

- 1: *bless*
- 3: *aid*
- 5: *prayer*
- 7: *lesser globe of invulnerability*
- 9: *hallow*
- 11: *heroes' feast*
- 13: *refuge*
- 15: *holy aura*
- 17: *gate (calling version only)*
- 19: *miracle*

Quicksand [Earth], [Water], [Fiend]

Special: You can walk and stand on soft or sticky ground, even quicksand, as if it was firm.

- 1: *soften earth and stone*
- 3: *earthen grasp (carc)*
- 5: *water walk*
- 7: *stony grasp (carc)*
- 9: *transmute rock to mud*
- 11: *acid fog*
- 13: *flesh to stone*
- 15: *sympathy*
- 17: *gate (travel only)*
- 19: *imprisonment*

Restraint

Special: You gain a +3 bonus on saves against mind-affecting effects.

- 1: *entangle*
- 3: *web*
- 5: *stinking cloud*
- 7: *black tentacles*
- 9: *wall of stone*
- 11: *repulsion*
- 13: *forcecage*
- 15: *prismatic wall*
- 17: *temporal stasis*
- 19: *imprisonment*

Revelation

Special: You receive a +2 bonus on all Knowledge checks, and never count as untrained in any Knowledge skill.

- 1: *detect evil*
- 3: *detect thoughts*
- 5: *clairaudience/clairvoyance*
- 7: *divination*
- 9: *true seeing*
- 11: *find the path*
- 13: *legend lore*
- 15: *discern location*
- 17: *foresight*
- 19: *astral projection*

Roots [Earth]

Special: You can heal yourself by one hit point per spell-like ability this Sphere has granted you as a standard action as long as you are in either light as bright as natural sunlight or standing on earth (stone if you can burrow into it).

- 1: *pass without trace*
- 3: *barkskin*
- 5: *poison*
- 7: *antiplant shell*
- 9: *transport via plants*
- 11: *ironwood*
- 13: *transmute metal to wood*
- 15: *regenerate*
- 17: *clone (self only, must grow in earth)*
- 19: *soul bind (uses a seed to hold the soul)*

Shadow [Shadow], [Fiend]

Special: You can see in any kind of darkness, even magical darkness, out to 60', or 30' more than you normally could, whichever is more.

- 1: *darkness*
- 3: *mirror image*
- 5: *displacement*
- 7: *shadow conjuration*
- 9: *shadow evocation*
- 11: *shadow walk*
- 13: *project image*
- 15: *greater shadow conjuration (special bonus: greater shadow evocation)*
- 17: *simulacrum*
- 19: *shades*

Smoke [Air], [Fire], [Shadow], [Fiend]

Special: Any [Fire] spell-like ability you cast that affects an area may, at your option, produce a smoke cloud that provides concealment to any creature more than 5' away through it, and total concealment to any creature more than 10' away through it. This smoke cloud lasts for one round per caster level.

- 1: *heat metal*
- 3: *pyrotechnics*
- 5: *stinking cloud*
- 7: *flame blade, quickened*
- 9: *cloudkill*
- 11: *mirage arcana*
- 13: *delayed blast fireball*
- 15: *horrid wilting*
- 17: *implosion*
- 19: *summon efreeti (as summon monster ix, but summons and efreeti)*

Splendor

Special: You gain a +2 bonus to Diplomacy, Intimidate, and Sense Motive

- 1: *charm person*
- 3: *eagle's splendor*

5: *flame strike*

7: *glorious form (as monstrous form in the dungeonomicon, except the new form appears glorious instead of monstrous)*

9: *sympathy*

11: *greater heroism*

13: *planar ally*

15: *sunburst*

17: *weird*

19: *implosion*

Vigor

Special: Whenever you heal someone with a spell-like ability, they recover additional HP equal to your ranks in the Heal skill.

- 1: *cure light wounds*
- 3: *shield other*
- 5: *cure serious wounds*
- 7: *death ward*
- 9: *raise dead*
- 11: *heal*
- 13: *greater restoration*
- 15: *greater spell immunity*
- 17: *mass heal*
- 19: *true resurrection*

Water [Water], [Fiend]

Special: You gain the (Water) subtype and a Swim speed equal to your base land speed. If you already have those, your Swim speed improves by 10'

- 1: *grease ([water] descriptor)*
- 3: *quench*
- 5: *control water*
- 7: *freedom of movement*
- 9: *transmute rock to mud*
- 11: *acid fog*
- 13: *telekinetic sphere (the sphere is filled with water, water weighs nothing for your telekinesis)*
- 15: *arctic cloud (as incendiary cloud, but cold damage)*
- 17: *summon elemental monolith ([water] only)*
- 19: *crushing hand*

Weather [Air], [Water], [Fiend]

Special: You suffer no penalties due to weather conditions

- 1: *obscuring mist*
- 3: *sleet storm*
- 5: *call lightning storm*
- 7: *solid fog*
- 9: *control winds*
- 11: *control weather*
- 13: *acid fog*
- 15: *horrid wilting*
- 17: *meteor swarm*
- 19: *storm of vengeance*

Cold [Air], [Ice], [Water]

Pyre [Fire]

Dominion [Elemental]

Stone [Earth]

Fire [Fire]

Trickery [Shadow]

Frostbite [Ice], [Water], [Shadow]

12.6 Optional Rules for Fiends

There are a number of places in the rules that governing Fiends that just don't work at all, or don't work in a way that is good. This is an attempt to fix them.

12.6.1 No Wishing for More Wishes!

The 3.5 wish spell is very explicit in what it can do, and extremely vague about what it can't do. It has a big list of things it is capable of, and then tells the DM to ad hoc things if anyone wishes for anything that isn't on that list. Unfortunately, wishing for a Staff of 50 wishes is on the list of things you can wish for. The XP cost is considerable (512,180 XP), but if you get your wishes from a magic item (like a Staff of 50 Wishes) or a spell-like ability (like an Efreet), you don't have to pay that XP cost, so the fact that it is stupidly large doesn't even matter. Needless to say, the game completely breaks down as soon as that happens. So in that spirit, we suggest an alternate list of things wish can do, coupled with some things wish actually can't do:

- Free Wishes – the following wishes have no XP cost:
 - ▷ Wealth: A character can wish for mundane wealth whose total value is 25,000 gp or less.
 - ▷ Magic Item: A character can wish for a magic item that costs 15,000 gp or less.
 - ▷ Power: A character can wish to increase an inherent bonus to any attribute by 1 (to a maximum of +5)
 - ▷ Spell: A character can wish for the effects of any spell that lacks an XP cost that is lower level than the highest level spell in its spell list (a wizard spell of 8th level or less, or a paladin spell of 3rd level or less, for example).
 - ▷ Transport: A character can wish herself and 1 other willing creature per caster level to any location on any plane.
- Wishes that aren't Free – the following wishes cost XP or gp or both:
 - ▷ Add to the Powers of a Magic Item: A character can increase the powers of a magic item to anything she could enhance it to with her own item creation feats. This requires 1 XP for every 10 gp increase in magic item value.
 - ▷ Raise the Dead: A character can bring the dead back to "life", even if they were an undead, construct, or other creature that cannot normally be brought back to life. This may even be able to bring back a creature who has been devoured by a Barghest (50% chance of success). This costs 3,000 XP, which can be paid in any combination by the caster or the target. The spent XP for this wish can reduce a character's level, but coming back to life in this manner otherwise won't do so.
 - ▷ Undo Misfortune: A character can wish back the sands of time in order to force events of the last round to be replayed. Time can be reset to any point back to the character's previous initiative pass. This use costs 1000 XP. While the action spent to cast wish in this case is restored, the character still loses the spell slot and XP used to power it.
 - ▷ Turn Back Time: A poorly fated adventure can be averted entirely with a wish. The character expends the slot and pays 5,000 xp, and none of it ever happened.
- Wishes that are Rituals – some wishes have much greater costs, at the whim of the DM. Here is an example:
 - ▷ Become a new Creature: A character can wish themselves into being a new creature. This must be done when a character is eligible to gain a new level, and the character makes the wish and takes a level of the new racial class (or racial paragon class) and is now the new race.

Any use of wish causes the wisher to become fatigued (and yes, there are ways to get around that).

Creatures with spell-like abilities that grant wishes may only grant wishes that have no XP cost. So an Efreet can give you as many +2 swords as it wants, but an Efreet can't give in to your request to have a +3 sword. Also, you'll notice that we categorize the inherent bonuses as something that's free and therefore going to be rapidly available

to all the player characters somewhere between 11th and 15th levels. That's because we seriously believe that it is more balanced for characters to all gain +5 inherent bonuses than it is for some characters to figure out how to manipulate XP gains and thought bottles to get inherent bonuses while the other players don't. Inherent bonuses need to be available or not available to everyone or they break the game.

Magic items with wish on them can be used to cast wishes with an XP cost of at most 5,000 XP, and are produced as items using spells with a cost of 5,000 XP. As a result, you can't wish for an item that has wish on it.

12.6.2 Damage Reduction and Special Materials

The 3.5 rules were rather... overzealous with splitting up material DR, and the result has been that high level characters actually just curl up and cry. Here are some guidelines to streamline things a bit:

- Any steel weapon counts as “cold iron” for the purposes of beating DR. Cold Iron being a special kind of iron mined deep underground is, well, insultingly stupid. Cold Iron is an actual word, it's the first mass-produced type of iron in history, and in song and story is effective against fairies and chaos demons because it symbolizes order and industrialism. Cold iron is cheap, that's the whole point. If it wasn't cheap, it wouldn't be available in industrial quantities, and then it wouldn't have any symbolic effect against savage fey and demons of disorder.
- Alchemical Silver has no damage penalty. The fact that Silver has a damage penalty is sort of justifiable, except that in D&D weapons made out of wood don't have a damage penalty. The game simply doesn't have a fine enough grain to keep track of the ways in which you'd rather have a sword made out of steel than a silver plated one. Also the thing where DR 1/Silver is in fact impossible to beat is incredibly dumb.
- Material DR beats Material DR. Alignment DR beats Alignment DR. Creatures with DR can hurt other creatures with DR as if they had natural weapons made out of whatever punches through their DR. And creatures with alignment subtypes penetrate DR with their manufactured weapons as if they had the alignment of their subtype. So when a Balor punches a Pit Fiend (needs Silver and Good), his fist counts as Good and Iron. When a Balor swings a Silver Sword at the Pit Fiend, his weapon counts as Silver and Evil – he has got all the needed adjectives, he just can't get them all at the same time. And that is really dumb. What should happen is the fact that the Balor needs an aligned weapon made out of a special material to be hurt should be sufficient to hurt the Pit Fiend with his natural weapons.
- There can only be five! An unfortunate and unintended result of the 3.5 DR rules is that as more materials and monsters get written, the chances of you having whatever material your target's DR is penetrated by drops to a number pretty close to zero. In order to keep that from happening, we propose that for the purposes of DR, there are only 5 materials, and absolutely everything counts as one of those five. So if your weapon isn't made out of: Adamantine, Iron, Silver, Stone, or Wood, it counts as being made of one of those materials. Here is a suggested weapon equivalency chart:
 - ▷ Adamantine:
 - Alchemical Gold
 - Black Steel
 - Orichalcum
 - N Metal
 - Thinaun
 - Urdrugar
 - ▷ Iron:
 - Blood Steel
 - Green Steel
 - Morghuth Iron
 - Truesteel
 - ▷ Silver:
 - Pandemonic Silver
 - Astral Driftmetal
 - Entropium
 - Nerra Mirrorblade
 - Ysgardian Heartwire
 - Mithril
 - ▷ Stone:
 - Tainted Obsidian
 - Blended Quartz
 - Elukian Clay
 - Kaorti Resin
 - ▷ Wood:
 - Bronzewood
 - Chitin
 - Darkwood
 - Iron wood
 - Boneblade
 - Dragon Bone

12.6.3 Putting the Prime Back in Prime Material Plane (Alternate Prime Material Plane Rules)

Many classic fiend stories involve demons or devils doing their best to get into the Prime. The real question is: why? The Lower Planes, while often inhospitable to natives of the Primes, is often perfectly suited to fiends since these planes are each individually infinite in size and fiends are well suited to their environment (they speak the native tongue and are immune to the average environmental threats, and natives don't freak out when they see them). It can't be an issue of new lands to conquer, or even new innocents to torture, as the Lower Planes are filled with both, and in infinite abundance. So why do powerful nasties want into the Prime? The following rules are changes to the D&D cosmology, and they clear up the role of outsiders in the affairs in the realms so that more logical and fun adventuring can be had for players.

The Prime is Better Than Cancun

Prime Material Planes have one unique trait in all the universe: once in a Prime, you can't be summoned or called. For fiends, this means that they are no longer subject to the hierarchies of whatever place they hang their hat. For a fiend whose True Name is being passed around like a trading card, this is a huge thing: the Prime becomes a place where he can finally determine his own destiny, and no longer be a (potential) slave to the whims of mortals or his fiendish superiors. Fiends who are plotting coups in their own realm want to be able to get to Prime so that they are outside of the authority structure of their own race, and can lay low and build up their forces for a triumphant return to their particular Lower Plane. In this way, their superiors can't summon them and put them to the question in order to catch wind of their plans.

You Can Get Room Service

The second most important aspect of the Primes is that calling spells only work from the Prime. While regular summoning spells can call certain individuals, Conjunction magic of the [calling] subschool only works while in the Prime Material Plane. This means that beings that want to abuse calling magic to build armies can only do so while in a Prime. This particular rule clears up silliness like demons binding angels and forcing them to fight in Hell, or otherwise serve, which the current rules allow.

Better Service for VIPs

Natives of the Primes also hold a special place in the universe: they can't be summoned or called. This is actually a pretty big deal, since this means that natives of the Primes are the premier agents in the politics of the planes. Not only can they summon or call natives of the planes while on the Prime, but they alone are free from the Conjunction spells that enslave and bind together the Lower Planes. In addition, the basic spells of *raise dead* and *resurrection* only function on creatures native to the Prime. Other creatures can be restored to life (with *revive outsider*, for example), but it's comforting to know that absolutely any Cleric can restore one's life if she wants to – and Prime Natives live with that comfort every day of their lives.

12.6.4 Practical Demonology: Additional Rules for Summoning

One of the most contentious parts of the D&D ruleset involves the summoning and binding of Extraplanar beings. We all agree that we want demon summoning, but we can't agree on what we want it to do. Should they be mindless slaves, or should they be tricky tricksters who will eat your face if given the slightest chance? How exactly do *planar ally* and *planar binding* work? Can you just intimidate an outsider, or do you need to bargain with them with fair trade? Below are some additional rules to flesh out the experience:

The Deal

Making a deal with a fiend is usually a DM's call. He decides just how much interference he wants a summoning spell to do with his adventure, then he lets the party offer trade or threats until they get what they want up to the limits he has set. For DMs who don't want to stop-rule this each time, here is a list of tasks you can ask of a creature called by summoning spells:

Part 1: Differences between Summoning and Calling

First, we must reiterate the difference between summoning and calling.

- Summoning brings a creature to your location that follows both the intent and letter of your orders, has no free will, and will not act willingly against your interests. When this creature dies, it and any effect it created vanishes (unless that effect was an instant effect). This creature has knowledge, but no personality or history. In effect, it only exists while the spell lasts.
- Calling spells bring an actual creature to your location, ripped from whatever place in the universe it existed. If you know a creature's name (not its True Name, which we will discuss later, but a use-name that it answers to), you can call that individual, along with any equipment or treasure it is carrying, but otherwise you get a random individual of that race. It has a personality and feelings, and when the spell ends it is returned to its original location. In effect, this creature has a life, and if treated badly enough, it may seek out its summoner for revenge.

Part 2: Choosing a Pawn

D&D rules are silent on the issue of the limits of calling magic. While spells with the [summoning] subtype have specific lists of creatures that they call, [calling] spells usually have no such limits (except for the planar ally spells that force the DM to choose a creature). A simple way to limit creatures called is to only allow a summoner to call creatures that he could reasonably know about, and this means a Knowledge check.

Force the player to make a Knowledge check each time he wants to summon a particular race of creature for the first time (in effect, the base creature in the Monster Manual or other source). If he fails that check, he may not attempt another check for that base creature until he gains at least one rank in the relevant skill. Once he can summon a base creature, he may summon a templated version of that creature with an additional Knowledge check (and if he fails that check, he may not attempt another check for that templated creature until he gains at least one rank in the relevant skill).

This check uses the same Knowledge skill that would be required to identify that creature. The following modifiers also apply to the DC of the check.

- +15 A normal creature, but with the extraplanar subtype
- +5 Per CR of racial templates applied to base creature
- 5 Spent one day studying the dead body a creature of the same race and racial templates.
- 10 Spent one week studying a living member of that race and racial templates
- +10 Never seen an example of the creature.
- 10 Detailed written description of appearance and powers (must be 100% complete)

*Creatures with class levels or versions of monsters advanced by HD count as unique creatures, and they cannot be called without their use-name.

A player is responsible for recording each monster that he can call, and the ones he has failed to call. Once he has made a check for a particular combination of race and templates, he does not need to do so again.

Here is an example:

Morgothazan the Dark casts *lesser planar binding*, and he would like to call a Small Fire Elemental. To identify such a creature, he would need a Knowledge (the planes) check of 10 + the HD of a Small Fire Elemental creature, which is 2, meaning he needs a 12 to identify and call a Small Fire Elemental. As a 9th level wizard with a +14 modifier in Knowledge(the Planes), he automatically succeeds.

The next day, he decides that he wants to call a Half Fiend Small Fire Elemental. He has never seen such a creature, but he knows that it must exist somewhere in the planes. His base DC is 12, plus another +10 for never having seen this oddity, and another +5 for the additional CR added to it, bringing his DC to 27. His modifier is +14, and he rolls a 12, meaning his gets a 26. Until he raises his Knowledge planes skill, he can't call a Small Fire Elemental modified by the Half-Fiend template.

Several weeks later, Morgothazan the Dark wants to conjure a Half-fiendish Earth elemental. He already knows how to conjure a Small Earth Elemental, and he has actually fought and defeated a dead Half-fiendish Small Earth elemental. His base DC is 12, plus another +5 for the template, bringing his DC to 17. He rolls a 5, and he can call this monster.

Emboldened by his success, he wants to be able to call a Half-Celestial Half-fiend Small Fire Elemental, but he remembers that he cannot (he can't conjure a Half-Fiendish Small Fire Elemental, so a Half-Celestial Half-fiend Small Fire Elemental is not possible). Instead, he tries the same templates on a Small Earth Elemental, as he has a detailed description of such a creature and he has had success with Half-fiend Small Earth Elementals. His base DC is 12, and his detailed description (-10) offsets the fact that he has never seen this creature(+10). Then an additional +10 is added for the CR increase from the two templates, making his final DC 22. He rolls a 10 and succeeds!

Part 3: Services!

When you cast a calling spell, you are bargaining for a single service. While normal bargaining could get you more complex arrangements, conjuring magic that calls real creatures can only force compliance to single services. For example, while a greater planar binding spell can bring a Pit Fiend to the Prime, the spell can only force to creature to obey the agreement set for a single service. Any additional services would not be guaranteed by the magic of the spell, and the Pit Fiend would keep or break any agreements as normal for that creature.

Within the limits of the single service, a called creature can do whatever it wants. A genie ordered to guard a room is under no compulsion to use its create food and water ability for allowed occupants of that room, and it may choose whether to converse, sit or stand, eat, or do any other act that does not interfere with its task. Clever conjurers often set tasks with exceptions in them like “kill my enemies in Redstone Castle”, knowing that if they didn’t define “enemies” and instead said “kill everyone in the Redstone Castle,” the called creature would be free to attack the conjurer if he entered Redstone Castle.

Called creatures will not agree to any services that are suicidal, self-destructive (like submitting to mind-control magic), or involve permanent self-sacrifice (like expending XP). They will also not agree to tasks that are impossible, or tasks that are so open-ended that could easily result in the creature’s destruction.

Things you can ask a creature to do:

- Participate in a single battle
- Use a single use of one of its own abilities.
- Seek out an individual and either kill them or bring them to the summoner.
- Guard a spot for as long as the summoning spell lasts.
- Use a magic item
- Provide the results of one skill check
- Perform one task that does not involve any danger (like delivering a message by a safe route, survey a safe land, or dig a hole in an uncontested piece of land, etc)
- Offer their use-name*
- Surrender personal treasure*

* Requires a successful Intimidate check.

Things that creatures will do for free (not services):

- Wait in a safe place in order to perform a service.
- Discuss the services they are willing to perform, and payment for those services.
- Exclude individuals from services (“kill anyone who enters except me”, “tell me about everyone you saw in the tunnel except the sorceress”)

Some things demons won’t do, even under pain of death or destruction:

- Surrender their true name
- Voluntarily fail a save vs. an effect that would enslave or kill the demon
- Agree to unlimited service for a time period (for example, “Do my bidding for a week.”)
- Guard an individual for a time period.
- Agree to not act in a situation (for example, they will not agree to not act while someone builds a prison around them).
- Wait in an obviously dangerous place (“just wait in front of that army of archons, and shoot the first one”).
- Perform an act that would violate its alignment or code of conduct.

Part 4: Closing the Deal

Once you have agreed on services to be performed, it is necessary to convince a creature so serve. Many spells simply bring a creature and enforce any agreement, they do not actually create an agreement.

To make an agreement, there are some things that must happen first:

1. The Conjurer must be able to communicate with the creature. This means that the creature must be capable of communication (Int 3 or better) and they must have a form of communication (shared language, telepathy, *tongues*, etc).
2. The Conjurer must successfully convince the creature.

3. The Conjurer must pay for services (if necessary).

The initial attitude of a creature is Indifferent, unless the conjurer has an opposed alignment (good and evil, law vs. chaos) in which case they are Hostile.

To make an agreement, a successful Diplomacy check is required, and the attitude of the creature must be raised to at least Friendly. Once raised to Friendly, the creature performs its task as agreed and leaves when the task is completed, or when the spell's duration ends. A bribe of treasure equal to the amount of treasure an encounter equal to the creature's CR would earn is necessary to pay for these services. A Helpful check halves this amount of treasure. A failed check means that the creature is not convinced, and a new check can be made the next day. A treasure of four times normal value automatically secures the creature's trust (Friendly result with no check). Note: *planar ally* spells call a Friendly creature, and only the treasure need be paid.

Intimidate can be used as well, and this use of the skill can negate the need to pay for services, but earns the enmity of the creature. When the task is ended, but while the spell's duration lasts, the creature may return home, ending the spell, but also has the option of seeking out the conjurer and attempting to harm him or foil his plans. When the duration of the spell ends, the creature is not returned home. This creature may choose at some later date to seek revenge on the conjurer.

Bluff can also be used in place of Diplomacy in order to make the creature believe that items being offered are real treasure (when they might be worth less, or actually worthless). A successful result means that the creature accepts the offering and performs as if Diplomacy had made the creature Friendly. If the creature discovers during the course of the service that the treasure is not real, the binding magic fails and the creature is no longer forced to perform the service, and its attitude becomes Hostile. While the spell lasts, the creature may return home once as a free action, ending the spell.

Part 5: The Business of Serving:

Once a bound and a deal is made, the creature obeys according to pact made. Should the spell be ended, the creature is under no compulsion to obey the agreement (though some will out of fear or duty). Also, should the creature be put into a situation where the service cannot be completed (the person to be captured is killed by someone else, or the creature is forced to return to its home plane, for example), the service ends, and the creature stays or returns as normal.

If the summoner betrays the creature by attacking it, stealing its treasure, or doing some other harm, the spell ends and the creature may return home or stay to seek its revenge.

Part 6: Appendix: True Names and Use-names

True Names are names of special power, and most creatures don't even know their True Name, or even how to get it. Special skills and some spells and effects can unravel a True Name, but the most common way to learn a True Name is for a powerful spellcaster to trade that knowledge to another creature for some treasure, favor, or True Name of equal power. Merely knowing a True Name is enough to grant power, since speaking the extraordinarily difficult word is a magical process that is unnecessary for most summonings (True Naming magic is a separate art from divine and arcane spellcasting, and is frankly not powerful enough for most would-be summoners). The feat *Broker of the Infernal* is one way of using True Names without learning the True Name skill or brand of magic.)

Use-Names, on the other hand, are far simpler. If you have seen a creature's true form and you know a name that it answers to, you can use calling magic to summon it.

12.6.5 Weapon Proficiencies? You've got to be kidding me!

The thing where being an Outsider automatically gives you proficiencies in all martial weapons is extremely dumb. There are substantial limits to the "types as classes" rules, and when we come to weapon proficiencies, we know that's it. An Erinyes should be proficient with a longbow or a whip, but a Howler should not. Honestly, the outsider type is so extremely varied that any rules you applied to the entire Outsider type would certainly cause more problems than they could fix. You are better off using no rules at all than the listed rules in the *Monster Manual* for weapon and armor proficiencies.

When you *ad hoc* things and attempt to play by common sense rather than the wording in a book, you leave yourself open for horrible arguments because I am pretty sure my gut tells me different things than your gut tells you. But that's still better than getting into the arguments about how high level alienists and yeth hounds can use glaives. Without rewriting the entirety of every single monster book, this is a problem that actually has no resolution – but it's also a problem that can usually be ignored. Don't give players any special weapon proficiencies

for changing their type and generally assume that monsters are proficient with whatever weapons that they happen to be holding. It's not fair, it's not consistent, but at least it's not stupid.

ADVENTURING

13.1 The Socialomicon

“Can I kill the baby kobolds?”

When people are asked to name a historical point that D&D most closely represents, they’ll usually say something like “The Middle Ages,” or perhaps a date between 1000 AD and 1500 in Europe. Truth be told, to find a historical period which has a social setup anything like D&D, you’re going to have to go back. Way back. D&D represents a period in history that is most closely identifiable with the Iron Age: the landscape is dotted with tribes and aspiring empires, the wilderness is largely unexplored, and powerful individuals and small groups can take over an area without having a big geopolitical hubbub about it.

The source material for the social setting of D&D is not Hans Christian Andersen, it’s Homer’s *The Iliad* and Caesar’s *The Gallic Wars*. In the backdrop of early historical empire building, crimes that modern humans shake their heads at the barbarity of are common place – even among the heroes. D&D at its core is about breaking into other peoples’ homes, possibly killing the residents, and taking their stuff home with you in a sack. And in the context of the period, that is acceptable behavior for a hero.

13.1.1 Living With Yourself After a Raid

The goblins have gone and conducted a raid on your village in full force. They rode in, took a bunch of the sheep, killed some of the people, set fire to some of the cottages, and rode away again with Santa Sacks filled with this year’s crop. And they laughed because they thought it was funny. And now that your elder brother has been slain you want to dedicate yourself to the eradication of the Goblin Menace and begin the training necessary to become a Ranger so that you can empty the goblin village from the other side of the valley once and for all.

Par for the course D&D, right? Wrong! Killing all the goblins isn’t just an Evil act, it’s unthinkable to most D&D inhabitants. This is the Classical Era, and actually sowing the fields of Carthage with salt is an atrocity of such magnitude that people will speak of it for thousands of years. In the D&D world, goblins raid human settlements with raiding parties, humans raid goblin settlements with “adventuring parties”, and like the cattle raiding culture of Scotland, it’s simply accepted by all participants as a fact of life.

When your city is raided by other groups of humanoids, it’s a bad thing for your city. Orcs may kidnap some of your relatives and use them as slaves (or food), and many of your fellow villagers may lose their lives defending lives and property important to them. But that’s part of life in the age, and people just sort of expect that sort of thing.

13.1.2 Razing Hell: When Genocide is the Answer

Sometimes in history there would come a great villain who just didn’t get with the program. The Classical example is the Assyrians. Those bastards went around from city to city stacking heads in piles and levying 100% taxation and such to conquered foes. They became... unpopular, and eventually were destroyed as a people. That’s the law of the jungle as far back as there are any records: if a group pushes things too far the rules of mercy and raiding simply stop applying. Goblins, orcs, sahuagin... these guys generally aren’t going to cross that line. But if they do, it’s OK for the gloves to come off. In fact, if some group of orcs decides to kill everyone in your village while

you're out hunting so that you come home to find that you are the last survivor, other humanoids (even other Evil humanoids like gnolls) will sign up to exterminate the tribe that has crossed the line.

Cultural relativism goes pretty far in D&D. Acceptable cultural practices include some pretty over-the-top practices such as slavery, cannibalism, and human sacrifice. But genocide is still right out. That being said, some creatures simply haven't gotten with the program, and they are kill-on-sight anywhere in the civilized world or in the tribes of savage humanoids. Mindflayers, Kuo-Toans, and [Monster] simply do not play the same game that everyone else is playing, mostly because their culture simply does not understand other races as having value. And that means that even other Evil races want to exterminate those peoples as a public service. Like the Assyrians, they've simply pushed their luck too far, and the local hobgoblin king will let you marry his daughter if you help wipe them out of an area.

Solitary intelligent monsters often get into the same boat as the Kuo-Toans. Since the Roper really has no society (and possibly the most obscure language in Core D&D), it's very difficult for it to understand the possible ramifications of offending pan-humanoid society. So now they've done it, and they really haven't noticed the fallout they are receiving from that decision. Ropers pretty much attack anything they see, and now everyone that sees a roper attacks them. In the D&D worlds, ropers are on the brink of extinction and it probably never even occurs to them that their heavy tendrilled dealings with the other races have pushed them to this state.

13.1.3 The Hands of the Divine

In D&D the gods are, compared to the wet radish that is your character, unlimited in power. There is no amount of whupass that you could put together that would allow you to triumph over Vecna – he can cast any (or every) spell as a free action. He can cast “Kill Drogor the Dwarf Barbarian with no Save”, a spell which heretofore had not even been researched by anyone – as a free action. And he knows many days in advance when he is going to be in danger and who he's going to be in danger from, so that's really not a battle you're going to win. Nevertheless, when adventurers come across a temple to Vecna, they kick everything over, they smash the idol and they steal its ruby eye. And they get away with it.

And that's because when you kick over temple to Vecna, you aren't going against Vecna in any direct sense. Vecna lives on a distant outer plane and has full control over anything that happens in his personal dominion. Anywhere else, and he's essentially playing a game of Populous. If there isn't a knight or prophet of Vecna around, Vecna really can't do much until the “end-game” scenario in which he starts throwing volcanoes around. And as soon as that starts happening, the best bet is really to try to hop on the first portal out of whatever universe you happen to be in because it's going Armageddon pretty soon. Vecna might encourage some monsters to go look you up, or lower some land in your way, but you're an adventurer – so that's pretty much what you expected out of life anyway.

13.1.4 Temporal Authority in D&D

“Kill the dragon, marry the princess, rule the kingdom.”

D&D is set in an essentially Iron Age setting. If your group (or even you personally) are known to be hardcore enough, you actually do rule the lands extending as far as you can reach. This doesn't mean that you don't need a bureaucracy, because there's still relatively little that you can do on your own. That administrative staff is necessary, it's there to tell people what you want them to do, and to tell you when they aren't doing it.

In fairy tales, as well as D&D, the guy (or girl) who saves the kingdom by slaying the big monster marries the child of the local king. This is usually because the current king is himself a powerful dude with a PC class himself. His children may be aristocrats, and by marrying them off to a powerful adventurer who may well be able to take his kingdom by force, he's preserved his own position and kept his family from being set on fire. Nominally in this situation the crown is still in the previous king's family and moving to the next generation normally. You may even get a title like “Prince Consort” or something – but everyone knows that you are running the show because you can slay dragons. No one is going to say it, but the princess' only real job in this scenario is to... keep you happy. And she's not even the only one that has that job. Surprisingly, the previous king is actually fine with that, because if his daughter has Aristocrat levels, that really is the best he can expect for her.

The Basis for Hereditary Rule in D&D

“Why would I listen to an Aristocrat? I'm a frickin' Wizard. I can set his whole house on fire with my mind!”

If being a badass makes you rule the kingdom, and it does, where do aristocrats come from? How could you possibly have anyone in command of anything whose job is to be pretty and otherwise useless? This question comes up in virtually every campaign when the players get to be about 9th level and notice that they can go a whuppin'

and a whompin' on the local lords with impunity. The key is not that aristocrats have some sort of shiny pants powers that force people to take their rights of inheritance seriously despite inherent power discrepancy. The secret is the Apprentice and Mentor feats from the DMG2.

Here's the deal: when you have the Mentor Feat, you can teach children how to have whatever class you have, and they gain levels without actually doing anything dangerous themselves. This means that when you're a powerful adventurer and you want to pass on your legacy to your children, you can. They get to majority and they're already a 5th level character (and they can use all the sweet adventuring gear you've accumulated as a powerful adventurer). The son of the man who conquered the Bane Mires is also very hardcore, so having him announce that he should rule when his father passes on is pretty reasonable. Like real human history, this won't always work. Historically, the hand-off of kingship has resulted in open warfare almost half the time. In D&D, prospective kings actually do have some inherent greatness so monarchies are way more stable in D&D than they were in the real world – but there will still be occasional guys who refuse to accept the new kid and try to take things over with their own spells or swords.

The Place of Aristocrats

Especially if the local hard-core lord is particularly fecund or has a short attention span, there is ample possibility that there will be more children and nieces and nephews and such in the next generation than the lords with real character classes can train to be hard core. Some lords don't even have the mentorship feat and can't pass on their awesomeness to any part of the next generation. When this happens, there will be one or more children brought up in a courtly manner who have no useful adventuring skills at all – these unlucky creatures have levels in Aristocrat. They keep their wealth because they are related to people who can kill an elephant with a tea spoon. Their competent family members keep them around because they can be trusted to administer things fairly well on their behalf.

An Aristocrat's primary job in life is to get married to another aristocrat or better yet a hard core adventurer. In this manner they will get more family members who can slay dragons. That's important, because as soon as none of the living members of a house are powerful wizards or warriors – the house gets its assets liquidated by an adventuring group of orcs or elves (depending upon what kind of house it was) and all the aristocrats in it who weren't killed outright have to run off into the night with whatever wealth they can hide inside their body. It's not pretty, so aristocrats spend a considerable amount of time trying to make themselves as pretty as possible – anything they can do to make a high level Barbarian want to have children with them is something they'll do without a second thought.

13.2 The Thermodynamicon

“Seriously, this cave is a mile below the surface, what do they eat?”

When you drop an egg on the ground, it breaks. But when you drop a broken egg it doesn't reform a perfect shell. That's entropy baby, the simple fact that it requires energy inputs to maintain an open system, and a closed system only degrades over time. If there is to be Life, let alone civilization, there has to be some way of getting energy into the system. For the surface worlders, that's not even a problem: the Sun shines energy down on the surface all day. But for those who live in the dark realms: be it sewers, the ocean floor, or the classic dungeon complex; there has got to be a source of energy in the D&D world that just doesn't exist in ours. You don't see lush forests in marine trenches because the energy inputs just aren't there. But in D&D neither the ocean floor nor the underdark is a desert – it's a vibrant ecology. Here's why:

13.2.1 Those whacky Mushrooms

Ask any DM what people eat down there in the Underdark and they'll probably say “Mushrooms” because it is a well known fact that mushrooms are a fungus and not a plant and they don't need sunlight to grow. What they do need, however, is a source of chemical energy. That can be dead bodies or um... otherwise digested material, sure, but it still has to come from somewhere. When fungus grabs some organic material and converts it into more fungus, that's an inefficient process. You actually have less energy worth of fungus than you had energy worth of whatever it was that the fungus was eating.

Don't get me wrong – edible fungus will happily consume things that are inedible (like woodchips) or even poisonous (like waste) and turn it into something you can eat. It just won't make something out of nothing. So mushrooms are an excuse for why Underdark dwellers have something to eat if and only if there is some other way that energy is coming into the system. It could be anything really, just as the trees will turn useless sunlight into

tasty peaches, the fungus will turn useless chemical waste into delicious mushrooms. But while mushrooms can handwave the problem of converting energy that you can't use into energy that you can, they don't explain how that energy gets in to the Underdark in the first place.

13.2.2 Portals

The Inner and Outer Planes are infinite in scope, and don't follow the same thermodynamic constraints as Prime worlds do. A portal to the plane of Fire simply heaps energy into whatever cavern it happens to be in, which is like having a little sun right in your closet. Plants and algae can use that energy input to grow, and ooze monsters can eat those plant and civilizations can eat the ooze monsters. As long as those portals stay open, energy can keep entering the system even underground.

13.2.3 Magic Deposits

Magical locations exist all over the place in the D&D world. Some of them are on the surface, and these become fairy rings or magical castles, or whatever. The point is, almost all of them are put to use, because even the ones in deadly jungles or on top of treacherous mountains simply are not hard to get to. One teleport and you're there. But the world isn't flat (unless you're in Bytopia or the Abyss), and actually there's a lot more volume of the planet that's under the ground than there is on the surface. And that means that the vast majority of magical locations are underground somewhere.

If you consider that in the D&D world, magic is approximately as important as the Sun is to life on the planet, that means that a significant amount of the total energy inputs in the system are underground to the exclusion of being above ground. The underdark has irregularly spaced Nausicaa-style gardens down there that are supported by magic upwellings. Each of these locations is massively more productive than a field or forest above ground of similar size, and the immutable fact that the surrounding territory is lifeless barren stone causes fights over these locations to be extremely brutal.

13.2.4 Subduction

The world above is filled with living things, and even in D&D the vast majority of living things die. When living things die, they leave behind a body that other living things can eat. Some of this actually gets eaten, while other bodies end up sinking into the land. In our world, the organic material sucked into the ground eventually becomes fossil fuels, but in D&D there's actually stuff down there that will eat it. This is a relatively minor input into the dungeon ecosystem, but it essentially means that there aren't any oil deposits to be found in the D&D world.

13.3 The Bionomicon

"Where do all these monsters come from? How do they persist generation after generation?"

Resources are limited, and thus only a finite number of creatures can be supported on any particular diet within any area. D&D has a biodiversity that would make a modern ecologist sing and dance – Greyhawk has every single species that Earth has, and then it also has thousands of additional monsters, many of which are technically top predators. That's hard to manage. Remember that to support a single top predator requires a huge amount of energy inputs.

13.3.1 The Chicken and the Egg

In our own world, the question of the chicken and the egg is one put out mostly to confuse the very young. It actually has a definitive answer, the egg came first. It doesn't even matter where you draw the line as to what is a chicken and what is some other creature, because wherever that line is drawn, the creature in question was first an egg and its own parents were not chickens. But in the D&D world, that's an open question because a lot of creatures are made rather than born and appear in the world fully formed. Golems simply don't need a stable pool of Golems in order to maintain genetic diversity. They don't even have genetic diversity.

Lots of other creatures in D&D reproduce in a completely magical way. Demons simply spawn out of flaming pits of rebirth, Aleaxes are created from the fact that a god got spent some divine focus (it comes somewhere between “Place Papal Magnet” and “Earthquake” I think), and chimeras are assembled out of parts by mad wizards.

13.3.2 Small Isolated Populations are Bad

Bad things happen to a species if there aren’t many instances of them in the world. Cheetahs can all accept skin grafts from each other and are all weak to the same diseases. Seriously, all cheetahs could go extinct next year, their existence is that fragile. In D&D there are numerous species that are less well represented in the world than cheetahs, so why don’t they have the same problems?

Truth be told, some of them do. Many times a dungeon will contain a “unique monster” that the player characters will go and kill. That’s an extinction event right there. There will be no more generations of “five armed fire troll” once you kill Togor the five armed fire troll. But some of them do not, and the reason is that D&D has a wealth of completely magical ways to keep a lineage from drying up. Even if a creature can’t find a mate of its own kind anywhere in the world, there’s always the planes and the realms of sorcery. An Archon or Devil can provide a means for any creature to create a new generation. In doing so, the new creature is sometimes pretty much indistinguishable from its mortal parent, and sometimes it shows up as a half-whatever. The point is, no one has to be doing anything particularly weird for the world to have half-fiend dire tigers in it. Which is a load off our minds, because the D&D world does have half-fiend dire tigers in it.

13.3.3 We Eat What We Like

It has been noted by many an observer that actually humans are a top predator themselves, that it takes nearly 20 years for a human to grow to full size, and they’re only 70 kilograms at that point. Thus, the concept of a creature persisting on a diet of human flesh is pretty much absurd. Especially if it lives in an out-of-the-way area like a mountain top or the bottom of a forgotten cave, there’s just no way that something can live on manflesh alone.

Some monsters however, get the vast majority of their sustenance through magical means and only need small influxes of real food from their human food. The classic example, of course, is Vampires. They consume much less in food energy than they use up in maintaining their undead existence. Most of their energy is actually siphoned off the negative energy plane, and the drinking of human blood is just a symbolic evil act that they need to perform in order to keep that juice flowing. Similarly, mindflayers are sustained not by the nutritive value of brains, but by their own psychic powers. They need to eat the brains of intelligent creatures to keep their psychic powers sharp, and they need their psychic powers to be sharp in order to survive day to day without eating enough calories to keep themselves alive in the normal way.

Secondarily, lots of creatures have a perfectly fine diet of normal food and simply happen to attack and eat humans if they encounter them. A gelatinous cube, for example, lives just fine off of the lichens and offal that it scrapes off the walls and ceilings with its passing. But it certainly won’t turn down a meal of 70 kilos of meat if it comes to that.

13.4 Empirinomicon

“What difference does it make? We’re just going to kill them anyway...”

The Underdark is filled with empires. It is notable not only that there is civilization down here at all, but that there are actual empires. There’s enough space for there to be tribes of creatures that people can unite as part of their nation-building exercises.

But more than that, these disparate tribes are more different than any group of humans have ever been one from another. While there is only one race of humans on Earth, there can be literally dozens of races in a single cavern settlement in a D&D world.

13.4.1 The Myconids: Apathy Writ Large

The Myconids don’t need anybody, have no enemies, and don’t care what you do. The first appearance of the Myconid empire was in an adventure otherwise filled with hostile evil humanoids, with the concept being that the Myconids were completely indifferent and would actually return aggression with aggression or soft words with a

weird hallucinogenic telepathic mind-meld. The theme was that the Myconids were there as some sort of bizarre intelligence test for your players – if the players “figured out” that they could get past the Myconids without resorting to conflict the adventure would be easier and otherwise it would be more difficult.

But the years have passed by, and Myconids are no longer the new kids on the block. Players actually know where they stand with Myconids, and subsequent attempts to write adventures with the same setup have had to make up entirely new Neutral monsters to fill the same role (like the desmodu and their stupid Buck Rogers style fighter planes).

The Myconids have a pretty good world conquest strategy. They don’t need anything at all to reproduce themselves and they don’t really have to interact with the economies that the other races have bought into. They have an army of the dead and huge piles of crazy potions that they make free of course, but they aren’t even interested in fighting the other races. The extent of the Myconid empire and population is limited by the farthest reaches of their mushroom fields, which simply grow a little every year. Eventually the Myconids might push the limits of their fields into areas other races intended to use, and then the Myconids will go ape and start throwing armies of zombies and themselves (every Myconid is completely replaceable) at whatever is in their way – but for now they just hang out and groove on the telepathy spores and share their dreams.

13.4.2 The Aboleth: Inheritance of the Memory Fish

The signature ability of the Aboleth is that they remember everything that was known to any creature they eat. There’s no game mechanics for that ability, it just happens. And while Aboleth can create layered full-sensory illusions whenever they want, and dominate enemies, and turn humanoid opponents into lame deep one clones, the memory devouring ability is the really memorable one. It means that Aboleths remember intimate details about ancient events that go back to the very origins of the Aboleth race, and it means that Aboleths have access to all kinds of special magical sites and gadgets that are not available to other races.

The D&D world is filled with weird one-off locations that under certain circumstances do potentially awesome things. Over the course of their adventuring lives, a party of adventurers is liable to encounter several of them; and the Aboleth remembers all of the ones found by any of the adventurers that it or any of its ancestors back to the beginning of time ever ate – which is a tremendously large amount. So any Aboleth plot is going to be facilitated by magical architecture and supernatural convergences that happen once every hundred years and all kinds of crazy crap. Aboleth periodically plot to take over the world, and otherwise they pretty much sit and fester at the bottom of the nastiest, stinkiest pools in the Underdark.

Keep in mind that even by itself, an Aboleth is badly under CRed. They have actual dominate with a pretty decent DC and they aren’t half bad in combat. Also, they have long duration images available as spell-like abilities. So any Aboleth area is going to be covered in layered illusions. If an Aboleth attacks, chances are that it’s going to have several turns of doing pretty much anything it wants as the PCs sit shell-shocked on the other side of an illusory wall.

13.4.3 The Illithid: Slaves of the Elder Brain

The illithid have a bad reputation among the other sentient races: the mind flayers see them as food, and most races take offense to that viewpoint. It should be the fuel for a war of extinction on the illithid race, but three things protect the illithid as a race: each is a powerful artillery piece surrounded by hordes of charmed minions; the race is led by powerful elder brains who are each the equal of a powerful sorcerers; and they make good neighbors... that’s right, they’re good neighbors.

Each mindflayer can potentially control a small army of charmed slaves, can defeat a small army with their powerful stunning blast ability and resistance to magic, and can negotiate any conflict into peace with the ability to telepathically communicate and read minds, but their best ability is the ability to plane shift. As a race that can naturally use this ability, they can hop between planes and be within five miles of any location that they can imagine on their own plane or any other. This key fact means that when they go rampaging for brains and slaves, they not only do it in some place far from their home, but they might do it on some other plane entirely. Due to the fact that few races can mount an extraplanar war, the flayers generally are too far and too difficult to find to ever face retaliation for their acts. Because of the limits of their travel ability, the mind flayers will clear and patrol an area about ten miles from their home, removing any potential threat and keeping dangerous predators away. In this way, they can return to their homes in relative peace, and by scrupulously not preying on their neighbors, they avoid any retaliation on single illithid walking home. Add in their mind-reading and telepathy ability, they are naturally suited to making mutual defense pacts with nearby races so that they can establish a peaceful dominance in their own territory.

The fact that every mind flayer enclave is controlled by a powerful elder brain is another fact that makes their enclaves safe and their culture vital. As a powerful, but generally stationary creature, it has every incentive to make its home as well-defended as possible, drawing on its own powers to equip its home with wondrous architecture and traps befitting a powerful sorcerer (or psionist). Add in the hordes of slaves and the illithid themselves, this means that even moderately-sized enclaves can bring to bear enough force to make taking the city an extremely unprofitable enterprise.

One final note about the illithid: as planar travelers with an innate ability to travel to any plane, they often gain access to technology and magic from cultures beyond counting. While the mind flayers are geniuses in their own right, they often store knowledge of these devices in the minds of their slaves, a practice that leads them to losing that knowledge when hunger or carelessness takes that slave away. Even so, expect the average illithid to be a font of secrets dredged from dozens of extraplanar cultures, its home filled with odd artifacts and devices culled from those far-off places. If their own powers and hungers weren't so great, they might even be drawn to the exploitation of this knowledge. Luckily for the races of the worlds, the mind flayer's total confidence in their own abilities and need expend time feeding on difficult-to-acquire fare makes them ignore all but the most obviously useful things stolen from other cultures.

13.4.4 The Drow: A Higher Technology Setting

Everyone knows that the dark elves are hardcore. Even in the bad old days of D&D's conception, dark elves were "mirror matches" to the party with class levels of their own, crazy magic items of their own, and good tactics. The real question is: "why are the dark elves so hardcore?" The answer is simple. Dark elves are living at a higher technology level than the rest of the D&D world; their society only exists because, as a society, they cheat. Rather than grow food like surface races, they eat magic mushrooms as the basis of the food chain, they enslave other races for menial positions rather than work, and rather than mine or gather their own resources, they take them from other races. They don't even have to work that hard on defense as Underdark caverns are naturally easy to defend with small numbers of troops stationed at chokepoints.

This means that your average dark elf has free time to spare. While some take that time to indulge in the pleasures of their society, most dark elves are the products of a very odd world view: if only dark elves are your peers and everyone else is a slave, then the only real power worth having is power over other dark elves. That being the case, this means that dark elves have both the free time and the inclination to attempt to enslave each other all the time. This breeds great internal strife with each noble house being an armed camp designed to use stealth, power, and manipulation in order to both resist the efforts of other dark elves and attempt to enslave them.

Like any heavily-automated wartime culture, the dark elves spend considerable resources on weapons research, espionage, and cultural misinformation. This means that every noble house or other organization is constantly looking for an "edge" in their dealings with other dark elves and other races. This leads them to kidnap experts from other races, engage in spell research, experiment with weird magic or exotic technology, forge partnerships with magically or technologically-advanced races, and otherwise do whatever it takes to grow in power. In any particular drow city you can expect to see dozens of competing forms of magic, odd inventions ranging from mechanical limbs to powered gliders, exotic troops like demon-bred orcs or elite espionage races like skulkers, and constructions with magical architecture or resonances. Since every drow is attempting to master his peers, these magics and technologies are tightly controlled, meaning that when the individual or organization that controls them is killed off, these secrets are often lost, meaning that any particular drow might be using relics from a previous generation (that he may well lack the ability to understand or reproduce).

Other races in the Underdark realize that the dark elves truly only want to control each other, so they allow the occasional resource and slave raids of the dark elves. They know that the dark elves are ill-suited to any form of large-scale conquest due to their particular style of command, so placating the drow is often the best way to conserve the resources of your society. Since the other Underdark races tithe goods to the drow and the drow are smart enough to see the value in trade relationships, Underdark races of note are allowed to use dark elf cities as major trading posts between their own kind and other races. The dark elves see all races as being underneath them, so as long as the other races show deference to them and bring in a profit in trade, they allow this enterprise to continue.

The average drow city is thus a hornet's nest of power, full of indolent, wildly dangerous, and spoiled aristocrats. Even the lowliest of drow lives in a level of luxury suitable to the most powerful of nobles on the surface, and each one of them has reached adulthood in an atmosphere of distrust and manipulation with the weakest dying early. As individuals this makes them powerful and cruel, but as a race it keeps them inwardly looking and less of a threat than more ambitious warrior races, a fact that actually prevents other races from gathering their forces and destroying the drow outright.

13.4.5 The Eye Tyrants: Lingering Hatred

Beholders are among the most magically capable of races; this is a fact that's well accepted. So why don't they own everyone? They can charm people at will, kill people, inspire terror by turning people to stone or just inspire terror with real magical fear. Even the lowliest beholder can attempt to destroy the world one ten foot cube at a time.

The truth? Beholders are paranoid jerks. Beholders recognize that they each have the ability to destroy each other with at least four different effects, and they also have to live with the fact that any beholder can charm his lessers and betters if he happens to get the jump on them. This means that, as a race, the beholders are like gunslingers from the American Old West. They know that to associate with any other beholder is to risk disintegrate or charm rays in the back with the winner taking the loser's treasure and slaves. Actual beholder meetings involve both parties agreeing to aim their anti-magic rays on each other, and only then can negotiations or exchanges can take place. This means that actual organizations of beholders are practically impossible as life breaks down as soon as you can't cover all your enemies in your anti-magic eye (with many eyes, they can spot ambushes by thralls pretty easily, so it's only your peers you fear).

That still doesn't explain why beholders don't go on bloody rampages on the surface races. The reason is simple: longbows. The average beholder is a tough customer that can expect to wreak a bloody swath of destruction if he chooses, but he's painfully weak against long-range weapons. Any race with even a passing knowledge of the beholders knows that they charm people, so they also know that killing the beholder frees the slaves. This is why the beholders prefer underground areas. With ranged weapons blocked by the limits of doors, walls and corridors, beholders can reign as kings in underground or indoor environments.

While the Spelljammer universe posits "nations" of beholders held together by racial hatred of other beholders and everyone else, this is really a fallacy. Racial pride or nationalism come to far seconds when you realize that beholder nations are actually held together by single individuals who routinely charm every other beholder on their ship and force them to "play nice" with the other beholders. Any "Hive" metaphor talking about beholders actually talks about the layers of charm effects building a top-down command structure where the Queen controls everyone, then the second-in-commands has control of everyone else in order to serve as secondary leaders but unable to defy the Queen. Like other kinds of dictatorships, killing the leader figure causes the nation to fall apart into bloody factions headed by second-in-commands attempting to assert control of the others, and these power plays work through the bonds of charm effects and personal charisma. Some Hives are actually controlled by a racial variant called a Hive Mother, but these creatures are merely biological extensions of relationships that already exist within beholder society.

13.4.6 The Kuo-Toans: Opportunities Slip By

The Kuo-Toans are extremely aware that things used to be pretty awesome if you were a Kuo-Toa, and now they suck. They are actually a deep ocean race and they don't live in the ocean at all anymore. That's because long ago they lost a war to the Sahuagin. And they lost it badly. Now they live in pools of water that often as not are fresh water in the bottoms of caves, and they hate it here. The lack of pressure and salinization of the water makes the Kuo-Toans unhealthy and uncomfortable, and they end up stinking of rotting fish as their skin becomes diseased and crumbly.

Every generation of Kuo-Toa is a little sicker than the one before it, and everyone understands and accepts that the race is dying out. Every Kuo-Toa expects the future to be worse than the present, and the Whips (the Clerics of the Kuo-Toa) do nothing to forestall that process or convince their people otherwise. Legends say that the Great Evils they left behind at the bottom of the seas will eventually return to destroy the whole world, but only once they've successfully fed them with enough of the misery of the Kuo-Toan people. No one in Kuo-Toa society wants to become a leader, because the world will become even more unpleasant every year and the leaders are always blamed. A Kuo-Toa gains a position of leadership when the old leader is finally killed and eaten for failure and the Whips draw lots for who has to be the next leader. Most Kuo-Toans believe that these lots are fixed in advance, and they're right.

Despite the utter hatred that all Kuo-Toans hold for all other races, they are perfectly willing to trade with them. The Kuo-Toans are badly out of their element, and need nutritional supplementation from far away just to survive. They need to receive goods from the Drow, and they know it. They hate the Drow, as they hate everyone, but that doesn't stop them from trading. The Kuo-Toans understand that the Aboleth know where every single one of their spawning pools are and that only laziness on the part of the Aboleth has left the Kuo-Toan people with any territory at all. Still, they wait in the darkness for the cataclysm to come that will put them out of their misery and slaughter all the other creatures of the land and the sea. Their one hope is that just before the last Kuo-Toa is finally slain, that they will see with their own eyes the horrible vengeance wreaked on the other empires.

13.4.7 The Troglodytes: Persecution Complex

Everybody hates Troglodytes. Everybody. They don't necessarily do anything that horrible in the scheme of things, they just happen to stink so bad that they can cause other races to collapse from nausea. So while the dwarves have a very complicated relationship with the hobgoblins where they have long periods of intermittent strife punctuated by flourishing trade relations and shared artistic histories and stuff – the dwarves literally don't have anything nice to say about the troglodytes at all. Their entire history with the Troggs is one where sometimes they fought and sometimes they didn't fight. There's never been real peace between the Troglodytes and anyone. That's hard on a culture, and their isolation has made them intensely barbaric and xenophobic by the standards of any other race. Troglodytes can't even use the other races as slaves, and open lines of communication do not exist so the Troglodytes can't trade captives back to other races for concessions on the bargaining table. There isn't even a bargaining table at the end of any conflict.

So if you get captured by Troglodytes, you're going to be eaten or sacrificed to their dark gods. The Troglodytes literally have no other use for captives. So the only reason for any of the other races to surrender to Troglodytes is if they think there is a chance they will be rescued. Troglodytes themselves will generally not surrender in battle because they believe that other races will treat them the same way that they treat others.

A natural result of all this, is that the Troglodyte tribes are much lower tech than the rest of the setting. They have no trade in equipment or ideas with the other races, so the only steel equipment that Troglodytes have is what they looted off of fallen enemies. Most troglodyte weapons are just sharp rocks. Troglodytes can be useful to a campaign because they have a legitimate reason to still be “cave men” even while the rest of the world is putting together portal highways and overshot water mills.

13.5 The Lexiconinomicon

13.5.1 Language in D&D

“Does anyone speak ‘Roper’? Anyone?”

The default languages of Dungeons and Dragons (Goblin, Halfling, Giant, Common) assumes a certain level of racial tribalism, where a village is normally expected to be a “Halfling village” or a “Gnoll village”, and that was the presentation of the D&D world – in 1977. The AD&D Monster Manual talked about villages of Orcs or Goblins, and you could seriously count on your fingers the number of races that shared living space, and many of those “races” were just leveled versions of normal humanoids (flinds and lizardkings, for example). Thirty years have come and gone since those bad old days, and the modern presentation is much less “genetically isolated tribes” and much more “mixed species regions”. Today when an enemy village is written up it has bugbears and orcs, and grimlocks and all kinds of crazy crap in it.

But the languages haven't changed, even though the presented social setup no longer supports that paradigm. A child grows up speaking whatever languages they happen to be exposed to, so when the Orcs were living on their own it was pretty reasonable for the language spoken by Orcs to be a different one from the other tribes and to be identified simply as “The Language that Orcs speak” or simply “Orc”. But if any more complicated social system or demographic distribution is posited, that no longer works at all.

Regional Languages

The attempt to put Regional Languages into the mix has been a dismal failure. As anyone who has attempted to follow the Forgotten Realms language “system” can attest, that's something that you really have to put up the little finger quotes when you talk about it. A Regional Language is just a tribal language that at some point in time became influential enough that everyone in a region adopted it. That means that a Regional Language actually is “Orcish” – it just means that the Orcs of that region kicked enough booty that everyone ended up learning Orc, and then in subsequent generations everyone spoke Orc and didn't even think that was weird. Heck, there might not be any Orcs in the area anymore. But everyone in that area will still speak Orc.

Pidgins: Common and Undercommon

“Orc take sword. I own sword. I tell you. I want sword. Orc give sword. I get sword. You tell orc.”

Common is not technically a language, it’s a linguistic construct called a Pidgin. A Pidgin is a linguistic amalgamation that combines elements from several languages and has an extremely simple grammatical structure with no iterative capability. Whoa that’s a lot of six-dollar words! The point is that all this stuff with relative clauses and structured inheritance that makes D&D rulebooks read like a legal document is completely absent from a pidgin.

Pidgins form when people from different groups come together for trading purposes. So in the Underdark, Pidgin is pretty much just an extremely simplified version of the Drow version of Elvish. They trade with everyone, and speak in “Tourist Speak” where they speak very loudly and slowly in Drow and everyone has pretty much figured out what that means. Above ground, Common is mostly composed of the Halfling language, with a few loan words from other cultures thrown in.

The only reason that Common and Undercommon stay relatively static in D&D is because the people actually doing the trading are crazy long lived and do the trading everywhere. The big traders in the D&D economy are not those stupid caravans who wander around full of swag. No, it’s Wizards and Outsiders who teleport expensive and wondrous stuff all over the planet. The reason why you can get a cup of coffee or a bolt of silk in your otherwise European villa is because people with teleportation are moving goods all over the place. So people who speak Common actually do share a common trade language with people clear on the other side of the planet. And they might not even know who the wizards in question are.

Interesting side note: People who grow up speaking a Pidgin as their only language actually speak a Creole, which is a real iterative language just like any other that is made out of the words of the original Pidgin. Human cultures in D&D apparently default to Common as their primary language. That means that humans presumably speak Common as a language rather than as a pidgin. So the Wizards and Shadow Caravaners come to Human settlements from time to time and regard human speech as being filled with vulgar crazy-talk. The words are all there, but they have extra prepositions and jumble all the thoughts into single sentences.

Language System I – High Fantasy

In the true High Fantasy setting, there are three languages on your continent, and no “Speak Language” skill.

Firstly, there is Common, which is what everyone speaks. Maybe people from far away speak a foreign, incomprehensible tongue, but it’s foreign and incomprehensible and your characters don’t speak it just because you an Intelligence of 12.

Secondly, there is The Old Tongue, which isn’t spoken much, but is used in ancient writings and prophecies and such not. You can’t have a speak language for this, to read it (or understand it), you need Decipher Script. This is what Decipher Script is for, since ancient script is generally in The Old Tongue. If you are a big bad ass elf you show off your many ranks in Decipher Script by peppering your speech with Old Tongue terms. If anyone asks, The Old Tongue is so complicated, full of subtle meaning and generally awesome that it can never be used for reliable communication.

Thirdly, there is The Dark Tongue, which is just like The Old Tongue from a game mechanical standpoint. To speak The Dark Tongue, you take The Old Tongue, change every other vowel into a hard consonant (a→k, e→t, i→p, o→g, u→ch, y→q), and all of the pauses (‘) become glottal stops (‘). If you are a member of the evil political party, you pepper your speech with Dark Tongue words and phrases to prove how cool you are. Ex.: L’rihylya’anyur cescelenti → L’rphylqa’knychr cescltntp

The High Fantasy language system is about what you get from books like Shanarra or the Wheel of Endlessness cycle. It’s also really easy, which is why it is in use by lazy authors. It also has the advantage that the Decipher Script skill has an obvious and explicable use (which let’s face it: in standard D&D it does not have, even deciphering magical writing is a Spellcraft check). People pretty much talk in English except when it’s plot important that they be incomprehensible and everyone knows where everything stands. It’s even less realistic than the basic rules, but it’s closer to a lot of the important source material.

Language System II – Remotely Realistic

Each major cultural group (e.g. Europe, China, India) has a language which they will call, more or less, “Classical” (e.g. Latin, Classical Han Chinese, Sanskrit, respectively.) This is the language that people will use for writing, it is also the language of discourse for travelers and the like. Classical is the only language with a meaningful written form, although you might find some scribbled notes or poems (e.g. the Golliard Poems, found at Carmina Burana) in a local, or vulgar, language. There are also pre-classical writings (e.g. Greek, Cuneiform, not to mention Old Slean and Aboleth) which you will need Decipher Script to read.

You may or may not have mystical languages (Terran, Aquan, Celestial, etc.), if you do, it might be a good idea to have one of those serve in place of classical for one major cultural grouping or another. To save yourself trouble,

assume that your world contained four great civilizations – Northern, Southern, Eastern and Western. Each of these civilizations left behind a classical language, which is used for academic and administrative discourse in that region.

In this model, there is no “common” that is spoken by commoners. The tongue of the ancient Dwarvish Empire will be spoken by everyone in the Northern countries who is educated, but the uneducated commoners will speak all kinds of crazy local tongues (Wenn, Lapp, Prussian, etc.) and you may well have to turn to magical translation or local educated characters (such as the town wizard or a local aristocrat) in order to get your point across to the Plebes. This closely approximates the position that Latin had in medieval Europe or the position that Han Chinese had in medieval China.

13.5.2 Spellbooks

“Warning: may contain Explosive Runes.”

Long ago, a spellbook was an actual magical object. Magic Users could pop their book open, rip pages out and blast the contents out as magic scrolls. Their very method of spell preparation was to open this pile of dangerous magic items and concentrate on creating copies of the scrolls in their minds to be released later on as powerful magic. For those of you who are new to 3rd edition, that statement seems pretty weird, because it doesn’t work that way at all anymore.

Using Other Peoples’ Spellbook

You can pick up some other guy’s spellbook and prepare spells out of them once you’ve deciphered the spell in question. The DC isn’t even hard – it’s only 15+Spell Level (and you can take 10), so a high level character can’t even fail. And by a “high level character”, I actually mean a first level character if he has an Int Bonus of at least +2, which he does. With the extreme ease of using other peoples’ spellbooks, one is tempted to ask why anyone ever makes a full scale copy of a spell – that’s crazy expensive.

The answer, of course, is that they don’t. In reality all spells copied by powerful wizards are created with the secret page spell. That spell allows you to “hide” whatever is on a page with any writing you want – even (specifically) spells. So the “fake page” is actually part of a spellbook, and the “real page” is probably just doodles of horses or tallies of wins and losses in Backgammon. Secret Page comes online for Wizards at level 5, so any Wizard of even modest power should be able to construct spellbooks in hours rather than days for zero gold pieces.

If you want, you can “master” another wizard’s spellbook, at which point everything in it becomes just like you wrote it. The DC is 25 + Spell level

Getting by Without a Spellbook

People often assume that wizards carry their spellbooks with them at all times and that taking these books away from them will cripple their character beyond redemption. For low level adventuring wizards, this is essentially true. But for high level Wizards and wizards who don’t adventure, nothing could be further from the truth.

Copies of spellbooks are astoundingly expensive – but once characters enter the fabricate or wish economies of the upper levels, that cost is either meaningless or can be bypassed entirely (thanks secret page). Any decently high level wizard may well have dozens or hundreds of copies of that precious manuscript. That’s why characters with a Wizard Mentor can copy spells for free – the high level wizard literally just hands them a copy of any spell they figure out how to master.

Arcane Magical Writings

As written, a Wizard can learn a spell from any spellbook page or scroll she has deciphered. Deciphering a page or scroll is a spellcraft check that, among other things, tells you whether it is arcane or divine. That means that under the rules as written, a Wizard can take Cleric Scrolls and copy them into her spellbook and then they become Wizard spells of the same level. Honestly... most DMs will not let you do that even though the PHB is extremely specific that that is exactly what you can do. But if it’s really important to you to learn Cleric spells, you still can.

Many DMs put in the additional restriction that to learn a spell it must be Arcane, or even that it must be a Sor/Wiz spell. That’s actually fine, because the world of D&D includes Nagas, who cast Cleric spells as Sorcerer spells. They can make scrolls (or you can make a scroll with a Naga), and then you can learn those precious Cleric spells if you really care. Chances are, though, that you don’t care. Clerics are much better than Wizards in every single aspect of their characters except in their spell-list. And while there are certainly some gems on the Cleric list as far as spells go, chances are if you wanted to build a character who casts those spells you’d be better off having been a Cleric in the first place. Have better hit points, Saves, and BAB. So while learning Cleric spells is probably a pretty stupid goal, it is definitely achievable no matter how strict your DM is.

13.6 High Adventure in the Lower Planes

The Lower Planes are infinite in size, and this is often taken as meaning that they are somehow filled with infinite power. This is essentially completely false. Remember that the Primes are essentially infinite in scope as well, and while there are ancient dragons and even Xixicals. . . *somewhere*, the fact is that you could adventure your whole life and never ever meet one. The world is mostly filled with forests, and mountains, and little river valleys, and most of the time the villains you encounter are going to be rabid dire weasels and bugbear junkies who will try to resell your shoes for a hit of mordayn vapor. Gehena is actually just like that, except that instead of you never seeing powerful dragons in your day to day life, you never see Arcanoloths. The bad guys you encounter may well be a *fiendish* dire weasel and a bugbear junkie *petitioner*, but the essential threat level is pretty much the same.

Low level adventuring, thus, is extremely plausible in the lower planes. It's not advisable for low level characters to go running around Tiamat's lair or anything, but the fact that the Elder Brain Pool is somewhere in the Underdark hasn't stopped *any* low level campaigns from tunnel crawling as far as I can recall. What follows is some wilderness adventure seeds from the lower planes for low (1-5), medium (6-10), and high (11-15) level. Players who want to adventure at near epic levels (16+) don't even need adventure seeds of this sort because they actually can just take on The Dark Eight or whatever. For whatever reason, lots of ink has been spilled on near epic adventuring in the lower planes, and I have every confidence in a decent DM's ability to throw a Balor at a party and make a rollicking and dangerous encounter.

13.6.1 High Adventure in . . . Acheron!

The first thing to realize about Acheron is that it really isn't a bad place to be. It's not even Evilly Aligned, so even campaigns using The Face of Horror have no reason to play up the terror of being here – the sand of Acheron is not Evil. But it **is** made out of steel. Characters who are going to go adventuring will do so in Avalas, because that's the part of the plane that doesn't *turn you to stone*.

Campaign Seed: The Tunnel to Pandemonium

Here's a little piece of D&D history for you – In AD&D, Orcs were *Lawful Evil*, so the Orcish pantheon lives in Acheron to war eternally with the Goblin pantheon *even though Orcs are Chaotic now*. That means that the cube of Nishrek, where Gruumsh calls his most favored and despised for Gruumshian Justice when they have passed on – is itself a bubble of Pandemonium found far from its place in the Wheel. There are, therefore, numerous portals to Pandemonium all over Clangor and Nishrek, so characters who wish to fight Orcs and Goblins in the lower planes can do so to an unlimited degree by portal hopping through the Pandemonium and Acheron layers. As an agent of Gruumsh or Maglubiet, characters can fight their way through savage humanoids, savage humanoid armies, savage humanoids with fiendish allies, savage humanoid war machines, and even powerful outsiders aligned with savage humanoids *well into epic*. You can also use this rivalry as the backdrop for any of a number of “find the artifact before it falls into seriously the wrong hands” type adventures, with the characters switching sides repeatedly based on who seems to have the artifact now.

Campaign Seed: You're in the Army Now

Cities and castles populate the lands of Acheron without number, and all of them are on a war footing at all times. Characters can travel generally without molestation throughout this area and conduct a fairly profitable bit of trading and scavenging if they do things right. But if they do things wrong, they may end up drafted into some local militia or imperial army. Characters can have substantial numbers of adventures as part of a military force, or they can attempt to resist being drafted by any of a number of means. Unfortunately, the laws of Acheron being what they are, once the characters impress their will by force of personality or arms enough to avoid the draft, they'll find themselves as a *side* – which means that they'll be treated as a hostile army all themselves by other forces. At that point they can try to stick it out alone, or try to get some help, of course almost every empire in Acheron started the same way. So the players can progress smoothly from the “chased by bad guys” scenarios to the “forge an empire in blood” scenarios to the “marry the princess, design your castle” scenarios.

Ten Low Level Adventures in Acheron

You pull into the hamlet's bar, and see what they have to offer a stranger. It isn't good. After a brief set of questions to make sure you aren't going to burn the place down, the bartender tells you. . .

- The town is infested with fiendish rats. Beer just isn't safe until their gone, sorry.
- A rival faction as poisoned the well, and someone needs to find a new source of water.
- Brigands are holding the pass. I hear one of them is an Ogre.
- The man you are looking for... he was taken away by the Scarthian Army.
- That signet ring is part of King Imag's royal accoutrements. If someone could get all of them together...it could spell big changes for the County of Yevekh.
- Orcs have come through the tunnel, their leader has a silver sword and noone dares to stand against him.
- After the Citadel of Zor fell, bodies were piled as high as your arm pit. I hear someone is making them all into zombies now, it's a shame really.
- I'd love to give you change, but after Sir Garreth set the taxes to 100%, I'm afraid I have no coins to give you.
- In this town, either you're for Sheriff Braxton, or you're dead. This town, we like to have choices.
- It's free drinks here if you can get Clarrissa the hobgoblin matron to allow her daughters to marry.

Ten Mid Level Adventures in Acheron

An emissary of hoary Surog, the ice count, contacts you. He has (the ring, the antidote, the code) you need, and he'll give it you, but first...

- One of his lieutenants has betrayed him; since you are random strangers, he can trust you to find out which one.
- His daughter has run off with the blue falcon, that accursed do-gooder. Bring her home, do with him as you wish.
- His daughter is the blue falcon. Stop her, but don't kill her.
- His daughter is the blue falcon, and Surog's rival, Cardinal Valgos, has put-her-in-a-death-trap. Rescue her, without letting on that Surog knows her identity.
- Cardinal Valgos has found some route to smuggle forces into Yevekh. Find how they're getting in.
- Cardinal Valgos is planning an attack, and Surog is not prepared. Infiltrate his mercenary forces and cause as much delay as possible.
- Cardinal Valgos has placed Surog in some kind of suspended animation! You have to lift the curse before one of Surog's underlings makes a play for power.
- A blue crossbow bolt with a head shaped like a stylized raptor strikes the emissary from nowhere, killing him before he can deliver your mission! Who is trying to stop you, and why?
- Cardinal Valgos has Imag's heir, or so he claims. Prove the heir is false, or steal him away.
- Cardinal Valgos has tricked the fox of the mountains, Dagipert, into allying with him. Break up this alliance one way or another.

Ten High Level Adventures in Acheron

You stand at the front of your army, triumphant over every foe the Lichking has sent against you, over the next hill you see...

- The Lichking's vampire sister, all alone with a white flag.
- A pile of bodies impaled to the top of a 200 foot metal rod.
- A stampede of zombie elephants.
- A chasms cleaved into the side of the cube burbling with lava.
- A portal opening up upon an army of orcs in Pandemonium, easily the equal of your own.
- A huge pile of what appears to be gold.
- A huge pile of what appears to be skulls on fire.
- A wyvern bearing a message in its claws.
- The daughter of King Zormmund, tied to an elder earth elemental.
- Your grand vizier, who has apparently betrayed you again.

13.6.2 High Adventure in... Pandemonium!

Pandemonium is a victim of the terrible confusion that permeates Law and Chaos in D&D literature, and its inhabitants are portrayed in a number of improbable lights. Pandemonium is not an Evil plane, but it's fairly wicked and it's inherently Chaotic. How it and the people who live there appear in your game is entirely dependent upon how your game ends up handling Chaos in general. Pandemonium might be extremely disorganized, or inherently deceitful, or starkly unhelpful, or simply a lawless wilderness. But what it almost certainly *isn't* is a source of low comedy where people do "whacky stuff" because they are so "crazy". That's the kind of thing that makes us cry.

Pandemonium can be a source of classic D&D adventure at its finest – the towns of Pandemonium are located right next to twisting tunnels through the stone and loud noises sound continuously through the warrens. So characters can go right from the town to the dungeon crawl without any explanation or overland travel, and those dungeon encounters are inherently episodic because nothing can hear your combats.

Pandemonium is dark and loud, and filled with confused people. At its best, Pandemonium is basically a huge rave. At its worst, Pandemonium is a huge rave. Like every part of the D&D afterlife, Pandemonium can be a punishment or a reward. And like Acheron, this place isn't inherently Evil. So even if you are using The Face of Horror, the Eternal Rave isn't that bad of a place.

Campaign Seed: Life in the Big City

Welcome to The Madhouse. It's one of the largest planar metropolises in D&D, and unlike places like the City of Brass or Sigil, it really *doesn't* have some group of powerful outsiders ruling it with an iron fist. In fact, The Madhouse has no rulership of any kind. The place is dark, and loud, and the only light comes from naked women with glow sticks. Essentially, you can get away with pretty much anything without interference from opponents significantly outside your level range. You can keep having urban adventures continuously from 1st to 20th without ever getting seriously derailed by concerns of DM self-insertion characters coming over to knock over your house of cards. At the same time, there really *are* Balors in this complex, so if you actually want to *seek out* higher-powered enemies, that's doable.

Campaign Seed: The Largest Dungeon

Tunnels crisscross Pandemonium all over the place, and they are completely stable because the way gravity works there actually can't be a cave-in. But the place is dark and windy, and filled with tunnels that move around for no reason. The caverns are filled with monsters, traps, and treasure. It's all there, from shambling zombies to ninja temples, the low level areas cross seamlessly into the higher level ones. Oddly, this is the only place in the entire multiverse of D&D where the old Gyaxian standby of having deeper and deeper levels of the dungeon filled with nastier and nastier monsters and traps actually makes sense. There's a town nearby, and the map doesn't have to make any sense at all. If you're looking for Nethack style adventuring, Pandemonium delivers.

Ten Low Level Adventures in Pandemonium

You lean over the counter to the waitress, not because she's so beautiful, but because you can barely hear her over the din. Honest. You're pretty sure she said...

- WE DON'T SERVE YOUR KIND HERE. THE MILLER ONLY SENDS US BASALT FLOUR NOW.
- WE GOT AN ORDER OF APRICOTS IN THIS WEEK, THE CRAZ NAKED MAN CLAIMS TO MAKE IT HIMSELF.
- THE TUNNELS ON THE WEST SIDE, NO ONE COMES BACK FROM THOSE. NOT EVEN THOSE NICE MEN FROM LAST MONTH WITH ALL THE WEAPONS.
- IF KELLIGAN SEES YOU LEANING ON ME LIKE THIS, HE'LL KILL US BOTH.
- THERE WAS A MAN LOOKING FOR YOU. HE SAID HE OWED YOU MONEY.
- DO I KNOW YOU? AFTER THE WATER TURNED BLACK, I'VE HAD TO ASK EVERYONE THAT.
- I HAVE THE CURSE. YOU SHOULDN'T STAND SO CLOSE.
- I CAN'T FEEL MY MIND. STOP TAUNTING ME!
- THE BEER IS FREE TODAY. IT'S A LONG STORY.
- DON'T UNCOVER THOSE LIGHTS! THERE'S A WIGHT IN THE BUILDING.

Ten Mid Level Adventures in Pandemonium

You've found the sage you were looking for, but it looks like he's dead. His corpse is torn apart and lying on a heap against the part of the floor that's the ceiling to you. Droplets of congealing blood rotate slowly in the la grange points between ceiling and floor. He's got a piece of parchment in his cold hands, and it says...

- wights have found me kill me kill me kill me
- I think this corpse will fool the howlers. At least for a while. If you wanted some water it's become more dangerous.
- NWNENWWS
- This man is an example. If Hruggek's Ninja Temple requests taxes, pay them.
- It's written in an old Orcish tongue. You'll have to find an Orc slain on the Prime at least a thousand years ago.
- The man's name is Gregor.
- Orcs! How I hate them! Their scimitars open the way!
- This is a ruse. The sage has escaped.
- Go back. Erythnul is not to be mocked.
- Itchy. Tasty.

Ten High Level Adventures in Pandemonium

The gates of the building have been torn asunder, as the characters run in, it seems that they're too late because...

- Wights swarm over the insides, covering every piece of furniture with writhing limbs and moaning incessantly.
- Neogi great old masters hang from the ceiling, affixed by strands of hardened mucous.
- The pews stand empty as dust sweeps through the ancient church propelled by powerful winds.
- Hruggekian throwing stars are imbedded in virtually every wooden surface.
- A gaping planar rift hovers in the middle of the room, the winds of Pandemonium hurtling small objects into the void.
- The red dragon is already here, the hobgoblin princess is in his grasp.
- Black fires lick the insides of the room, the tomes are most likely destroyed!
- A tremendous serpent creeps over the tattered carpet.
- The winds howl even louder in here. Or maybe... there are air elementals!
- A friendly and purring kitten is tossed back and forth by the terrible winds.

13.6.3 High Adventure in... Carceri!

Point of fact: being in Carceri sucks. It's hard to leave, and it's an unpleasant place to be. That's the whole point. But believe it or not, those who please Nerull sufficiently are *rewarded* with an eternity in Carceri. Now some of these people are just sadists – creatures who enjoy the suffering of others so much that being able to assist in the degradation of others is payment and more for having to live in a hell dimension in the Prison Plane. But for others, life in Carceri is just genuinely pretty good. Some of these prison dimensions are minimum security white people jail – there's a golf course and your "guards" are attractive women. It's still a prison of course, but if someone doesn't *want* to leave, are they really a prisoner?

Anywhere you go in Carceri, it's all Evil, and people normally only go here if they are themselves Evil. That means that the people who are being punished here are being punished for *failure*, not wickedness. The most successfully wicked individuals actually are rewarded here. Carceri can be a great place to introduce horrific elements into your story because by its nature anything that happens in Carceri, *stays* in Carceri. Horrifying and depraved elements you introduce in a Carceri adventures don't have to apply to any subsequent adventures if you don't want them to.

Campaign Seed: A Ring of Keys

Carceri is a never ending parade of pocket dimensions filled with punishments and rewards that are both cruel and ironic. Travel between these cells is almost impossible, but there are ways. Most notably, there are maps that can tell you a secret path to get from one prison to the next; and there are adjustable rings that can transport a character directly from one prison to another depending upon how it is adjusted. Either can make for unlimited hours of enjoyment as players hop from one piece of episodic turmoil to the next. The maps work just like the map from Time Bandits, and the rings work just like the devices from Sliders. Really. Furthermore, those objects are authorized personnel *only*, so if the players have one they are going to be hunted by Demodands with a new wacky scheme to catch them every adventure.

Campaign Seed: Escape from Tartarus

Just because you have been placed in a prison plane doesn't mean you deserved this punishment, or even that you committed a crime. The plane itself will punish impersonally, hiding its portals behind elaborate stages designed to elicit suffering.

Fight your way out of Tartarus, and no prison in any plane will ever hold you...

Ten Low Level Adventures in Carceri

You pass through the portal and find yourself in a new prison dimension. This one is...

- Filled with thick, thorny foliage. Also it smells like boar and the thorns splinter and get into your armor.
- A town where the streets are filled with fighting.
- An expansive desert. Vultures fly overhead, but the scorpions seem unwilling to wait for you to die.
- A foul sewer. The water is waste deep. At least, you hope it's water.
- A scrubland with rusted iron spikes jutting out of the ground. Cages filled with starving madmen top some of the spikes, while other cages have long since fallen to the ground.
- A banquet hall stacked with delicious looking food. Haggard goblins look at the food with longing, but nothing seems to stand between them...
- A windswept glacier. Far beneath you, there is a shadow in the ice. Far in the distance, a wolf howls.
- A stark stone room, where light filters oddly through a great number of spider webs and a dusty stained glass window.
- An earthy sinkhole. Worms poke through the topsoil everywhere around you, their eyeless heads wriggling like mad.
- A garden maze under an overcast sky. Fantastic shapes are cut into the hedges, and some ever seem to watch you.

Ten Mid Level Adventures in Carceri

If you could figure out the secret of this prison, you could escape...

- The labyrinth seems to have four spatial dimensions...
- The land shakes with earthquakes, but they still try to build houses.
- That eagle keeps eating that guy's entrails... hey wait, I have entrails...
- Why does that sanitarium seem to be inside-out?
- Why does everyone here wear a mask?
- Criminals in this put themselves into prison cells?
- The ghosts don't die when we kill them, and if we can't kill them we can't leave this building.
- It looks like a brothel, but who are the petitioners? The clients or the girls?
- The portal has a gold lock on it, and I was sure I saw a glint of gold in one of those oozes.
- An endless desert of white sand... Or is it bone dust?

Ten High Level Adventures in Carceri

If you just had it, then you'd be free...

- A ship of chaos passes this way every day at the same time. If I could only make it notice me...
- I almost have enough money to bribe the demodands into releasing me.
- That demon is a master of planar magic, and its said that his enemies get tossed to other planes.
- The fiends involved in the Blood War come from other planes. If I had an army large enough to impress them, they might show me a way out.
- If I could remember my home, I could just cast a spell and go home.
- The sage knows a way out, but he's so crazy that he'll only tell the secret to someone he considers a peer. What do I have to learn to do that?
- I can't believe that she's here. Do you think she'll forgive me?
- That war machine that looks like a bug the size of a mountain... I hear its powered by a portal to the Astral Plane.
- I could open this portal, but I need the Blessing of Nerull.
- A wizard has been traveling Carceri for rare components, and it's said that he has access to plane-hopping effects.

13.6.4 High Adventure in... Hell!

The Infernal Realm of Baator is essentially 9 infinitely large regions that happen to have a big pit that acts as a portal to the other 8 somewhere in them. So while the gods (and official publications) spend a lot of time worrying about that big pit in the middle, the fact is that the vast majority of *Baatorian residents* don't even know it exists. Near epic play will spend an inordinate amount of time worrying about the goings-on around The Pit, and send the heroes off to go siege the fortresses around the ledge and such, but for the rest of your character's life the Nine Hells of Baator are just some inhospitable terrain filled with level-appropriate monsters.

Campaign Seed: A Kafkaesque Nightmare

Baator is home to one of the multiverse's most pervasive, efficient, and *evil* bureaucracies. They don't lose your documents, they don't forget to mail things to you when they said they were going to, they simply have a set of rules that is at once awe-inspiringly complex and actually *designed* to cause suffering to those who need to use its services. A campaign set around the backdrop of filling out forms sounds about as entertaining as doing your taxes in Hell, but there's ample opportunity for comedy, horror, and adventure in such a scenario, as well as ample prospect for character growth. The action starts when the characters need to change their registered employment, or want to protest their home getting knocked over to build a throughway, or perform some other completely mundane bureaucratic task. Unfortunately, the form they need to begin this process is clearly on display downstairs in the room marked "Beware of Leopard".

Surfing bureaucracy in Baator is about the only place where that makes for exciting D&D adventures. The challenges to be overcome are social, mental, physical, and magical and efficient bureaucrats will tell you *exactly what you need to do* to get things accomplished. This isn't like a Kafkaesque Nightmare on Earth, where you'll get stonewalled or your papers will just get lost, this is completely efficient and functional – but designed by super geniuses to make your character uncomfortable. At lower levels there's a fiendish leopard in the room with the papers you need. At higher levels there's a golem that's supposed to stop people from entering the office where you need to convince a Gelugon to stamp your form. As the characters push their way to the top, they will find themselves in the position of being able to create their own red tape...

On a side note: I just want to point out that my spell-checker recognizes "Kafkaesque" as a word. Sweet.

Campaign Seed: Law of the West

The great cities of Baator are infinitely far away from some of the nether regions of the plane. But the Law (and the Evil) still needs to be maintained. If you get far enough out into the boonies, Pit Fiends and the like just can't be bothered to show up and solve problems. So when Chaos (or Good) comes in to assault a frontier town, it falls to hard boiled individuals like the Player Characters to set things right. There's a new sheriff in town, and he's got levels in a PC class. This is your chance to use all your Western cliché in a fantasy setting, when you can turn Cowboy Movies into Kurosawa flicks.

Once the players beat back the gnolls who have come in at the behest of hyena ranchers trying to drive the gloom farmers off the land, the place is going to be a nicer place and attract Ogre Duelists or dishonest bankers. When it becomes known that the portal nexus is coming through, suddenly all that property is going to shoot up in value. And suddenly the pit fiends *do* care what goes on in your sleepy neck of the woods.

Ten Low Level Adventures in Hell

It's a dusty little town, like an infinite number of others just like it both functionally and aesthetically. You don't know what makes this town special, and with the number of horrors you've seen on the plains – you're not sure you want to. Still, this is a place it doesn't pay to break the rules when it isn't important, so the first thing you do is walk in through the curtain they hung up on the door to the Town Hall. Inside you see...

- A dried out sahuagin sits behind the desk. He's mumbling about how the water is all gone.
- An officious imp attempts to shoo you right back out the door.
- Five corpses in fancy clothes lay strewn about the entrance hall.
- Putrid husks of humans in cages hang from the ceiling while a ghoul repeatedly jumps up trying to get at the rotting morsels.
- A mountain of papers covers the desk. From somewhere behind them a voice tells you that it is busy.
- A hobgoblin sits with his feet on the desk. As you enter, he stands up smartly and asks your business.
- Long lines of petitioners block off any hope of registering an time soon.

- Zombies shamble around the insides of the building and an imp is attempting to complete its paperwork while flying around the ceiling.
- The floor has collapsed entirely
- The front counter has been smashed and the interior smells like hyena urine.

Ten Mid Level Adventures in Hell

At last! You stand before the magistrate, it seems like you've been waiting for an eternity. You state your case, and he tells you...

- "You have the choice of death by platicorn or death by fire. Choose!"
- "I grant you writ of ownership of Gelzugh's Tavern. You have the full backing of Hell in taking control of it from Gelzugh. Way back."
- "Your circlet is not *jade*, it's *malachite*, which is totally different. You're going to have to go back into the mines and find a *jade* circlet."
- "Every one of you are sentenced to clean the sewers of Leng of the crawlers or die in the attempt."
- "It is Tuesday, so you're going to have to travel to Chitterport to have this taken care of."
- "Actually, this contract looks legitimate to me; Baelphor is legally the child's father."
- "I find nothing in this documentation to lead me to believe that these passports have been stamped correctly. Deport everyone."
- "You can't be serious. These swords aren't even magical."
- "Foolhardy mortals! You have wasted my valuable time and now I shall waste yours!"
- "Raelzella's marriage is now void, the ownership of the larvae will be decided by combat."

Ten High Level Adventures in Hell

Sorting through the ancient paperwork in the forgotten tower, you've found...

- Documentation that proves that you personally are descended from an Erinyes.
- A small plush doll of a petrified Pit Fiend. It appears to be a *shrunk item*.
- Spellbooks belonging to an evil lich.
- A map of a mighty fortress that appears to have stood where the shard spires stand now.
- Proof that a powerful Gelugon is not entitled to his position.
- A recipe for a dish now famous throughout the plane.
- Tongues of an ancient beast in a box. When the box is opened, the tongues speak of a fortress filled with giants.
- A portal to a deeper Hell in between the pages of a book.
- Poetry thought lost for a thousand years.
- Prophecies that mention you by name.

13.6.5 High Adventure in... The Abyss!

The Abyss is well known for being infinitely big and infinitely bad in all directions, and it is. If there is some hellscape in your nightmares, it's probably somewhere in the Abyss and there is someone there waiting to hurt you. The only thing it has going for it is that it's very unorganized, meaning that the endless evil is only rarely directed enough to threaten other planes and planar oases tend to places of great turmoil, meaning that small groups can easily blend in and ingratiate themselves amid the variety of beings that call these planes home.

Unlike other planes, there is no "standard" Abyssal Plane, aside from the top level called the Plane of Infinite Portals. These planes may be set up like a deck of cards, but they only share the chaos and evil traits; any particular plane can have any elemental or magic traits in the book and have geography ranging from the mundane mountains, forests, and plains to fantastic locations harmful to all but the most exotic forms of life. The only thing one can depend on is that pits and holes in the Abyss are often planar portals, and they only lead to deeper and wilder layers of the Abyss. Climbing back out of the Abyss is a much more difficult task, one that requires knowledge of planar pathways like the River Styx or powerful magic.

Campaign Seed: We're the Exotic Products Trading Company (Abyssal Branch!)

"We are here to serve your needs, and we offer a range of services ranging from capture of exotic lifeforms to collection of unique minerals and lore! We even have an on-call Search and Recovery Team available to recover lost individuals, 'bargain' with demon governments, or protect important trade shipments! Contact one of our offices in Sigil or our home office on the Plane of Infinite Portals!"

Campaign Seed: Pirates of the River Styx!

"Yo ho, me hearties! The River Styx be vast and mysterious and its waters kiss the Abyssal planes like a cheating lover! Why set sail in the other Lower Planes when the Abyss is infinite and lawlessness is a virtue of its people? The good boat The Groping Marilith has room for any brave soul whose handy with steel or spell and has an eye for exotic and demonic beauties in every port and magic and jewels hidden in the nether regions of every fiend. Come ply the Abyss with us, and forget your troubles on the River Styx!"

Ten Low Level Adventures in The Abyss

- Food Run! Demon weevils have infected an Abyssal Town on the river Styx, and the first group to bring untainted food for them will earn a valuable ally.
- Race! A Nalfeshness ruler of miles-long city straddling the River Styx on the 33th level of the Abyss has decided to host a riverboat race to please his unruly people. There's big money to be made in this no holds barred sailing race through an Abyssal city!
- The good ship Lollyjaws is plying the River Styx with its zombie crew, and they've decided that you've hit a big score and you need help "investing" it.
- Message in a bottle. A map written in Celestial has been found in a bottle on the River Styx. Is this a map to a treasure, some poor soul's hope for rescue, or a clever trap to capture well equipped adventure seekers?
- Run aground! A chaos ship containing mysterious spices and drugs and run aground near a port town, and its bedlam as psychotropic clouds spew forth to wreak chaos in the town. Loot the vessel before the helplessness of the townsfolk attracts powerful fiends who'll sweep up the any booty.
- A dark, beautiful, and mysterious stranger decides that only your organization can retrieve a packet of information from the 411th plane.
- Mapquest! Map a planar route to an exotic locale in the Abyss, and return to collect your reward.
- "There's an emergency! Deliver this call for help to the 911th plane!"
- Worm farmer! Travel to Noisome Vale on the 489th layer of the Abyss and collect samples of the worms that eat sulfur gas and exhale breathable air for a Fiendish Gnome client with ideas for a Styxian submarine.
- An erratic portal between the 1st and 239th planar has started functioning properly again, and the Lost of City of Azzabanazanazan has been found (much to the inhabitants surprise). A little clever negotiating between this city and a few of the more popular demon cities could mean big profit.

Ten Mid Level Adventures in The Abyss

- Naval vessels of the Nine Hells have made serious incursions along the river Styx, and a clever "privateer" can make a little coin by signing up with a demon lord to resist these salty devils.
- Smiley Tom, the infamous Incubus captain of the legendary Slippery Cat has been imprisoned in Graz'zt realm for unknown crimes. Rescue him to gain his legendary gratitude, or use this opportunity to steal the Slippery Cat, the greatest ship to ever sail the River Styx.
- The Forgetful Fog Technique. Some clever pirate has figured out a way to create fog on the waters of the River Styx, then push these vapors onto towns and cities, looting them silly while the inhabitants are blissfully unaware. Catch these clever thieves to stop their amnesiac attacks, or perhaps gain a monopoly on this tactic yourself.
- One of your mates have finally bedded one lass too many...she's been granted a wish by a glabrezu, and ill-luck follows your mate and his friends(which is unfortunately you). Win her affections back or find her a new romance in the Abyss, or else the curse will be the end of you.
- Ever hear of the sea elves living in a city hidden under the River Styx on the 356th plane? Their touch steal memories and they sell them on the demonic market and...what was I saying? Hey, who are you? Who am I?
- A lazy balor chief running the glorious demon city of Belzasharazar on the 45th layer wants a new pleasure palace constructed, but his succubus consort has other ideas. Burn the construction often enough and he'll lose interest, and you'll earn a powerful patron in the demon city.

- The latest fad in Sigil is the practice of keeping glowing dragonflies as party lighting, but these exotic insects are found only on the 232nd layer of the Abyss, a plane suddenly caught in a vicious conflict between two barely-known demon lords. Deliver a shipment of these blinky bugs to Sigil and you'll be invited to all the best parties, opening up other pecuniary possibilities.
- You've been approached by a cabal of wizard from the Prime, and they want information on the Black Tower. Infiltrate the Black Tower to steal their secrets, or turn sides and lead a strike force to the Prime to nip these nosy wizards in the bud.
- A cargo box shows up on your door with a valuable, but difficult-to-sell and dangerous product (like a shipment of souls), and several parties seem to think that you are the owner. Find a way to sell the cargo to a more powerful individual or else these parties will take it from you with extreme prejudice.
- An old associate has deeded you a confectionary in the City of Brass that specializes in demon chocolates and sweets. The Sultan has decreed that if you don't pay back taxes in city of Brass currency that he'll foreclose on the property (and your soul). Go on a whirlwind tour of the Abyss to collect enough stock to make enough quick cash to save the shop (and your hide).

Ten High Level Adventures in The Abyss

- Over a dozen pirate ships working the River Styx have been declaring that they are part of an Armada in order to pass along blame, and they are saying that you are the Admiral! Find and smash these lying upstarts or "gently convince" them to actually accept your command.
- A general in the Blood War has found a way to divert the River Styx and he is using these pathways to strike key demon and devil armies, killing both his enemies and competitors. Both sides are willing to handsomely reward the party capable of ending this maritime terrorism.
- Rumors and hints point to a powerful artifact being transported along the River Styx in a vessel of unusual design, and factions vie to be one to seize this powerful item.
- An island has appeared in a notoriously wide section of the River Styx, and dragons have been leaving the island to raid vessels. By your estimation, they should have amassed a horde that is fantastically large, even by the standards of dragons.
- The Mask of the Captain has resurfaced, a powerful artifact that creates and closes permanent gateways between the River Styx and the Prime Material Plane, and a powerful Prime nation has decided that they will increase the wealth of their people by plundering the cities of the Abyss.
- A trading vessel of unusual design flies into the Abyss, avoiding known planar pathways. It is crewed by a race that planar sages have never seen, and they offer trade goods of exotic and powerful design. Is this a simple trade mission, or an incursion from another plane by a new planar power?
- Orcus's agents have begun purchasing magic items related to planar travel, hinting at an invasion of enormous proportions.
- A demon lord of waning power has declared that his power and command over his layer of the Abyss will pass onto the individual to defeat him in single combat, and contestants have gathered at his fortress. Is this a ruse to gather the equipment and souls of powerful individuals, or is he truly offering a chance at the title of demon lord?
- An old friend brings news of the discovery of an empty city found in perfect condition in the Abyss full of trade goods and magic, but without a single living or undead soul. To take control of this city is to learn its secrets, and possibly gain its enemies... enemies unconcerned with wealth or magical power.
- Yeenoghu has decided that you are a demon lord in disguise who is pretending at weakness as a ruse, and he is sparing no cost to send agents to test this theory. Convince him that you are a mortal, or strike him so hard that he ceases his attacks.

13.6.6 High Adventure in... Gehenna!

First, it's the home of the Yugoloths. These outsiders are the dealmakers and compromisers of the fiendish world, so they might be involved in any plot or any scheme that makes its way across the planes. The land itself is series of volcanic mountains where sentients have forced their own existence into, jammed between the Hades and Hell and connect to the River Styx, so it is well situated between several of the Lower Planes. The works of mortals and immortals alike are eventually destroyed by tremors in this architect's nightmare of a plane and only the works of the gods last here. That being said, the entire plane has an angle that ranges from inconvenient (45 degrees) to unlivable (straight up), meaning life in Gehenna is far more socially dependant than other Lower Planes due to the fact that the only place to live is in the cubbies, caves, boltholes and settlements that litter this plane. It's not that

you can't live in on the slopes and are forced to cooperate and co-exist and you are forced to compete for space like in Hades, its just that life in Gehenna without a clique *sucks*.

What do all of these things mean? It means that Gehenna is a realm for movers and shakers, a place where “the deal” and “the juice” matters more than any ideals or hopes. Even the petitioners of this plane are only concerned with power, and only the cruel nature of this plane keeps them chained here. Brinksmanship and counting coup and favors are the symbols of power here, and mere physical might or magical power take a backseat to one's ability to *manipulate people with physical power and magical might*.

Campaign Seed: The Yugoloths Want You!

While Tanar'ri generals are known the power and might of their hordes and Baatezu armies are know for their frightening disciple and efficiency, it is the Yugoloth forces that are know for their subtlety and tactical elegance. They don't fight for reputation or honor; they fight to fulfill a contract and make a profit, making them among the deadliest generals in the Lower Planes.

You've joined that organization now, and the Yugoloths have need for elite squads of problem-solvers with a propensity for violence and a capability for discretion.

Campaign Seed: The Grand Game in the Crawling City

In the Crawling City, you've got to be useful or you're dead. You attached yourself to a minor Yugoloth noble, and he's begun using you as behind the scenes agents in the Lower Planar courts. With skill and nerve, one day you might earn the fear and respect of the fiends and become a player in your own right.

Ten Low Level Adventures in Gehenna

- A famous Yugoloth tactician is taking new students, and he's set a distinctly fiendish entry requirement: interested students publicly apply, and one week later the first to present themselves is accepted. The last time he took new students, no applicant ended the week alive enough to show up. . .
- Small bands of petitioners have been gathering under the banner of a charismatic profit and raiding minor settlements in the night. Eliminate the threat by assassination or counterattack.
- Tremors! Minor rumblings and a trusted fiendish seer predict a major lava spout in a small settlement, destroying it, and several interested parties want to loot it or the refugees in the final hour. Intercept these rogues, or plunder the settlement for yourselves.
- A minor Baatezu noble has been spotted in the Crawling City, and it's suspected that he's trying to hire away an elite group of Baatezu mercenaries when their current contract expires. Find and interrogate him, and the Yugoloths will repay this little favor. Whether he returns to his home plane with his life and valuables is your own business.
- The Double “H” Run. Despite the Blood War, some trade does exist between the Baatezu and the certain Tanar'ri, and the Yugoloths have their hand in it. Escort a package between the Nine Hells and Hades, avoiding agents from both fiendish factions who would use it to discredit their countrymen.
- The Masked Ball is next week, and a clever soul capable of learning the identities of several indiscrete parties can earn a few coins with the information brokers of Gehenna.
- A tiefling fop of a swordsman has defeated several prominent Yugoloth blademasters in mostly fair duels, despite his obvious lack of skill. Several persons of note would like to know his secret, and would pay even more to have that secret removed at an opportune moment.
- A mortal Sorceress of rare skill and infamous carnal desires has come to Crawling City, and entities of power are jostling to be known as one of her clients. Secure her cooperation for a client and win wealth; secure it for yourselves and win power and danger.
- A Tanar'ri of an unusually Lawful bent has entered the service of a Yugoloth of middling power. Discover the secret of his service, and that service can be passed on to a more worthy fiend, or kept as secret weapon for yourself.
- A Yugoloth of some influence has secured the services of an unusual household staff of famous, though powerless, Prime mortals. Spoil his coup by tempting, tricking, or intimidating these mortals into committing terrible blunders during the next power meeting, and you can harvest some amount of his influence.

Ten Mid Level Adventures in Gehenna

- A powerful Tanar'ri fortress has been bidden for destruction, and the Yugoloths will pay well for the group that finds an exploitable weakness.
- Several subcommanders have been bickering over the right to extract a powerful dragon of a military bent from Carceri, and rewards will fall upon anyone capable of securing this beast's services for the Yugoloth.
- A key planar touchstone in Hades will prove the key to an isolated fraction of the Blood War, insuring victory for one side or the other. Destroy this site, or profits for the Yugoloth in this conflict will fall dramatically. Secure it for yourself and turn it against both armies to secure a stalemate, and some fraction of the increased profits will fall your way.
- A powerful Yugoloth well-known for patronizing up-and-coming allies has declared that you are his protege, making you a target for his enemies. Punish these enemies, and you might secure his patronage for real.
- A small army in the Blood War has wandered into Gehenna and is a threat to the Yugoloths. Destroy its leadership and loot its paymaster, and the Yugoloths will see that you are amply rewarded.
- A band of thieves have turned the Crawling City upside-down. Recover and return the valuable objects and win influence. Hold the objects hostage for future favors, and gain power that money can't buy.
- An unknown magical effect has stopped the feet of the Crawling City, and the first to discover the cause will win no small amount of gratitude from the ultraloth ruler of the city.
- A series of businesses across Gehenna have been vandalized, an obvious turf war between two competing interests, and the first group to discover the identity of either player can earn a contract to accelerate or reverse the destruction.
- A spellbook of unique magics useful to a courtly mage has been found, and the owner of such magics would pay handsomely to not have his secrets revealed.
- A Baatezu diplomat has come to Crawling City, and he has decided that you will become his agent. Avoid a diplomatic incident without betraying the Yugoloths, and the powers that be may reward your ability to resolve such a conflict.

Ten High Level Adventures in Gehenna

- A cabal of liches have a sudden need for several rare components, and they are willing to trade battlefield magic for the first party to collect their list.
- It has come to your attention that several key subcommanders are plotting a coup over the control of the Crawling City. Shatter this conspiracy, or rise all and become its ringleader.
- The Yugoloths are looking to subcontract a dangerous mission on the prime against a noble house of demon-hunters. Get the contract and eliminate the hunters, or accept a greater bribe from them to hold the contract long enough for them to counterattack.
- Key contracts for the Blood War have been stolen, and the first person to recover them will control a Yugoloth army of immense proportions.
- A war machine of great size and terrible power has been spotted in Mechanus, and such a device would fetch a king's ransom in the war markets of the Crawling City.
- A clique of fiendish spellcasters has set a challenge: the first entity to scour the planes for a specific but almost unique spell will earn a tome of their greatest spells. They expect one of their members to win and then resolve a dispute about claims of leadership of the clique, but an indiscrete servant blabbed the rules of the contract and now several interests seek to win the contest.
- A mortal noble of rare talents has entered the Crawling City and is recruiting agents for one goal: recover the contract that dooms his soul to property after death. To help him is to defy Yugoloth tradition, but the rewards might just be right.
- For some unknown reason, Inevitables stalk the Crawling City, and a clever stagemen might just be able to divert them towards one's enemies.
- The ruler of the Crawling city is missing, and chaos rules as several factions make a bid for power.
- Negative energy has begun to permeate the Crawling City and undead powerful enough to challenge of Yugoloth leadership have begun to rise. Is this an attack by a god whose portfolio is death, or some ruse to put the Yugoloth against an enemy they cannot defeat.

13.6.7 High Adventure in...Hades!

One would think that Hades is among the worst Lower Planes to adventure in...and they'd be right. The plane itself has the two nasty qualities: it poisons you with the Grays until you become a depressed Goth, and the Entrapping trait takes your memories and makes you want to never leave like a bad house guest. That being said, adventure is still possible, even for the least powerful adventurer.

It works like this: think of Hades as an unforgiving desert. Travel in this "desert" is only done by moving from oasis to oasis. These oases are towns and settlements that are built in such a way to resist the Grays and the Entrapping trait (see the Handbook of the Planes for an example of such a place). The only things that permanently live in the desert are creatures who are both immune to the Entrapping trait (like outsiders) or who have already succumbed to it (which has no other game effect other than "become an NPC who doesn't want to leave"); these creatures also have some way of dealing with the Grays, and so they are creatures with SR 10 or better or are immune to Wis damage (like undead). This generally means that the "desert" that is Hades is filled with wild-eyed hermits and bandits and other forlorn spirits (which might be actual undead) living in the blasted and ruined geography of Hades, or creatures of some special power who skirt the edges of civilizations. Some NPCs you meet might just be Entrapped, but enter an oasis once in a while to recover from the Grays; other such characters might have ways to cure the Wis damage that the Grays cause, thus they are entrapped by Hades, but have no reason to enter an oasis, and some powerful creatures can resist The Grays almost indefinitely due to their high Saves.

Hades also has a few other features of note: It's the ultimate source of Evil of all types, and all of the evil outsiders are equally (un)welcome there. You could easily see a Yugoloth, a Devil, or a Demon without that being part of a plot device. Since Hades is the creation place for larva, the serving-sized petitioner souls of very evil people, the big evils of the multiverse have taken to fighting and brokering for this natural resource full time, and it all starts here. Night Hags and Liches are other players in this economy, but they are the freelancers in the publication of evil.

Campaign Seed: The End of Oasis

You've lived in the town all your life, and you know that only madmen and the 'loths live beyond the walls, but now you must travel the wasted plains to find your destiny.

Campaign Seed: A World At War

The Blood War wages endlessly and pointlessly across the Gray Wastes, with most territory never held or even claimed. The only things that have value in this whole plane are the occasional portal, oasis, or larva vein. Every other patch of land is a liability and *no one* wants it.

Ten Low Level Adventures in Hades

- A Yugoloth has died while on a trading mission to your town, leaving behind a shipment of larva. To prevent your town from falling under the 'Loths gaze, you must take them to the nearest Yugoloth city for sale.
- A battle in the Blood War was fought near your town, and the undead fodder from that battle now terrorize the countryside.
- The leader of your town wants it to become a waypoint for message delivery, and he hires you to delivery the first messages.
- Something has been coming in from the wilderness to stalk the townsfolk. Will you track it back to its lair outside of town?
- The well has been poisoned, and you must find a new source of water for the town deep underground, far from the protective influence of your home.
- A terrible new disease has been ravaging all the nearby towns, and the Oinoloth has decreed that the town with the best gift will be spared.
- Devil agents want to construct a supply depot far from their own infernal realm, and will pay well for the location of new oasis(minus any current inhabitants).
- The nearest town has its eye on the riches of your town, and now has agents and a small force scouting for weak points and key personality to kidnap.
- Two caravans have entered your town at the same time, and now they have begun attacking and sabotaging each other at night in an effort to be the only one to leave.
- It's Election Day! Factions in town work against each other in an effort to become the new Mayor, and everyone knows that the loser will end up exiled to the wastes.

Ten Mid Level Adventures in Hades

- For some, mere death is not a real revenge. A powerful leader hires the party to defend a prison built in order to entrap entities in Hades in a spot unprotected from the effects of the plane.
- A legion of elemental soldiers have been led through a Gate, and they have succumbed to the effects of the plane. The first town leader to convince them to join him will gain a powerful fighting force.
- The Yugoloths have decided to annex your township, and only a show of overwhelming force or a high bribe will convince them to leave your town alone.
- Something is destroying oasis after oasis, isolating your town from the trade paths.
- A Gate has been opened to Celestia, and celestials have offered asylum to your township. Is this an opportunity to evacuate your town, or is this a fiendish trick to destroy your town?
- during a battle in an unfamiliar oasis, your party is transported to an unknown location in Hades, far from any oasis. Can you find your way home, or even to a safe location before you succumb to the planes traits.
- A series of Gates have opened up to a distant region in Hades, and townships now vie to control the altered landscape.
- The river Styx is flooding, and threatens to wipe out several cities built on its waters, including your town's primary trade partner.
- A caravan of bioloths has entered your town, beginning a carnival that threatens to enslave everyone.
- A powerful Yugoloth has been working against the Oinoloth, and your town is caught in the cross-fire. Will you work against it, or for it?

Ten High Level Adventures in Hades

- Rumors hint that your town holds a mystical font that can make anyone bathing in its waters immune to Entrapping and the Grays, and several powerful forces vie to control this wonder.
- The Blood War has boiled up in your region, and a clever party could benefit from working with one side or the other, or even both.
- A powerful devil decides that he needs more exotic troops, and he is willing to extend his protection to your town if you can capture powerful creatures from several legendary parts of Hades.
- Angels have gained a foothold into Hades, and have decided that your town is the first to be "purified."
- During a particularly brutal battle in the Blood War, a powerful artifact has been lost. The first to regain such an artifact might be a threat to even the Yugoloths.
- A cabal of Night Hag Sorcerers have decided to harvest your town, and the only way to catch them is to breach the barrier between your plane and theirs.
- A powerful outsider offers his services to your town, saying that he can create planar gates. Such a resource would transform your town into a planar metropolis, but can it survive the attention it will attract?
- A powerful Warlord has taken over rulership of several towns, attempting to build an empire in Hades, and your town must either gather the forces of the surrounding towns to fight this menace, or usurp rulership for yourselves.
- A dangerous wizard has found a way to concentrate the evil of the plane, and he is using this evil as weapon that can corrupt even the Yugoloths to his person brand of evil.
- Strange and terrible diseases are taking their toll on all the inhabitants of Hades, and the only way to stop these plagues is to assume the mantle of the Oinoloth.

13.7 High Adventure in the Elemental Planes

13.7.1 High Adventure in... The Plane of Fire!

More than any other Inner Plane, adventures in the Plane of Fire tend to take place in planar bubbles. If you can breathe water, the majority of the Plane of Water is basically just a lukewarm benthic zone, and it's the kind of place that Sahuagin might live without even realizing that they weren't on the Prime. But the archetypical expanse of the Plane of Fire is just, well, fire. It's like the churning surface of a sun that extends in all directions for eternity. And while it is colder and less destructively melty than the all-consuming plasma of an actual star, it's still basically just an endless expanse of fluid, dangerous, useless fire. Did I say useless? You bet, because heat engines actually work by heat difference, so from the standpoint of residents of the Plane of Fire it is actually cold that you use to

run a power plant. The fire in between everything is just like the worthless emptiness of deep space except that it will also catch you on fire. Forget Carceri or the Gray Wastes - the Elemental Plane of Fire is the worst place in the D&D multiverse.

But just because it's a horrible place, even the worst place, doesn't mean that there isn't stuff you want there. And just because it is the most inhospitable place imaginable, doesn't mean that low level characters can't adventure there. The key is the planar bubbles exist. That is basically the only reason that anyone gives the Plane of Fire the time of day. The most important bubbles are Prime Bubbles. These are areas of land and sea with atmospheres, that happen to be shaped like a Ptolemaic world - a circle of land and sea with a hemisphere of atmosphere above. And of course, outside that is endless roiling fire. So the ground gets kind of rocky and parched, what with the sky being a never-ending holocaust without reason or respite - essentially it's like living in a Dragonforce video.

Those Bubbles aren't just the only place your characters can survive, they are the only places that any of the residents give a damn about. Remember that even if you happen to be a fire elemental, you still eat "flammable" materials if you want to grow any larger, and those only come from the "cold" spots. So not only is the practically usable terrain in the Plane of Fire very small compared to the plane's total volume, but the space between is inhospitable void. And not just inhospitable void - it's opaque inhospitable void. Standing on one of the floating islands, you can't even see the other islands. When you look into the inferno you have no way of knowing whether the next place of value or substance is a few centimeters or a few parsecs of burning emptiness in any particular direction.

So what does that mean for the low level adventurer? It means that practically speaking, no one expects your character to want to go anywhere that would cause them to actually catch fire. No one else does, not even the planar residents who are actually made out of fire. So it's totally workable as an adventure locale at any level. The Plane of Fire is run by the Efreeti Sultans, and that gives the entire place a very fantasy-Arabic feel. Ignan, the approved lingua franca of the universe, is explicitly based on Arabic. That thing where Arabic calligraphy kind of looks like living flame? Yeah, they went there. While the Djinn have a presence in the Plane of Air and the Dao have their own Caliphate in the Plane of Earth, the Sultan of Fire owns the Plane of Fire. Because there is hardly any real estate, and finding or getting to it is in most cases a Wish Economy proposition.

The Plane of Fire is your chance not only to throw out every Arabian Nights cliché you know, it's also a place to throw in 1950s sci-fi left and right. Basically everywhere that anyone lives is one of those bubble colonies or asteroid mining facilities from the Heinlein juveniles. To get from one planetoid to another requires getting into a heat protected shell and then throwing yourself from one to the other. Once you leave a Planar Bubble, there's no gravity or wind, so it's basically exactly like one of those personal space ships that were talked about in the old Republic Serials. Some of them are even saucer shaped.

Campaign Seed: Conquest of the New World: Even beings of pure fire cannot see far into the firmament, and so it is that new places of interest are "discovered" all the time in the most surprising of places. The iron ships that travel between bubbles need exacting angles of departure, because once they are off course, there's really no measurement you could take to figure that out (and often nothing you could do about it if you did). So a new island might well be just 1 degree off an established trade route. And once a new land is discovered, it's Columbian Conquest all over again. This new world may well have occupants that object to being "discovered" let alone colonized, but on the other hand they could seriously have fountains of youth or cities of gold.

Exploring a new Planar Bubble in The Plane of Fire is a good way to bring out any kind of D&D adventure you want. The PCs have literally no idea what they might find there, and there's a very great incentive to keep exploring since even wood and water are hugely valuable resources once you get off this gravity well and back to a more civilized one. You don't just get to loot the temples of stone using pyramids, you also get to confront their heathen demon gods, find relics of fallen ancient civilizations or the secrets of long forgotten wizards. A Planar Bubble that "no one" knew about on The Plane of Fire is about the safest place in the entire damn multiverse, so anyone who did know about it could have stored or imprisoned, well, anything there.

Campaign Seed: Janissaries of the Fire Sultan:

The Efreeti sultan is cruel, but he is not stupid. And he is well aware of the limitations of being a guy who is on fire all the time when the only things in the entire universe that have any value are things that are not on fire. And so it is that the Fire Sultan has children of non-flaming races raised in his employ. These children grow up to be Janissaries: creatures who act as agents for the Efreeti and build their empire without incidentally burning it down. There is a lot of room for advancement in the Janissaries, the Sultan genuinely values your skills more than he values the skills of the other Efreeti. First of all, there is basically no chance of you ever actually becoming Sultan (you just don't have the right fire in your blood), and secondly, unlike a real Efreet, you can do stuff that the Sultan cannot. There are a lot of politics that go in court, and the rest of the Efreeti have a tendency to rather resent Janissaries; while at the same time doing their damndest (literally) to avoid any direct confrontation with something the Sultan considers to be "his." Do the Sultan proud, and you can have your every wish granted (as long as that wish doesn't

include becoming Sultan or leaving the Sultan's employ). Fail him sufficiently, and he may allow the more jealous members of the court to take their frustrations out on you.

Ten Low Level Adventures in The Plane of Fire:

You're getting the report from the overseer of the pipeline workers. The Kobold tells you that they aren't getting as much water as expected because...

- A group of Firenewts has claimed that the pipeline runs through their tribal lands and have begun monkey wrenching.
- The water reserves aren't as extensive as hoped near the surface, and the pipeline will have to be extended into the caverns.
- Superstitious fears have broken out among the workers, they speak of burning snakes.
- Drilling has broken through to inferno before expected, this rock isn't as stable as we'd hoped.
- The water has some kind of creatures living in it. Creatures that live in water.
- Some creatures have been bringing clouds of smoke with them when they crawl over the pipeline.
- A rival mining group is siphoning water from our reserves.
- Some guy who looked like a Yak has paid more than enough money for the land to get the crew to drill elsewhere.
- Everyone who touches the water seems to forget what they were doing.
- The water has been draining up to the mountain.

Ten Mid Level Adventures in The Plane of Fire:

Laughing, the Efreet relays the news. It's never a good thing when an Efreet is happy to tell you something, and this is no exception because...

- Some group of xorn came in with a load of opals just two days ago. You're going to have to go farther afield if you want to liquidate those gems.
- It seems that while you were out, they've made a new appointment of Sheriff.
- The land title has been revoked and given to Hakim
- Surtyr wants his money back. Now.
- Yak Men have taken over the entire city.
- A Red Dragon has claimed the water reserves.
- The Bubble has begun wobbling, the only way home is by wish.
- The princess is in another palace.
- The gnomes have themselves a Frost Salamander that they are keeping alive somehow, and mere flammables are virtually worthless here.
- The great astrolabe has been shattered.

Ten High Level Adventures in The Plane of Fire:

The Iron Flask isn't completely inscrutable, and your research indicates that it contains...

- One of the Sultan's uncles.
- A potion of Immortality
- A gate to a deep layer of Baator
- The heart's blood of Baphomet
- The phylactery of a powerful Lich
- A decree from the previous Sultan
- A heretical Genie who was imprisoned for predictions that appear to have come true.
- The crown of Pyriria
- The condensed gaseous form of a Chaos Roc. One of several, if the accompanying letter is to be believed.
- The laughter of Queen Chandra.

13.7.2 High Adventure in... The Plane of Water!

The Elemental Plane of Water is an endless expanse of relatively static water permeated by a soft ambient light. There is only gravity if you want there to be, and the incompressible medium makes gravitational movement slower than walking. But nonetheless, you can move pretty much anything at the rate of about three and a half miles per hour just by “falling” or “rising” with it. Outside of an occasional “pressure zone” the entire plane is pretty much one giant coastal shallows, with a water pressure at any point about that of being under just a meter of water. The Elemental Plane of Water is also the largest place in all of the D&D multiverse in real terms.

Sure, it is “infinite in all spacial dimensions and time” just like all the other Inner Planes, but it is markedly different in that every point in the Plane of Water is also a place. None of it is empty or impassable, it’s all just made of water. So you can go and be anywhere, and you won’t be “between” things because the place you will be will be an actually stable location in and of itself that you can put stuff down in or give directions to. Every point. And that means that there are more places to be, and by extension more stuff than in any of the other planes. Indeed, like how on Earth about 70% of your body is water, and about 70% of the world’s surface is water, about 70% of the creatures and structures in the Inner Planes are on the Elemental Plane of Water. And like the oceans of every Prime World - the Plane of Water still gets less press than the other planes because it is full of water. In general, things on the Elemental Plane of Water stay where they are put, with little in the way of mobility. This means that when there is an air bubble, people can pretty much run around in it without fear that the air will bubble up away from them. Because there is no up. This also means that disposal of bodily waste is “gross.” There is nowhere to “bury” anything, so stuff that comes out of you just sits there accusingly. Fortunately, there are a lot of plants and little animals that will come clean that up, but this process is no nicer to watch on the Plane of Water than it is anywhere else. There are areas where, for whatever reason, the ambient water is flowing with some kind of current. Some of these currents are incredibly fast, but as a rule they are not that “large” and full mixing doesn’t happen. The fresh parts of the endless sea stay fresh and the salty parts stay salty. The hot parts stay hot and the frozen parts stay frozen.

The Marids are, individually speaking, the most hard core of the Genies. However, the Great Padisha of the Citadel of Ten Thousand Pearls is basically just the mayor of a town of one thousand occupants. One thousand occupants where one in five of them can grant frickin wishes, but just a thousand all the same. You could seriously move around the plane your whole life and never come within the demesnes of a Marid. Each Marid considers themselves to be royalty and to rule all they survey - which is basically true but functionally meaningless because you normally can only see about 60 feet on the Plane of Water because there’s microbes and sand and stuff in the water pretty much everywhere. This contrasts sharply with the Sahuagin empires, some of which are ten thousand miles across (note: this is bigger than the entire Earth, and we’re talking volume rather than surface area, so some of these empires have populations that measure in the tens of billions), but which due entirely to the sheer vastness of the plane and the smallness of any visitor’s personal experience of the place (60 feet or so around them and movement as fast as they can sink or swim), it is still entirely likely that you’ve never heard of any of them.

While the visibility on the plane of water is total crap, the audibility is intense. Water is nearly incompressible and it’s nothing but water forever and ever. Sound pretty much follows the rule that any noise is four times as quiet when at twice the distance, with no additional dampening from the atmosphere. Any noise ever propagates with such totality and speed that to the human visitor it is nothing but a constant deafening roar. Indeed, since sound travels so much faster in water than in air, any non-aquatic visitor needs 10 ranks of listen to even have a hope of locating any sound. Even sounds that are loud or close enough to be distinctly made out sound like they are from everywhere. This is not a problem that natives have, and indeed a Sahuagin can locate you by the sound of the water against your skin.

Secession is constant in the Plane of Water. Anyone can just pick up their house and leave at a bit over 3 miles an hour. Between this tax day and the next, you could have moved your house about 29,000 miles which is noticeably more than the circumference of the Earth. And when you factor in the fact that there is no guaranty that anyone will find your house if you move it 100 meters, one can see that you can vanish from a government’s radar very easily if you are not actively imprisoned. The standard therefore is to be required to pay taxes to the local authorities at the beginning of the year and subsequently be allowed to provide proof of citizenship to receive services for the following year. Surprisingly, much of the civilization in the Plane of Water is actually more recognizable by connoisseurs of modern nationalism than are the kingdoms of other planes of existence. If you want to live in a country, you have a citizenship card and rights and social services and stuff. Anyone who doesn’t want those things (or doesn’t want to pay for them), just leaves and lives elsewhere in the roaring darkness.

Campaign Seed: Heralds of the Empire:

Sound travels fast under water, but news does not. When a new nation takes hold of a region, it can take a long time to even find everyone who lives there. And so it is that any nation state or empire needs to send out groups to

patrol their territory. Not just to keep an eye on the citizens and provide whatever services the empire provides to the hinterlands but also to keep the maps updated. After all, any part of the empire that hasn't been patrolled in the last month could seriously have had someone move a castle from 4000 kilometers away to there in the meantime. As representatives of the state being sent into areas of water that the state either has not been to yet or has not been to recently, the PCs could encounter pretty much anything at all. And they have a built-in plot hook that encourages them to interact with anything they find. Whether they face level appropriate wandering monsters, social encounters with dubious locathah, or hostile empires coming the other way, the PCs can plausibly encounter level appropriate opposition at any level.

Campaign Seed: Tidal Merchants:

The great tidal streams are currents that move with surpassing speed. Those who ride them can get places that are very far away in very short periods of time. And that's saying something in a world where seriously anyone can tie themselves to their cargo and sink 80 miles a day just by deciding to. The currents don't just provide fast transport, they also provide a path, a place to go. And so it is no surprise that as one drifts along the tidal stream, one can hear the drums of civilization from all sides just as you can see the glowing lights of fast food joints while driving on a freeway on Earth. Traveling along the tidal streams brings one from one urban development to another with all the vast spaces between literally washed away.

Ten Low Level Adventures in the Plane of Water:

The old Locathah is certainly interested in your proposal. But he says he has other problems. . .

- Sahuagin raiding has hit several nearby kelp farms.
- Shark attacks are on the rise.
- No one seems to want to buy the sponges he has been growing.
- His daughter has the ick.
- Food supplies are running low.
- The fish are migrating out.
- A local hot spot is attributed to Fire leakage.
- Those who die seem to come back as zombies.
- A siren has been throwing her weight around.
- Pirates have seized the oyster bed.

Ten Mid Level Adventures in the Plane of Water:

The sound of drums has called you to the activities like moths to a flame. When it comes into view, it appears to be. . .

- A brass sphere, with no immediately obvious entrances.
- An army of skeletons.
- The coral towers of a merfolk city; they look sick.
- An ice factory.
- Angry tritons.
- A giant eel that had been mimicking civilization sounds by slapping rocks together.
- A Sahuagin kelp outpost.
- A family of scrag wreckers.
- A Marid Sattrapi.
- Some sort of mechanical vessel shaped like a lobster.

Ten High Level Adventures in the Plane of Water:

You've broken into the massive mechanical manta ship. Inside you find. . .

- Spongy, organic passageways... this ship is alive.
- The crew are long dead and dust.
- The captain's log mentions you by name.
- Kuo-Toan pirates and their Yugoloth servants.
- Sack after sack of dream dust.
- These look like dragon eggs.

- The spectral pirates who run this thing.
- A cargo hold full of wild eyed prisoners.
- A cargo hold full of non aquatic and fearful prisoners.
- The ship's wizard captain and his crew of blood-indifferent golem pirates.

13.7.3 High Adventure in... The Negative Energy Plane!

If you're even considering running a game in the Negative Energy Plane, it is very probable that you are using *Playing With Fire* morality for your necromancy. This is in large part because every writeup of the NEP ever made has assumed *Playing With Fire*, and that indeed it is precisely these descriptions that give people the best scriptural ammunition against *Crawling Darkness*. But also because if Negative Energy is inherently evil, the plane becomes incredibly boring. We already have the Gray Wastes of Gehenna, so there's no real point in having another gray desert made out of ultimate evil.

The game provides two supposedly different Negative Energy Planes for you to consider. One is made out of Major Negative Energy Dominant with patches that are Minor Negative Energy Dominant, and the other is made out of Minor Negative Energy Dominant with patches of Major Energy Dominant. Well, anyone who has ever looked at a splotchy cow knows that whether you have a black cow with white spots or a white cow with black spots is entirely a matter of perspective. Since the NEP is infinite, both Major and Minor patches are infinite in size and in scope, so it really makes no difference at all which one you are nominally using. From a practical standpoint, either way you're going to be in either a Major or Minor Negative Energy area, the adventure location you are going to next will either be in the same area or a different one, and if you go far enough in any direction you will go from one to the other. And anyway, both Minor and Major Negative Dominant are totally fatal to living creatures, and completely harmless to undead and constructs, and the baleful effects are completely negated by negative energy protection or attune plane. So seriously: who cares? Since the only actual difference is the unprotected living creatures crumble to ash in Minor Dominant and are transformed into wraiths in Major Dominant, our suggestion would be to go with Major Dominant most of the time. It's largely academic, because outside the planar bubbles there is no air (so without some sort of magical attunement, every living creature is just going to die of asphyxiation, negative energy or no).

The Negative Energy Plane hates life. It hates the good, and it hates the wicked both the same. It does not condone or aid harm or murder, it simply greedily and expeditiously extinguishes any life exposed to it. But if you're alive that's basically no worse than the vacuum of space, and if you're not alive it's a whole lot better. For those who are undead, non-living, or have the right kind of protections, the Negative Energy Plane is a lot like any other void plane of the D&D cosmology save that there is no ambient light source. Comparisons can be made to Limbo, the Astral Plane, and of course: the Elemental Plane of Air. The difference is just the fact that it is unlit, and therefore looks like the night sky rather than extending out to a gray fog where the soft glow of the ambient light eventually wipes out anything you could see.

Once you factor in the Planar Bubbles (which as an ironic statement, are called "doldrums" by Negative Energy inhabitants), the Negative Energy Plane is basically exactly the same as our universe. If you were on a prime bubble, you pretty much would only with difficulty be able to know that you weren't on a Prime. There's a dark hostile, airless void outside your planet, and there's absolutely nothing stopping any light source of any distance from eventually sending its ray to you. So the sky above you is black and full of tiny lights. Well, it wouldn't really be that difficult to figure it out, because absolutely everyone can fly just by thinking about it. And the lights in the sky are just like what ancient people thought about them: some of them are very large and far away (like Elemental Fire bubbles that function as stars), and others are more modest light sources that are more reasonable distances. The intrinsic flight includes not only hovering, but also acceleration that is only relativistically limited. You can accelerate at 1G or more by sheer willpower as long as you want without energy expenditure. So a trip from the Earth to Mars would take less than 5 days even at its most distant point (assuming that they were both on the Negative Material Plane). So titanic, even solar distances are quite reachable. Also of note is that the directions to Neverland (Third star on the left, and straight on 'til morning) are completely reasonable directions, and represent another planar bubble that is about 2 million kilometers away. Like all regions of subjective gravity, going "towards" a point will automatically have you accelerate continuously to the halfway mark and then have acceleration away from it for the rest of the journey, so you never ram into anything at relativistic speed.

The distances between things in the Negative Elemental Plane are truly vast, but travel is so easy that from a practical standpoint, things in the Negative Energy Plane are actually kind of "happening." The exception of course, is unlit structures. These are called "Castles Perilous" by the locals, and making one is pretty much a declaration that you under no circumstances want visitors. After all, without giving off any light, you're basically about as findable as any rock out in deep space is in the real world. The only ways to find one are to happen to see them passing in front of a light source or to shoot one's self off into the void looking for the automatic deceleration that

accompanies moving towards a real object - and even knowing that second one is an option requires the kind of math you'd need a Knowledge (Planes or Engineering) DC 25 test to do.

An important thing to consider is the presence of Voidstone. It's a special material that will destroy and absorb any creature (even undead creatures) if they come into contact with it for a few seconds. Truly badass creatures like dragons and gods might be able to hold it for a minute or two before being eradicated from existence, but as you might imagine, that stuff is still in huge demand for making into weaponry. Since it doesn't do anything to other inert elemental material like, say metal tools, it ends up being quite workable and incredibly valuable. Voidstone is planar currency for obvious reasons - but finding it is very difficult because it's not very large, pure black, and forms in the middle of large sections of empty void.

But perhaps the most important point about the Negative Energy Plane is that the parity with the Positive Energy Plane is not complete. Living creatures are natural, so they have no protection from being exposed to "too much" positive energy - and they can totally explode. Undead creatures are unnatural and only exist at all because they are supported by magic to siphon off a specific and measured quantity of negative energy. So they don't ever "explode" in Negative Dominant areas, whether they have "protection" or not. As such, groups of intelligent undead often make homes out of Castles Perilous in the middle of strong Negative Energy Vortices. Because seriously: why not?

Campaign Seed: Death World:

A Doldrum region in the Negative Energy Plane is a lot like Neverland if it was made by American McGee. Everyone can fly like Peter Pan, and each region fills up with weird crap from all over the planes like tribes of Indians, mermaids, and pirates. However, these places are also constantly under assault by a low level rain of zombies from space. That's not a joke, undead beasts literally float around in the void and choose to fall towards points of light. So if you're running around Pixie Hollow, there is a not insignificant chance that some undead monster is going to fall out of the sky and go on a rampage. This setup allows for very reasonably scaling D&D adventuring. After all, if the PCs become masters of their surroundings and conquer the Maze of Regrets, you have a totally reasonable excuse to have a level appropriate undead army fall from space and start causing havoc. In the meantime, even though the levels of Negative Energy aren't high enough to snuff the life out of anything, they are leaking into Doldrums enough to make things subtly creepy and unpleasant. Feel free to use any Ravenloft clichés you want. Or just American McGee it up - people live on a fricking Death World, so have just messed up stuff happen all the time. Have cats croak out "help... me..." for no reason. Have thorns drip unexplained blood. Have trees inexplicably drain of color. Inhabitants go crazy and start eating pieces of themselves. Go nuts.

Campaign Seed: Welcome to the Void Heart:

There is a city built into the inside of a one-mile diameter iron Dyson Sphere which is called "Heart of the Void" or "Deathheart" depending on who you ask. Some sages built a city there a long time ago and eventually an army of the undead broke in and murdered everyone. Tonight it's a minor necropolis that is broken up into factions that fight each other for domination. And I know what you're thinking: so what? I mean, that's only 3.14 square miles of city, and even though it has the population density of New York, it still only has 70,000 inhabitants, and a lot of them are ghouls. But the really important thing is what the sages used to do, which was to track all the objects in the Negative Energy Plane. All the rocks of Voidstone, all the Castles Perilous, everything. No one knows how they did it, because some vampiric minotaur killed the last of them a few hundred years back and feasted on her heart - but they did leave notes. All over the city, there are books filled with page after page of descriptions of the size, shape, and location of various objects in the void. There are a lot of adventures there: some books are useless without other books in the same series; some books are the possessions of hostile undead gangs that either do or do not know how valuable they are; and many books detail the locations of items and structures that are themselves interesting and valuable adventuring locales.

Ten Low-Level Adventures in The Negative Energy Plane

The ghoul chitters and licks his parched lips. Seemingly reluctant to proceed, he whispers...

- "You may have defeated me, but there are a dozen more on their way..."
- "Fellnax wants his coins. He wants them bad..."
- "You can kill me, I'll never tell you where the diadem is."
- "I knew someone would find me. I didn't know who, but after the Hellmire job, I knew it was only a matter of time..."
- "These bones... these bones are mine..."
- "You traitors! I'll feast on you!"

- “Do you have the scrolls? My master said you would have the scrolls...”
- “You don’t look like Fellnax’s men.”
- “Fellnax sent me to tell you, to tell you that he is going to kill all of you...”
- “We still have the girl, please don’t do anything we’d both regret.”

Ten Mid-Level Adventures in The Negative Energy Plane

It’s good to meet another outworlder. But there’s something weird about this guy...

- There are faint sobs coming from his backpack.
- He casts no reflection.
- Everytime he mentions the Castle Perilous he came from, he looks over his shoulder.
- There are the scars of bite marks all over his arm.
- When he talks about his family getting eaten, it’s like he doesn’t even care.
- When he mentions the golden statues of Kath, it’s like he doesn’t even care.
- He seems genuinely relieved to be here.
- He steps right over the ghoul corpses as if that was a normal thing.
- He has one of Fellnax’s amulets. Or something that looks just like one...
- There is a wraith following behind him, one that looks just like he does...

Ten High-Level Adventures in The Negative Energy Plane

You’ve got a fix on the Voidstone you were looking for. Unfortunately it’s...

- Suspended inside the chest cavity of a dracolich.
- Worshiped by a death cult of Kuo Toa.
- Inside a Castle Perilous named “Doom Watch”
- Been made into a sword by a mad Duergar.
- Guarded by a Void Shadow.
- Guarded by a Shadow Dragon
- The Tomb of a fallen god.
- Locked in Lethe Ice.
- On the far side of an Allip Belt
- In the workshop of a Master Skincrafter.

13.8 To Rule in Hell...

Some of our favorite bad guys are the Arch Devils and the Demon Lords. More people can name Jubilex than can name Erythnul, and that’s no accident. Jubilex is just a little bit more awesome than any of the official Chaotic Evil Gods. Unfortunately, like many things related to the Lower Planes, there is substantial discrepancy available as to what exactly it is that these Dark Lords *are*. We suggest that you make up your mind and distribute this decision to your player characters:

13.8.1 Ascended to Godhood

In this option, demon princes are gods, which means that they have all the rights, privileges, and pitfalls that status implies. Killing a god is, under this model, the same as trying to kill something as intrinsic to the universe as something like “water” or “love”. This doesn’t mean that you can’t fight these guys: they have worshipers that can be killed, temples that can be burned, and avatars that can be trapped under mountains. Since avatars are like deities you can stab (exactly like that in fact), it doesn’t really matter if Mephistopheles is an unkillable ideal that serves as a focus for the prayers and power of his worshippers since you can kick his avatar’s can and loot his palace. The real question is this: are demon princes part of your pantheon, or are they merely aspects of existing gods?

If demon princes are gods in their own right, I can’t imagine Nerull sitting comfortably next to Yeenoghu at the divine dining table, as those two have a certain amount of overlap in their portfolios (and no one likes a copy-cat). This could lead to interesting adventures as the more accepted evil deities compete for cosmic real estate with the

demon princes leading to worshipper on worshipper violence and games of deception where good organizations are manipulated into fighting the followers of the other god.

The same kinds of conflicts could occur if the Demon Princes are just hardcore aspects of more accepted evil gods. Heresy inside a faith can be ripe opportunity for adventuring, as wars have destroyed entire continents over this kind of thing. If Orcus is just an aspect of Wee Jas, you could have the fuel for a truly righteous schism.

Slaying the Gods

Let's face it: in the original writeup, Lolth had **66 hit points**. Not an avatar or anything, the dark goddess of the Drow had less hit points than a 7th level Fighter who had just rolled well (everything had less hit points back then, and 7th level was more impressive, but you get the idea). D&D has a long history of characters stabbing gods directly in the face. Nevertheless, the gods presented in Deities and Demigods are extremely unsatisfying for that purpose (for one thing, they aren't even epic characters, and for another thing they arbitrarily have infinite power in weird, poorly defined ways and that makes any rules adjudication into a game of Cops and Robbers). Orcus, on the other hand, can be knocked down and beaten like a King until he stops moving and a good time is had by all. By making the Dark Lords into "real" gods and keeping their essential nature as stabbable entities, you can achieve some classic D&D moments that are largely missing otherwise from 3rd edition.

13.8.2 President of the Corporation

"Orcus is dead! Long live the new Orcus!"

We all know Orcus, he's one of our favorite guys. He's been portrayed as a fat bat-winged dude with a skull-stick, and as a gaunt skeletal guy with a sword. But somehow he's always Orcus, the Demon Lord of the Undead. In the CEO model of Arch Fiends, Orcus is a *title*. Once someone takes out the current Orcus, then that opens up the possibility for another person or monster to become Orcus. Being Orcus gets you Orcus' desk, the accumulated debts and assets of the Orcus estate, and the authority to molest members of Orcus' numerous cults across the planes. It also gets you a posse of paladins from distant planes who have already dedicated themselves to your destruction.

13.8.3 Powerful Adventurers

Alternately of course, the Demon Lords and Arch Devils can just be adventurers. Like the Player Characters, they've been the protagonists of their own stories and they aren't going to be permanently killed by anything. No matter what takes them down, they'll definitely come back. In this model, Yeenoghu is "just" an Epic Character, and that means that the only reason you know his name is that he's just a little bit cooler than Valishar Goldeneyes or any of the other epic characters that D&D gets cluttered up with.

In this model, the archfiends can be defeated by powerful adventurers. But like the powerful adventurers that they face off against, they have the interest of other powerful party members and assistants who will faithfully cast powerful magic or go on dangerous quests to bring them back from death. D&D characters of sufficient stature can be *defeated*, but permanently killing them is generally not on the table. If enough people know your name, eventually someone is going to *wish* you back.

13.9 Rulership of the Lower Planes

Player characters can gain Influence and Rule in the Lower Planes just as they can in the Prime Material plane. In fact, it's a little *easier* to assume rule on the planes because the planes themselves are conditioned to accept themselves as the property of powerful beings. The Prime Material is just a bunch of rocks in space, but Carceri is *divinely morphic*. This means that to a certain extent, belief shapes the planes in a way that the prime has no real equivalent to. With enough patience and sufficiently good propaganda you can change the weather, populate your region with unlikely creatures, and encourage the region to conform to your expectations in a myriad of subtle ways. Being the unquestioned ruler of a region of any lower plane increases your Influence by +1 per year, in addition to any other benefits you might accrue. Long established archfiends, therefore, have tremendous effective Leadership scores.

Rulership of an infinite plane is, of course, impossible. Even the gods themselves have boundaries to their personal dominions. The realms of the deities are tremendous in scope, but in the context of the plane they reside within

they are grains of sand in the wind. The dominions that can be carved out by lesser beings are smaller still, though again they can extend across regions that in any more familiar world would be called vast.

Most of the evil planes are themselves Evilly aligned. That means that any region you happen to take control of is essentially like a huge Film Noir movie. Evil people are just smarter, more perceptive, and *cooler* in these places than Good creatures are. Strongly evil regions are even worse: even neutral creatures are penalized (so badly in fact, that animals brought into Hades just curl up and die because the plane itself is dissing them so badly).

13.9.1 Location, Location, Location

So you're looking at some Infernal real estate, and you *don't* want some Gray Waste that's 8 days hike to a planar oasis, and you don't want something across the street from a Nalfeshnee Spawning Pit. But what *do* you want? The Lower Planes have a lot of locations that are financially, strategically, magically, or socially important – in addition to those places that have a property value somewhere between “no” and “*Hell* no!”

Finality

Finality is a planar metropolis in the Infernal Battlefield of Acheron near a minor tributary of the River Styx. Its harsh laws are kept in rigid and uncompromising order by the will of powerful pit fiends, and the city serves as a marketplace for the lucrative trade in souls. Magic items can be bought or sold here, but the currency is always souls (as a planar metropolis, Finality has a gp limit of 600,000 gp). Souls are valued at their CR squared, multiplied by 100 gp. Many items purchased from this location radiate evil, buyer beware. Lodging may be purchased at flat rate of one soul per day per person. The section of Acheron that Finality rests in has the Timeless trait and is mildly Lawfully aligned. The population of The City is about 100,000 people (with uncounted millions of souls), most of whom are Baatezu.

The rules in Finality are uncompromising and bizarre, and the punishments for breaking them are vindictively carried out to the letter by powerful devils. But there is no warfare allowed in the city, and even Celestials and Tanar'ri come to participate in the great mercantile dance of soul collection. Characters must make a Knowledge (Local: Finality) check everyday with a DC of 10 + 2 per day they've been in the city or unknowingly break one of the city's many inscrutable laws (knowingly breaking the law by starting fights or stealing goods is a whole different thing). Punishments range from perplexing to fatal. Characters who stay away from Finality for more than a month are no longer subject to the baroque residency rules and their DCs are returned to 10 the next time they visit.

The city itself is a collection of gothic stone architecture twisted by infernal and magical power into fantastic and improbable spires and towers and nestled amid squat merchant houses, the very stones tainted by the trade that has given birth to the city. Gray stone is unknown, as the city is build from exotic dark-colored stones dragged from dozens of lower planes, and it is amusing to note that the city itself is not built of souls, unlike several other planar locales. Undying fires light the orderly and aesthetically similar city streets, and unsleeping outsiders conduct traffic and trade continuously throughout the day. Food and drink is only available at exorbitant rates, as few residents have a need for such unseemly mortal concerns.

As a city based on a trade practice that is undeniably evil, one would think that heroes and celestials assault the city on a daily basis; but nothing could be further from the truth. Two factors keep the city free from harassment: Finality serves as a way to recover powerful souls of heroes and angels, and the city itself has a glut of powerful spellcasters whose stock and trade requires the existence of the city. Even the most idealistic champion of good knows that to destroy the city is to spread the soul trade far and wide across the planes so that greater depravities would be necessary for these merchants to stay in business. As long as they are bound by the laws of the pit fiends ruling the city, the worst excesses of the soul trade are curbed and bargains can be made with the most untrustworthy fiend for the recovery of a valuable soul.

Though the city is based in a plane with more than a few gods, these powerful entities do not attempt to sack the city for its riches in souls and magic. It is rumored that far back in the city's past, a moderately powerful deity attempted such a feat (or perhaps was trying to recover some follower's souls), and that the spellcasters of the city banded together to capture this bold immortal's soul and bind it into Finality, and have been slowly burning this being's undying essence to fuel their own magics. Whether this story is true or not remains to be seen, but divine spellcasters who enter the city can feel a terrible sucking sensation emanating from the very ground beneath their feet.

Soul Veins

No one, not even in Baator, tries to keep an accurate census of the residents of the lower planes. That's because new residents are popping up all the time. People who were particularly awesome show up in death pretty much as they

did in life. They get special attention from the gods who punish or reward them according to how closely their lives matched the expectations of the gods in charge of judging them (which means that most high-level adventurers end up living the sweet life in whatever outer plane they end up in). Furthermore, these guys are often whisked back to life by powerful magics that have no time cap at all. Famous heroes can be brought back to a living state hundreds of years after they die, and retain their sense of self continuously throughout. But people with small, unimportant lives get a much worse deal in the D&D afterlife. The forgotten multitudes of the lower level mooks and farmers of the worlds get overlooked by the great judging. Their souls are used as building materials – even in the “Good” planes (where, for example, Celestials take the souls of those not deemed important enough to warrant special attention to power street lights and provide illumination for cafes).

Souls of the forgotten are used to create outsiders. Every Hound Archon or Glabrezu you see was at one time one of the forgotten. But others are used to power magic, or to make equipment, furniture, or even walls. Souls are a valuable resource, and sight unseen sell for 100 gp (more interesting or valuable souls can sell for much more depending upon who’s buying). The souls of the forgotten bubble up all over the place on the lower planes, and many of those places are pretty inhospitable or even *under ground*. When the souls of the dead appear in a confined space they are crushed into a taffy-like substance called Soulstone. Veins of Soulstone are all over the lower planes, though ones near planar oases, fortresses, and other settlements are generally already tapped to one degree or another. A single soul’s worth of Soulstone weighs 1/50th of a pound.

Portals

Portals connect every plane, and many of the portals on the Lower Planes are in areas sufficiently dangerous, that few creatures know of them. Still, so many of the planar denizens have the ability to use *greater teleport* with a limit of 50 pounds of carried items that items of less than 50 pounds from all over Pandemonium can be found for sale in The Mad House at quite reasonable prices. The money in shipment isn’t in moving small or fungible things within a plane (any Glabrezu can transport a tonne of rice to anywhere in 9 minutes), the money comes from transporting things *between planes* or transporting objects that weigh *over fifty pounds*. The mark-up there is *intense*, and beings of the Lower Planes are willing to accept price gouging on interplanar and high-mass transport because they understand that the normal “teleport tag” model of goods transference doesn’t work for those kinds of transports. Controlling a portal from anywhere in a Lower Plane to anywhere in any other Plane of existence can get a prospective merchant lord the benefits of being a Monopolist (+5 to Profit checks), but only if the portal is opened up to commercial use.

The easiest way to open up a portal to commercial use is to get the word out that you control a Portal and are willing to allow fiends to use it for a fee. That works, as there is enough rapid transport available on the serial teleportation circuit that goods will make their way to your portal as soon as the existence of your Portal becomes common knowledge amongst merchant fiends. There is, after all, a market for *something* in every plane. You may not want to *look* in the baskets that the Gelugons are hauling, but they’ll pay in gold or souls, so the money is right. Unfortunately, having your Portal be well known is its own punishment – fiends have a marked tendency towards greed, so if your Portal becomes profitable enough you may have to contend with hordes from the hells coming to take your stuff and not give it back.

With more difficulty, one could attempt to find and manipulate markets on both sides of the portal yourself. The rewards of doing so are even greater (no middle-men means more profits, a +10 bonus to Profit checks in fact). But you’ll have to find a source of goods or services, a demand for those services, and transport those goods or services yourself. And while your operation is initially not under scrutiny, if enemies find out about it they’ll be even more interested in knocking you over to take it away.

Portals that go between centers of economic activity can be valuable even if they are on the same plane of existence. Moving mid-sized and large objects around the planes is extremely difficult because there’s generally no infrastructure for it. The very ease of moving bricks one at a time across the Wastes of Hades has led there to be almost nothing in the way of *carts* or *roads*. Transporting even a mid-sized stone is all but impossible across any meaningful distance. As a result, if a portal is capable of moving heavier objects and connects two places that host reasonable amounts of economic activity on both sides, the controller of that Portal is considered a monopolist (+5 to Profit checks). Portals connecting planar metropolises on different planes are even more valuable, and provide the bonus (and the potential hostile interest) of both a Portal between planes *and* a Portal between centers of economic activity. And yes, you *can* get the bonuses for being a monopolist twice.

Planar Oases

The planar traits on many of the planes (especially Hades) are...not good. But there are places on any plane that lack those planar traits or have the planar traits of other planes. Those places are *extremely valuable*, as they are pretty much the only place that most planar denizens can live, work, or play on many of the planes. Planar oases in places like Pandemonium or Acheron are fairly valuable because being Lawfully aligned in Pandemonium

is unpleasant, but a Planar Oasis in the Gray Wastes is *extremely* valuable because life in the Wastes is almost impossible for most extraplanar creatures. Owning a stronghold in a planar oasis draws planar denizens to your banner, causing your Influence modifier to increase (PoF).

- Every month that you hold a Planar Oasis on Pandemonium, Acheron, or Carceri increases your Influence by +1.
- Every month that you hold a Planar Oasis on Baator, Gehenna, or the Abyss increases your Influence by +2.
- Every month that you hold a Planar Oasis in the Gray Wastes of Hades increases your Influence by +5.

Note that holding a planar oasis isn't easy. Fiends and even Celestials from all over the planes will come to take your stuff for use as a military beachhead or planar resort. Although the bonuses to your influence are cumulative for holding a Planar Oasis for a long time, you lose them all if someone else takes your control away. When you take control of an oasis from another creature you can either allow the current tenants to stay (keeping the entire Influence onus of the previous owner for yourself and inheriting whatever problems the previous owner had allowed in), or attempting to clear out the old residents and start over (resetting the Influence bonus to zero as soon as you're done, but allowing you to do things "right").

13.9.2 Wondrous Architecture of the Lower Planes

The planes are well known for fantastic locations, and the fiendish constructions of the Lower Planes are no exception: demon cities of unusual construction compete with the infernal strongholds of powerful fiends in both grandeur and designed atrocities. Magic often goes into the construction of these locations so that these places become conduits for the energies of the Lower Planes. Such places must be built from scratch to create these effects; no existing city can be modified to gain this wondrous architecture.

Any Prerequisites for these kinds of cities are flavor considerations. It is a DM's option to allow such a city to be built, and he will determine any costs or prerequisites needed to create such a place. This is not because we are trying to keep these effects out of the hands of the player characters – quite the opposite. In fact, it is because we *want* players to use these effects now and again that we make them uncosted. Within the context of the D&D metaeconomy (where one is specifically allowed to *purchase* epic magic items with tonnes of gold), there is just no possible fair cost for an entire city covered with magical effects. That kind of thing is really awesome flavor-wise, but giving it a cost unfortunately leaves it transferable into magical equipment that can destabilize the game. See the Book of Gears in this document for information on getting around this issue.

Necromantic City

Built with materials associated with necromancy and populated by the undead, these cities have features like obsidian walls buildings, bone dust in the street instead of dirt, and images of death on every surface. Pale ghost light illuminates the streets and the living slowly die within its walls.

Prerequisites: Over 75% of the population must be undead.

Effects: All Necromancy effects are at a +4 caster level, and every day spent in the city inflicts a negative level (this heals undead of 5 HPs).

Serpentine Labyrinth

The streets of this city are twisting mazes and the angles formed by buildings and walkways are designed to confuse and inspire disorientation.

Prerequisites: City must have been designed by someone with at least 30 ranks in Knowledge(architecture).

Effects: Any non-native entering this city halves his movement rate while in the city.

Redstone City

The stones of the city absorb blood, and the city itself inspires violence and hatred.

Prerequisites: The city must be build from stone pulled from sites of great violence.

Effects: All starting reactions of NPCs are one level more hostile.

Spired

Magic has been used in the construction of the city to enable tall spires of surpassing delicacy. Only the most agile fliers can enter such a city, but defenders can fire down upon invaders with surprising ease.

Prerequisites: City must have been designed by someone with at least 10 ranks in Knowledge(architecture) and the ability to cast 5th level effects.

Effects: Only flyers with a Maneuverability Rating of Good or better can fly in the city. Attackers in the city suffer from archer attacks every 10 minutes as natives exploit the unique construction of their city.

Basalt

Magically heated stone forms the basis of every building in this place, and the weather in this city is always equal to high summer in the desert.

Prerequisites: These cities must be built by natives of Fire-aligned planes or with the ability to cast 5th level effects.

Effects: The weather in the area is always at least as hot as “Severe Heat”. Unearthly and burning heat happen with surprising regularity.

Plague Town

A Plague Town is known for its poor sanitation, lax attitude about corpse and garbage collection, and vile culinary practices. As a result, living within such a place means that disease is a constant companion, and few visitors travel to such a hellhole.

Prerequisites: Such cities are always in remote locations.

Effects: Non-natives must make a DC 15 Fort save for every day spent in the city or else catch a random disease. Each native is a carrier of 1d4 diseases, but is immune to their effects.

Forgotten

Some locales in mist covered mountains and secluded valleys seem to slip from mortal memory, and travelers can seldom find these places after they have left them.

Prerequisites: Such cities are always in remote locations.

Effects: This city is invisible to anyone not within 100' of it, and pathways leading to it are concealed by illusions to appear impassable. Any non-native leaving the city must make a DC 15 Will save or forget which pathways lead to its location and details of its interior (meaning that you cannot use teleportation or travel magic to return). Such a city can be found again if the general area is searched again (such as the entire plain, mountain range, swamp, or ocean).

Forsaken

Forsaken cities are cursed and empty, the sites of great betrayals or massacres. Only the strong-willed can enter and remain in such a place.

Prerequisites:

Effects: When entering the city, and every day afterwards, a DC 15 Will Save must be made or else the subject cannot bring themselves to willingly enter the city for a month.

Rune-built

Streets and buildings in this city form runes when viewed from a great distance, granting the effects of a spell upon the city or its people. Some notable examples of this kind of city include:

- **The Palace of the Maskers:** A city known for secret meetings and negotiations where every person in this city is affected by *alter self*.
- **Wide Sky:** A floating city on the Elemental Plane of Air where everyone can *fly*.
- **The Free Nation:** A town in Limbo protected by a *magic circle against law*.
- **The City of Secret Things:** A major trading post in the Astral plane where *obscure object* has been cast on every object.

Prerequisites:

Effects: A spell of up to 3rd level can affect every person, object, or area in the city, and this effect cannot be dispelled. This effect does not last beyond the borders of the city.

Hungry

Some cities seem to have a life of their own, and they consume the weak and the foolish. People entering such a place vanish without a trace when they leave sight of their friends, and only the strong last long in such a place. Such a city might protect group of predators with magic effects, might have a high crime rate due to magically enforced disrespect for laws, or it might simply animate buildings or statues and devour the unwary; no two Hungry cities are the same. Such cities are noted for having small police forces as troublemakers are either protected or devoured by such places.

Prerequisites: Varies.

Effects: For every day spent within this city, an individual must defeat a CR 5 encounter. Should an individual be defeated by this encounter, his body vanishes. Natives of this city are immune to its effects.

Magic Dead

Some beings only trust the power of muscle and steel, and have carefully crafted their city in order to scour clean the flow of magic. Such a city is note for being well constructed and sturdy and its people hard-working, but unimaginative.

Prerequisites: Such a city is never ruled by a magicracy or race with racial spell-like or supernatural abilities and never sells magic items in its shops or markets.

Effects: Every area of this city is inside an *antimagic field*. *scrying* cannot pierce this place and travel magic cannot bring one closer than the gates of this city.

Wicked

Terrible acts are performed in this place, and evidence to this fact is written in both the construction of the city and faces of the natives. Vile statuary and murals cover every available surface, and natives of this unholy place do little to hide their depraved desires or acts.

Prerequisites: City must be in a planar area that is evil aligned.

Effects: When entering this city, and every day afterward, make a Will Save (DC 15). On a failed save, the victim is Shaken for the duration of his stay.

Infernal Fortress

This city is designed to hinder the spell-like abilities of attacking fiends with features like shifting geography to foil *greater teleport*, runes that block summonings, and mists that negate the advantage of being able to see in darkness.

Prerequisites: City must be designed by someone with knowledge in Architecture, History, and the Planes of at least 10 ranks.

Effects: Other than the formidable defenses of the metropolis, there are no effects.

13.9.3 Business as Usual

There is profit to be made on the lower planes for the unethical, and that means that almost everyone has a scheme to get rich quick or swindle the other man. In the lower planes, as everywhere else in the multiverse, everyone thinks that they're smarter than average, have a good sense of humor, and are good in bed. If someone in Gehenna tells you that they don't have a scheme, *that's part of their scheme*.

Orchards of Larvae

Larvae appear whenever a particularly evil creature dies on the Prime Material, and none of the gods care enough to do anything specific with them. They appear all over the Lower Planes, but they appear in some places more than others. Those areas where larvae appear with more frequency are called *orchards*, and those of them as have been discovered are generally heavily built out. An exception is those that are in the Gray Wastes of Hades, which

are at best occasionally looted by Night Hags or Blood War Soldiers. Larvae burrow themselves into the ground and huddle in the dirt soaking up evil until they metamorphose into a Fiend or are eaten by infernal wildlife.

Gaining control of a Larvae Orchard is like gaining a business, save that its relative location isn't important. Even large Larvae are less than fifty pounds and quite portable by *teleportation*. A Larvae Orchard, thus, has a +2 Profit Modifier regardless of whether it is in a Planar Metropolis or the middle of a hoary wilderness. Larvae sold on the open market are used for everything from a luxury food to a source of powerful servants.

Larvae Orchard

Primary Skill: Search

Secondary Skills: Handle Animal, Sense Motive

Capital: Special (4,000 gp)

Resources: Medium

Risk: High

Running a Larvae Orchard is a highly eventful proceeding. Every season, roll a d6: on a 1-3 subtract 10 from your Business Events roll each month, on a 4-6 add 5 to your Business Events roll each month. These modifiers are replaced each season.

Pain Stills

Liquid Pain can be harvested from any sentient creature tortured to near death over a long period of time. It is also a powerfully addictive drug and a source of intense magical power. The creation of Liquid Pain is quite Evil, but that in no way discourages anyone in the Lower Planes. Liquid Pain can be used to create magic items or empower spells, and no one even notices that it turns items created with it [Evil] because the environment is doing that anyway.

To make a Pain Still, one merely needs a relatively stable area to keep a tremendously expensive alchemical apparatus and a dungeon full of prisoners with a diverse assortment of torturing gear to agonize them. Some Pain Stills torture victims to near death and allow them to go, others simply kill victims who are no longer capable of being juiced.

Pain Still

Primary Skill: Craft (Alchemy)

Secondary Skills: Heal, Profession (Torturer)

Capital: Low

Resources: High

Risk: High

Zombie Factories

Fiends abound who are able to create undead with their spell-like abilities, and this allows them to create undead without using valuable Onyx. In a zombie factory, these powers are used as part of a service to create uncontrolled undead by the score. These services are often employed by wizards, clerics, and dread necromancers who have the ability to control uncontrolled unintelligent undead by any of a number of means.

Corpses and skeletons are brought to the zombie factory, where they are modified with the addition of metal plates and the like, and then animated with fiendish powers. It is then up to the customer to take command of their new toys and take them away. High priced zombie factories exist that procure specific requested bodies to be animated.

Zombie Factory

Primary Skill: Craft (Armorer)

Secondary Skills: Knowledge (Nature), Appraise

Capital: Medium

Resources: Low

Risk: High

Fossil Storage

Powers exist in the lower planes that can petrify creatures, leaving them as calcified statues sleeping away the eons in a blanket of stone. With the known relative ease of raising the dead, the ability to remove an opponent without literally killing them is in high demand.

Some creatures even hire these services, not as jailers, but as hiding places. Keeping themselves in storage out of the reach of vengeful arms long enough to be forgotten. The Petrification Guild guarantees that you'll be revived at the appropriate time specified in your contract.

A Petrifying Prison is different from ordinary businesses in that it is in all ways advantageous for it to be far away from any civilization. The profit check for a Petrifying Prison gains bonuses that are inverted for its location: the Wilderness grants a Profit Modifier of +10, Rural +4, Town +2, City +0, Metropolis -4, Planar Metropolis -10.

Petrifying Storage

Primary Skill: Knowledge (Dungeoneering)

Secondary Skills: Knowledge (Architecture), Listen

Capital: Low

Resources: High

Risk: Medium

Arbitrage and Skullduggery

Of course, lots of mortal businesses have counterparts in the lower planes. Mercenaries, Ferryman, Merchants, and Farmers all exist aplenty in the dark planes of existence. A business run on the planes functions just like the normal businesses listed in the DMG2, save that the Risk is increased by one level (to a maximum of High).

13.10 The Constructanomicon

“How does that even stay up?”

Perhaps the most important question surrounding Dungeons and Dragons is the question why there are Dungeons and Dragons. When you think about it, that’s pretty weird.

13.10.1 Dungeons: By the Gods, Why?

Alright, we know that you love dungeons. We love them too, despite the fact that we’re pretty sure there is no good reason for the silly things. The average D&D game world is frankly incapable of the technology or manpower needed to build vast underground complexes. I mean, look at our own world history: aside from a single underground city in Turkey and a couple of pyramids and tombs, the ancient world took a pass on underground life. Even the old excuse of “Wizards can magic it up and they do it because its defensible” is a bit lame considering that we are talking about a world with teleport and burrowing and ethereal travel; being underground is actually a liability since its harder to escape and people can drop the roof onto you, not to mention the incredible costs involved in doing it even if magic is available.

So here is what we suggest: dungeons have an actual magical purpose. By putting anything behind at least 40’ of solid, continuous material (like solid walls of dirt, stone, ice, or whatever, but not a forest of trees or rooms of furniture) the area is immune to unlimited-range or “longer than Long Range” spells like Scrying and transportation magic like teleport, greater teleport, the travel version of gate, and other effects. You can use these magics inside a dungeon, but you also stopped by a 40’ solid, continuous material in a Line of Effect; this means you can use these effects inside a dungeon to bypass doors and walls, but entering and leaving the dungeon is a problem, and parts of the dungeon that have more than 30’ of material in the way between your position and the target of your effect will be effectively isolated from your position.

In summary, in a best-case scenario you can transport yourself to a dungeon, then bust in the entrance and enter the dungeon, then transport yourself to the place you want to be inside the dungeon. In a worse-case scenario, the dungeon designer will have built the dungeon in such a way that only someone aware of the layout can take full advantage of unlimited range or transportation spells like teleports and Scry, or even that most or all areas if the dungeon are inaccessible to these effects.

Of course, there are exceptions. The idea of permanent portals, gates, or teleport circles are just too common in D&D and too fun to just abandon. Permanent effects will continue to regardless of materials in the way, and will be the premier way to enter and leave dungeons, as well as the best way to move inside a dungeon.

By incorporating these changes in your D&D world, you are ensuring that players actually explore rooms in your dungeons that you have painstakingly built, you avoid all the problems with Scry-and-Die tactics, and you’ll find that players actually care about dungeon geography. It also adds a bit to suspension of disbelief in your setting, which is only good for a cooperative storytelling game.

Dungeons: building dungeons for fun, profit, and defense

As an old hand at D&D, I've seen more dungeons than I can count. Most have followed a "random generator and a new pad of graph paper" philosophy to dungeon construction, and frankly that's got to go. Here are a few tips to constructing a dungeon that makes real sense:

Chokepoints Are Your Friend

Most dungeons are built like a modern building: ease of use and easy access are emphasized. Don't do that. Remember that a dungeon is built with the idea that it will be invaded at some point by a hostile and possibly supernatural attacker. At the very least, this means that rooms will not have doors to every adjacent room, and single hallways to single rooms will also be avoided.

Chokepoints are your single most important consideration. You want to make sure that attackers get bottled up in them and your forces don't get caught up in them. That's trickier than it sounds. Generally, place your chokepoints at the entrances and exits of your dungeon, and possibly at "fall back" positions where troops can make another stand if their position is overrun. Key locations should have their own chokepoints like prisons, treasuries, and quarters for potentially hostile quests. Locations that should not be blocked off by choke points include barracks, armories, and key storage rooms, since you never know when your troops might need some arms or materials to react to a threat.

The Three "M"s: Mobility, Manpower, and Morale

A dungeon is built to house a fighting force, and several considerations come into play in its design. If your dungeon is an abandoned ruin, then the current residents might not exploit these features, but be sure that the original designers had them in mind..

Mobility: Choke points are the first stage in the idea of mobility, as they assume that your enemies will be stuck gathering their forces at once point and behind that chokepoint you are gathering your forces as well; however, that does not need to be true. The designers of a dungeon can easily place one-way secret doors that allow them to get behind an enemy position and outflank an enemy, sending forces from two sides to crush an enemy.

Also, the common feature of long hallways with rooms off to the sides must be avoided. While this is a simple arrangement (and easy to draw on graph paper), it allows attackers to make straight shots toward key areas. It is better to mix-up the layout of non-essential rooms like storerooms so that enemy forces become split as they search rooms and take different routes. A common mistake like a long hallway or a central room with doors allows the enemy to send scouting forces to check rooms, then they can quickly surge forward if one of those forces finds a threat. It is better to split an enemy's forces between several collections of rooms, leaving groups isolated in the event of a counterattack.

Manpower: A well-designed dungeon needs guardians, and there are no solid rules about who you need in your dungeon. Generally, you want troops that are loyal, intelligent, and powerful, but often other considerations come into play. Dumb beasts can be chained at a choke point, and they are perfectly suitable as guardians, and large numbers of weak but smart defenders can set off traps, block passages, or slow the advance of the enemy with caltrops or even their own lifeblood. Depending on the type of guardians the dungeon was intended for, it can have wildly different layouts. For example, a dungeon may have a room that is merely a pit with ladders leading to an entrance and exit, and this room simply houses a dangerous beast like a Dire Bear. Any enemy who wants to take this chokepoint would need to fight the bear. Another example could be a dungeon designed to have kobolds as defenders; this kind of dungeon may have small-sized corridors so that they can move quickly from rooms to room (so that any medium-sized creature must squeeze in) and covered shooting galleries where the kobolds can use crossbows to fire on attackers from relative safety.

Morale: An often overlooked aspect of dungeon construction is morale, which is the simple question of "are my troops happy enough to stay and confident enough to fight." Kitchens and ample food stores are a good first place to start, as are comforts like good barracks or personal rooms, timely payment of salary, and amusements. While a Half-fiend Chimera can be locked in box without food or air, its loyalty and willingness to fight is definitely in question. Some dungeon creators use mindless beasts or unintelligent monsters like oozes, while other creators use controlled monsters like undead, but these troops are generally less effective than dedicated and intelligent troops.

If the dungeon has luxuries like escape routes, common rooms to socialize in, entertainments like gaming rooms, and places to worship gods, troops will be more willing to fight when attackers threaten. Without these things, troops might surrender or flee from a hostile threat, or even turn on the dungeon creator.

Form Follows Function

Sometimes, dungeons can be designed in a crazy fashion that is fun to play in, but makes no tactical sense. That's fine, since it can mean that the dungeon was built as part of a magical effect or for some mystical reason. A certain arrangement of rooms may create a dungeon-wide effect that blocks ethereal travel or teleportation, or maybe the fact that the dungeon is arranged like a demon's face means that the dungeon is a giant mystical trap for a bound demon.

The sky is the limit for this kind of thing, and we encourage you to “go nuts” as it creates flavorful dungeons that you will remember years later. I'm certain people are more likely to remember a dungeon built as a giant hive with hexagonal rooms, honeycombed passages, and undead bees than they are going to remember a standard temple of Orcus.

Castles and Manors: Taking the Dungeon out of the Dungeon

Traps, choke-points, humanoid defenders, and monstrous occupants can all be found guarding treasures and lifestyles above ground as well as below. Unfortunately, a building that extends above the surface is inherently more vulnerable than a true Dungeon to the most feared of D&D tactics: Scry & Die.

Unimportance

While a castle is by definition subject to scry & die tactics, the number of creatures actually capable of pulling that off is fairly limited and if they don't care enough about your buildings, you're pretty safe. A building doesn't have to be bereft of valuable loot and major players in the game of thrones to avoid teleport assaults – it just has to look that way. In many ways a run-down shack is safer than a gleaming adamantine fortress. And that means that illusions like hallucinatory terrain and mirage arcana are very valuable to any fortress whose purpose is to keep its occupants and their treasure safe. If no one cares, your swag and your family are safe.

Magically Foiling Diviners

When you don't have 40' of solid stone between you and the hostile world outside, scry & die is a real problem for you. Especially if you're trying to keep order and rule a region, and therefore hiding your fortress really isn't an option, magically protecting yourself from attack magic is going to look pretty tempting. For those of you who are old school, attention has to be drawn to the fact that *nondetection* actually doesn't work at all. It costs you money every day, and the would-be teleport assassins have a chance of spell failure every time they attempt to scry on your location. But nothing happens to them if it doesn't work, so at best *nondetection* makes them try again later. Eventually they're still going to come for you, and you're out a small pile of diamond dust.

The big winners here are *mirage arcana* and *mindblank*. *mindblank* always wins, even against gods, but it only stops people from pulling a scry & die on you. Your enemies can still teleport ambush your house, or your butler, and just sort of assume that if your servants are preparing your favorite food in your house that you're probably in there somewhere. This means that if you are living a high profile gangster lifestyle, *mindblank* is of limited utility, but if you are willing to be a shadowy sage who lives on a demiplane somewhere that no one has heard of, it's totally the win. *Mirage arcana* simply makes a room appear as a different room. This means that when someone attempts a scry & die, they end up shunted to some completely different room that presumably has deadly magical traps all over it. Unfortunately, there are ways for a clever diviner to bypass that sort of thing, and there's not a whole lot you can do about it. Ultimately, only stupid Wizards lose when they pull Scry & Die, so based on the Intelligence requirements of Wizarding... you pretty much know how this is going to go down. Still, a clever Illusion trap can nab an impatient Wizard, and that's often good enough.

A special shout-out needs to go to *dimensional lock*, because the effects on would-be teleport assassins is hilarious. It doesn't cause the spell to fail, it merely stops dimensional movement into the warded area. So the assassin moves to the Astral Plane, is shifted at high speed over to the segment that corresponds to next to your bed, and then the shift back into the material world fails. This leaves them all buffed up and stranded on the Astral Plane. You can even amuse yourself by putting lethal traps on that portion of the Astral Plane to nail these guys on the way in. The downside of course is that a lock is only 40 feet across, so covering enough of a castle to make teleport ambushes impractical is difficult. Still, if you have enough 8th level spell slots lying around (or less, remember that it's a lower level spell for the Summoner), it provides the basis of some very nice protection. Also good is the fact that since dimensional locks can be tiled, it can also leave spaces that you can use as a means of entrance/egress and which can be potentially defended if they are used as attack points by hostiles.

The *anticipate teleport* line of spells is a cantrip on the Summoner list for a reason. Those spells don't actually stop a scry & die, and the areas are very small and duration unexceptional. Even if you are a Summoner, defending your house with *anticipate teleport* is probably implausible. The final consideration is the elephant in the room:

screen. It's an enormously powerful spell where it fools scrying "automatically", but unfortunately it is defined so vaguely as to be essentially unusable without creating an argument. Which is really a shame, because it's otherwise the best hope for defending yourself. Your best bet is to make certain key rooms appear like other rooms so that teleport ambushes end up in the wrong areas – which means that it's basically just *mirage arcane* that's several levels higher.

The Public Square: When Divination Doesn't Matter

Sometimes your building is Courthouse, or a Market, or a Factory, and the entire point is that the general public goes in and out of the building all the time. In such a circumstance, all the divination magic in the world doesn't mean anything because your enemies can actually just walk into your building to scout the place for a teleport ambush or even buff themselves up on the outside and then run in while 1/round a level spells are counting down their awesome. In these circumstances, you're going to want a fall-back position to be readily available on little or no notice. Contingent magic and magical traps may well want to pull key personnel out rather than send summoned monsters or impediments in. After all, if you put off the final confrontation for 20 minutes, the teleport ambush has essentially failed.

13.10.2 Traps

"How did that boulder not crush those displacer beasts?"

Dungeons are classically filled with monsters and traps. That can be cool, but I'll be the first to admit that it's pretty weird. Traps and monsters are profoundly counter synergistic.

Designing Traps

There are numerous collections of devious traps that can easily kill a single character or an entire party. But let's face it: most of them are dumb. Making a trap that will kill or humiliate characters doesn't make you a genius, making traps that kill player characters is easy. Just have the roof cave in to inflict more damage than the PCs have in hit points, it's not even hard. The difficulty is making traps that make sense, as well as traps that will add to the enjoyment of the game rather than paralyze it with a continuous "I check the banister, Mother May I?" fest.

Placing Traps

For a trap to be effective, it has to have essentially no chance of backfiring against its creators. Remember that the dungeon occupants are going to spend a lot more time in the vicinity of any traps than any invading force is, so there has to be a pretty good reason why the trap wouldn't backfire. Traps can cordon off areas that are too big or too small for the normal residents to set them off (Kobolds might put in a collapsing floor that triggered off a weight of over 100 pounds, and Stone Giants might put nasty traps all over any 5' hallways that ran through a dungeon they occupied), or areas that are for whatever other reason off-limits (Dwarves might trap tapped-out shafts in their mines to nail burrowing monsters trying to sneak in the back way). Some traps sound like they'd be plenty selective enough to put everywhere – like magical symbols that only blast the forces of Good or heretics who don't follow your god. Be careful with those, as just because they won't explode on any of the normal residents doesn't mean that they won't be a liability. After all, what's the point of being a Cleric of Loviatar if you can't have captured Paladins brought to your chambers for interrogation?

Traps can also be left in an "inactive" state much of the time, and then triggered into activity only when the dungeon's occupants believe that they are under attack. A switch that activates traps in many non-essential areas (like the rec room or the loading dock) is a very real possibility. These can also be activated in layers, a prearranged fallback point might have the mechanisms to activate traps in the outer area that has presumably been compromised by intruders.

Remember that a trap, once active, makes an area more difficult to use. Sometimes that's OK, as is the case when the area in question is being invaded by Bugbears or is itself a tomb prison meant to hold a powerful demon god. But sometimes that's really inconvenient. Active traps just don't make any sense in the mess hall or the barracks. Your own soldiers are going to fall into that pit full of spikes about a thousand times more often than invading adventurers are if you put it right next to the beer kegs.

Organizational Traps

The least obvious, but in many ways most useful trap is one which simply allows defenders to respond appropriately to an oncoming attack. An alarm spell is, in the right hands, the most powerful trap in the core rules. You can

put it anywhere, and all it does is make a sound when someone enters the area. Like the bell that sounds when you enter a 7-11, the effects of this trap do not meaningfully interfere with the normal operations of the facility they are ensconced in. These traps have as their core utility that they alert the defenders or delay an attacker. Really swank traps will do both.

Obviously, these traps are only worth anything if you have defenders. But remember that a dungeon filled with giant centipedes, or some other mindless monster really isn't going to take full advantage of an alarm system (a ringing bell may wake a sleeping mindless defender up, but it's not going to be able to figure out whether the bell indicates a customer or an invader). Traps designed to misdirect, delay, or otherwise hamper invading forces are only going to appear in unoccupied regions of a dungeon if they are capable of diverting unauthorized entrants into lethal traps. The name for that kind of set-up is a "Rube Goldberg Mechanism" and it generally has no place in D&D. Looney Tunes or Mousetrap perhaps, but generally not Dungeons and Dragons.

Lethal Traps

Lethal traps are in no way less dangerous to their creators than they are to invaders. Remember always that the creatures in a dungeon intend to live there for perhaps years or even centuries, and the statistics on mine fields just aren't good. The residents of a dungeon have to be completely convinced that a potential trap can't cut off their jangly bits when they are making their way to the privy in the middle of their sleep cycle. That doesn't even mean that lethal traps can be in places that unauthorized residents aren't allowed (like the master's bedchamber) – that's going to end up beheading servants and guests.

Lethal traps appear in only a couple of kinds of places:

- **Battlefields:** If an area is contested, right now, having a lethal trap in there is an antisocial but plausible technique.
- **Deserted Regions:** If you leave the dungeon to go on a pilgrimage to a Planar Touchstone that you dig, it's quite thinkable to activate some nasty traps while you're gone.
- **Inaccessible Areas:** If you take over a Brownie hole, there's going to be a lot of crazy hallways that you can't even get into. Filling the mouse holes with mousetraps is fine.
- **Vaults:** If you have something, like a repository of important treasure perhaps, that is really hard to open and is supposed to be used infrequently and possibly only in some sort of crazy "two guys whip out their keys at the same time" scheme – trapping that is totally expected.
- **Discerning Traps:** Some magical traps are able to detect certain kinds of creatures and only detonate on specific ones. Unless you're a crazy loner wizard who has no friends and conducts no commerce, those are pretty much a liability. But hey, if you are a Lich-Master Hermit, then those sorts of traps are fine.

What this means is that if a dungeon isn't on a war footing right now, any lethal traps in it are probably going to be inactive. If the hobgoblins don't believe that they are under attack right now, the pressure plates all over the dungeon are going to be in their locked position and opening doors is not going to cause poison blades to shoot out. Once they fall back and pull the "totally being attacked" lever – then you can go back to worrying if Gygaxian traps lurk behind every door or neck-level tripwires might release torrents of green slime.

Living Traps

Some creatures are essentially traps, distinct only in that they have a Wisdom and Charisma score. The monstrous spider, the dire bear in a pit, and the golem are all classics, but the sky is really the limit here. Creatures can act like guard dogs if they are intelligent or magically controlled enough to tell friend from foe. Or they can act like punji sticks at the bottom of a pit if they are uncontrolled.

To be useful to a dungeon's occupants, a living trap has to be unable to turn on its masters. The occupants live in this place so any "wandering monsters" had best be capable of discerning intruders from VIPs. Any monsters that can't make discernments like that need to be kept in cages or other inaccessible regions of the dungeon until someone specifically unleashes them in the event of a dungeon invasion. What this means for a dungeoneer is that successfully disguising yourself as a Dungeon Resident will keep the trained displacer beasts from attacking you. Furthermore, if you sneak into a dungeon, the untrainable creatures (monstrous vermin, ooze monsters, whatever) are all going to be locked up until an alarm gets sounded. A little discretion can make the dungeon environs a lot safer for the would-be raiders.

Beneficial Traps

Game mechanically, any localized triggered magical event is a "trap". So if you whip out a room that heals everyone in it every round or an immobile pool that you can scry right out of, that's going to be a trap as far as the game

is concerned. That means that the residents of a dungeon can shill out surprisingly small amounts of nuyen to get their pads to do all kinds of crazy stuff. Unlimited healing, permanent scrying pools, and more will be a fact of many rooms in virtually any dungeon. Moving these things is impractical, so ownership of a dungeon can be a very lucrative proposition

13.11 Dungeons of Note

Sure, you've been to the sewers under the town, and the maze in the wilderness, and the cave that opens up into the Underdark, but when was the last time you went into a dungeon that you cared about in any way? Which was the last one that had some traction, some *pizzazz*? Here are some sample dungeons that will stick in the players' minds long after they leave them:

13.11.1 The Hall of Records

It's where information goes to die, except that it never dies. Located in a distant corner of Baator, the Hall of Records is a timeless library that contains a wealth of information dating back to when only the Aboleth had an empire in the mortal world. The filing system is intensely baroque, and it requires more than good searching skills to find the document that you need. The layout of the complex is inherently evil and unhelpful, designed to hamper and ruin those who need its services. The extradimensional floor plan is highly confusing and moreover the noneuclidian geometry is run with substantial changes on each layer. The index can tell you approximately where you need to be, and the only way in or out is teleportation.

Every visit to The Hall of Records is unique, and the players don't really need to map it all out. The really neat part about the place though is that it is strongly opposed to Divination magic and timeless. This means that creatures can (and do) hide out in here for hundreds of years when they make a lot of enemies. Many of these vagabonds make permanent camps in various parts of the Hall of Records. They live a limited, hermit-like existence and react strongly when other creatures enter the areas they have claimed as their own.

13.11.2 The Tomb of Iuchiban

The world's greatest blood mage made a quite credible attempt to gain godhood and nearly succeeded. Actually killing him permanently was essentially out of the question (and completely pointless for a being of such incredible and unethical power), so he was imprisoned into a block of jade. That block of jade is further suspended in a lake of mercury in the center of a lattice of tunnels filled with the most dangerous traps that the greatest architect magician of the time could create. The nature of the construction suppresses and confuses shadowlands creatures, as well as conjuration and divination magic, making them more and more unreliable as you get farther towards the center. The original architect set the last traps from the very center of the tomb and could not himself escape, so he committed suicide right there next to the final prison. If you can get to the middle, you'll see him there and get to read his last thoughts, still preserved after all these years.

And while crawling your way through metal lined tunnels (to stop burrowing creatures) filled with imaginative lethal traps might seem like a bad thing, remember that your progress through the Tomb is essentially timed. Guards patrol the outside of the Tomb constantly, and the Empire will send people into the tomb if and only if Blood Speakers have broken that perimeter in an attempt to revive their lord. So whether your party is composed of Blood Speakers or Imperial Agents, the other team is also making its way through the maze, and if you don't get to the center in time, things will go badly for you. Taking 20 on Search may not be possible.

13.11.3 The Garden of the Gretel the Snowshaper

Long ago there was a 15th level Illusionist with access to several of the effects that increase the reality of shadow spells, allowing her to make 90% real simulacrums of herself with 13 levels and some spare XP, who were also able to make simulacrums of her, which were therefore also able to do so, and so on and so on. When she was finally slain, she had already amassed an army of approximately 100 13th level copies of herself in her workshop located in a valley blanketed in a constant layer of snow. And each of the simulacrums is unable to gain levels, so they have nothing better to do with XP than just make magic items, constructs, and wondrous architecture with it. Each simulacrum

is completely aware that it must follow the orders of another simulacrum farther up the chain towards the original Snowshaper, so each takes great pains to avoid talking to other simulacrums lest they be forced to follow potentially self-destructive commands.

The Garden today is so wrapped in Illusions that it appears to be a garden in truth. Fountains, hedges, and colorful birds stand in stark contrast with the icy and forbidding mountains that surround the valley. Thermal Illusions make the region feel balmy and warm, but in truth the area is so cold that exposed skin will become frostbitten in a short period of time (noticing this is happening requires a successful DC 24 Willpower Save to disbelieve the affected temperature). Gretel's palace appears as a fancy pagoda made of paper and wood, but in truth it is an edifice of ice carved through with tunnels. About 80 Gretel Simulations persist to this day, and they are still under orders to remain in the valley and make things. Each of them has hidden herself in sections of the castle or the surrounding gardens, attempting to fend off other lower numbered Gretels who could command them. Reactions to non-Gretel characters entering the valley are highly mixed, often constrained by the last orders they received when the Garden was still functioning properly.

13.11.4 The Closed Shafts

Dwarves and Kobolds dig tunnels deep into the roots of the mountains in an attempt to get access to the veins of gold and mithril that run through the earth's rocky heart. Particularly deep shafts often yield the best results, so the different teams sometimes have been known to sacrifice a bit of safety to push down as far as possible. Rivalry between the dig teams of the different races is intense and when the mine shafts break through into one another, battles often erupt over mined out territory. Shafts compromised by enemy forces are sometimes boobytrapped by either (or both) of the races, and the maps of the shafts become confused for both sets of foremen. Such was the case in the section now simply called "The Closed Section" by Dwarf and Kobold alike.

Both the Dwarves and Kobolds had been digging into what promised to be an exceptionally rich vein of mithril ore, and had been playing the territorial control game against each other, breaking shafts through into the other's territory and trapping it. The dangerous, yet not unusual game was upset when the Dwarves hit water, flooding the lower sections and threatening to terminate the entire project. Undaunted, the Dwarves began setting up machinery to pump the water out. Once that started coming online, the Aboleth attacked. Having massively more power than the Dwarven miners, they quickly overwhelmed the lowest worker teams and shut the machines off. The rest of the Dwarves, seeing their compatriots converted into Skum, quickly withdrew.

The Kobolds, seeing the Dwarven presence weaken in the mines (and not knowing about the Aboleth forces), quickly moved in to secure territory, moving throughout the mine and setting up make-shift traps all along the route in order to damage the Dwarves' ability to move back into position. When they encountered the Aboleth territory, they too were turned into Skum and slaves, and the Kobolds relinquished their claims on the shafts as well.

There's a lot of mithril down there, but even the partial maps of the shafts that were possessed by the foremen of the Dwarf and Kobold teams have been lost. And now, the Aboleth's Skum forces are moving up into the other territory. Both the Dwarves and the Kobolds want someone to go down there and overwhelm the hostile forces long enough to get those machines back up and pumping.

14.1 New Rules for Undead

The interaction of Undead with the rest of the rules is often less than satisfactory. Part of this is that the undead type itself is extremely overzealous in the game effects it provides. The fact that all undead don't need sleep means that vampires don't have to sleep in their coffins. The fact that undead don't have a Constitution score means that Ghouls can run for exactly zero rounds before they have to make a Con check (that they automatically fail) to continue (and also says it can "run on indefinitely", a base contradiction that makes us sad). The fact that undead are immune to critical hits means that a vampire can't be staked through the heart (even if it was sleeping, which it isn't). But even beyond that fundamental error, the multitude of authors that compromise the Dungeons and Dragons design staff never seemed to get on the same page as to exactly what being undead means – so a surprisingly large number of contradictory statements pepper the products.

And I'm not just talking about how they made an entire Deathless Type when there's already Ghosts (Alignment: Any) right in the core rules.

14.1.1 Subtypes

The obvious, and slickest, way to handle the excesses of the Undead type would be to simply rewrite the Undead type with a lot less in it and throw down a number of subtypes (mindless for skeletons, amorphous for shadows, and ponderous for zombies) to put in the abilities that each type of undead is supposed to have. But polls have shown that people aren't willing to play with optional rules that do that – but perversely they are willing to add new subtypes to monsters to remove rules instituted by the base template. I don't know why, but DMs are honestly more likely to use an additional subtype that removes an inappropriate game effect from a monster than they are to use a modified base type that doesn't have the inappropriate effect in the first place. So that's how we're going to do it here.

Dark Minded (subtype)

Undead creatures with an intelligence score have an intelligence that can be influenced, though they are dead and cannot be influenced by appeals to emotion. A dark minded creature has the following traits:

- Not immune to mind affecting affects.
- Immune to morale and fear effects.
- Heals normally
- Any Bluff, Diplomacy, or Intimidate attempts to influence a dark minded creature are made with a -10 penalty.
- A Dark Minded creature continues to advance in age categories, growing older and wiser over time. It does not accrue any penalties to its attributes for advancing in age categories, and a Dark Minded creature has no maximum age.
- Sample creatures with the [Dark Minded] subtype: Liches, Nightshades, and Vampires

Unliving (subtype)

An Unliving creature is an undead that mimics many of the capacities of a living creature without truly being alive. An unliving creature has the following game effects:

- Unliving creatures have a metabolism of sorts, and thus have a Constitution score.
- Unliving creatures require food (often blood or flesh) and sleep, and are vulnerable to magical sleep effects even if they are otherwise immune to mind affecting effects.
- Unliving creatures have at least one vital organ, and are subject to critical hits from attackers with at least one rank in Knowledge (Religion).
- Not destroyed upon reaching 0 hit points, though its existence still ends if it reaches -10 as normal.
- Subject to subdual damage, but can benefit from the Regeneration ability as normal.
- Sample creatures with the [Unliving] subtype: Ghouls, Necropolitan, and Vampires

14.1.2 Undead and Aging

Undead don't age. They don't get any older or more decrepit over time, that's the whole point. A creature with the undead type does not grow older at all, unless further modified by the Dark Minded subtype. This probably should have been in the Monster Manual.

14.1.3 Becoming Undead

The basic rules for transforming into Undead were never intended to be playable by player characters. And thus it is unsurprising that the legions of the damned are not only unsatisfying, but actually unplayable when placed in a game. The following are templates that can be added to a character to make them into an Undead without actually changing their Level Adjustment. If a player wants to explore the legendary powers available to some of these creatures, they are encouraged to take Prestige Classes available to undead or to take one or more [Undead] feats that can grant the character these abilities within the normal level progression context. Each undead creature type has access to a special class that characters may take to advance their special abilities.

Revenants

"Fear me first before all other evils under the heavens. Before even Death, for I am hatred and do not die."

A revenant is the victim of a murder driven to avenge their own death. A game master might allow a character to return from the dead as a revenant if their character died in a particularly unfair fashion or if their character had a lot left to do.

- **Type:** The character's type changes to Undead and the character's former type becomes a subtype with the "augmented" modifier. The character also gains the Dark Minded subtype.
- **Hit Dice:** The character's BAB, Saves, and skills are all unaffected. The character must reroll his Hit Points, but every hit die is a d12.
- **Ability Scores:** The character loses his Constitution score.
- **Alignment:** The character's alignment changes to Lawful.
- **Special Qualities:** The character cannot be turned, but may be rebuked. The character heals completely at the setting of the sun, unless he is in a Tomb or hallowed area. This healing can even bring him back from destruction, but if his body is nailed to the ground (or in a Tomb or hallowed area), he can never come back from the dead by any means.
- **Level Adjustment:** +0

Vampires

"An eternity of loneliness and betrayal is, ultimately, an eternity."

A vampire is an unliving mockery of life that lives by cruelly consuming the blood of the innocent. Only characters slain by a vampire's Constitution Drain rise as vampires, and even then only if they have 5 hit dice or more. Characters with less hit dice become monstrous vampire spawn and do not retain their abilities.

- **Type:** The character's type changes to Undead and the character's former type becomes a subtype with the "augmented" modifier. The character also gains the Dark Minded and Unliving subtypes.
- **Hit Dice:** The character's Hit Dice, BAB, Saves, and skills are all unaffected.

- **Ability Scores:** The character gains a +2 bonus to his Strength and Charisma.
- **Alignment:** The character's alignment changes to Evil.
- **Special Attacks:** The character can drain blood from a helpless or willing victim, inflicting 2 points of Constitution Drain per round. The character heals 5 points for each point of Constitution drain in this way, and consuming 4 points of Constitution from intelligent creatures is considered enough "food" for one day (and the vampire gains no sustenance from any other food). Humanoids slain by this Constitution Drain may rise as vampires or vampire spawn (though the character has no control over them unless granted by another ability).
- **Special Qualities:** The character gains Turn Resistance +2. The character suffers 2d6 damage and is considered staggered every round he is exposed to direct sunlight. This damage cannot be healed by any means until the character is in a place with no light at all (such as a coffin). A vampire character is vulnerable to Light effects.
- **Level Adjustment:** +0

Vampires may take levels in [Vampire Paragon](#).

Ghouls

"The flesh of heroes reeks of their strength in death even as it is embodied in life. The taste is exquisite beyond description. As you quiver there and watch my meal, I want you to know that I allow you to live only in the hope that you can get word to more who think they have the strength to end my reign of terror."

Ghoul Fever is a horrifying illness that incites an almost insatiable craving for the flesh of humanoids. Characters with at least 2 class levels brought to zero Constitution by Ghoul Fever find their constitution restored and begin their unlfe as Ghouls. Characters with less than 2 class levels simply die and rot.

- **Type:** The character's type changes to Undead and the character's former type becomes a subtype with the "augmented" modifier. The character also gains the Dark Minded and Unliving subtypes.
- **Hit Dice:** The character's Hit Dice, BAB, Saves, and skills are all unaffected.
- **Ability Scores:** The character's Dexterity increases by +2.
- **Alignment:** The character's alignment changes to Evil.
- **Special Attacks:** The character gains a bite attack that inflicts an amount of damage appropriate to her size. She also is a carrier of Ghoul Fever.
- **Special Qualities:** The character gains Turn Resistance of +2. The character cannot eat anything other than raw meat (vegetables or cooked foods are forcefully vomited up, leaving the character sickened for an hour), and her total dietary requirements are not reduced.
- **Level Adjustment:** +0

Ghouls may take levels in [Ghoul Paragon](#).

Swordwraith

"I remain... because I like to kill."

Mercenaries devoted strongly enough to a life of war that they carry on in death their endless campaign of destruction. A character slain in battle may return as a Swordwraith if his services were hired under false pretenses or if his exploits were particularly impressive before his life finally ended (at the discretion of the DM).

Swordwraiths appear somewhat insubstantial and have faintly glowing eyes, but they are not truly incorporeal and their eyes do not produce enough light to modify vision penalties.

- **Type:** The character's type changes to Undead and the character's former type becomes a subtype with the "augmented" modifier. The character also gains the Dark Minded and Unliving subtypes.
- **Hit Dice:** The character's Hit Dice, BAB, Saves, and skills are all unaffected.
- **Skills:** The character gains a +2 bonus to his Hide and Move Silently checks.
- **Alignment:** The character's alignment is unchanged.
- **Special Qualities:** The character gains Turn Resistance +2.
- **Level Adjustment:** +0

Swordwraiths may take levels in [Swordwraith Paragon](#).

14.2 Locations of Necromantic Importance

Rules for locations that have interesting effects upon the dead are scattered throughout various published sourcebooks. Of primary interest is Black Sand (from Sandstorm) which heals undead and can be grown by killing creatures on it (no necromancer should be without a portable hole bottomed with this stuff), and Black Water (from Stormwrack) that acts as a desecration effect and is available with a Wizard spell (thereby breaking the stranglehold monopoly of Clerics on getting bonus hit points for their skeletons). But none of those locations are necromantically important. They are essentially quasi-mobile magic items that necromancers like to put in their pants. What follows are some locations that Necromancers will care about for more than a single mining session.

14.2.1 Necromantic Intelligence

Great and terrible crimes are often committed, sometimes causing the dead to rise. When enough dead rise in a single place, or a single act of murder or slaughter is so great as to create dozens of the undead, a Necromantic Intelligence can be born in a location central to the event. In such a place, trees and undergrowth wither and animals die, the sun no longer shines as brightly as mists obscure the sky and evil descends on the land. In such a place, all of those who die become undead and lose their free will. Ghoul or shadow infestations, vampire massacres, sites of great battles or disasters, or even the combined works of cabals of necromancers can create Necromantic Intelligences.

In the area of a Necromantic Intelligence, the land is either shadowy during the day as dark clouds obscure the sky, or misty (treat as an obscuring mist, even though it may be composed of dust, ashes, or some other substance). Any living creature killed in the area becomes an undead creature with a CR equal to its former CR (DM's choice, unless the Necromantic Intelligence is Aspected) when the sun next sets.

The most terrifying facet of a Necromantic Intelligence is that it has a purpose and a will, and it coordinates the undead that compose it. Assume that it is a creature that can see anything that any of its undead can see. Often it will coordinate fiendishly clever tactics using masses of undead to fulfill its purpose. Like a ghost, if it should ever attain its purpose, it will be destroyed. Knowing this, some clever heroes have helped Necromantic Intelligences in an effort to destroy them. A *legend lore* or bardic knowledge check is often needed to discover an Intelligence's purpose.

The Necromantic Intelligence commands the activities of a great number of undead of varying powers. As a rough guide, the Necromantic Intelligence controls undead with CRs equal to the levels of followers attractable by a character with a Leadership score of 35 or more (using the Epic Leadership rules). Challenging the entire Necromantic Intelligence is an EL 11 adventure.

Aspected Necromantic Intelligence

While most Intelligences are random manifestations of negative energy, creating many different kinds of undead, some places are Aspected. These places only create one kind of undead. For example, a Necromantic Intelligence created in a ghoulish warren may only create ghouls, while an Intelligence created during a plague may only create plague zombies. Decrease the EL of such an Intelligence by at least 1 as players will prepare tactics suited to that specific kind of undead.

Cleansing the Focus

Every Necromantic Intelligence has a Focus. This is an area that is the symbolic center of the undead infestation. If anyone can perform a hallow spell at the site of the Focus, the Necromantic Intelligence will be destroyed; however, once the ritual is started, the Necromantic Intelligence will be alerted and it will send all available undead to destroy the caster.

14.2.2 Tombs

While most tombs are merely places of rest for remains, some tombs become focal points for Negative Energy as hundred of years pass in the presence of the dead. Also, years of habitation by undead creatures in an enclosed space can also wear at the boundaries of the Negative Energy Plane. Some Necromancy effects can create or exploit this property. The game effect of a Tomb is that all undead inside it gain fast healing 1 and cannot be Turned or Rebuked, and spells with the [Tomb] subtype can be cast within it. Undead cannot be created within the confines of a Tomb, and creatures slain by undead do not become spawn.

Tombs are always enclosed places, and if they should ever be exposed to sunlight (by smashing in the roof, for example), they lose all special properties and no longer confer effects to undead creatures.

14.2.3 Forsaken Graveyards

The number of deaths is one per person even without the intercession of powerful magic. And once spells like *raise dead* are taken into account, it is clear that in *Dungeons and Dragons* there are significantly more deaths than people. So the locations where the most deaths occurred are simply the locations where the most living people live. The sites with the greatest death count are aspected to life and trade, not to death and destruction. But there are places that are inexorably linked with death, where the dead rise to slay the living. Creating a land of horror such as this requires more than killing a bunch of people (although that certainly helps), the deaths themselves must be meaningless and cruel, the ends coming about through betrayal.

A Forsaken Graveyard is a dangerous place, even for a necromancer. Creatures within a Forsaken Graveyard have Turning Resistance of +3. This makes both turning and rebuking more difficult, and throws salt in the game of both the necromancer and the hunter of the dead. Corpses left within a forsaken graveyard have a tendency to rise up and slay the living from time to time. Every sunset, a number of undead creatures are created and go on a rampage. These undead creatures fall back to death when the sun rises. A body left within a Forsaken Graveyard for more than an hour can be turned into an undead creature even if it had previously been an undead creature and been destroyed. Undead creatures created within a Forsaken Graveyard have an extra 2 hit points per hit die. A Forsaken Graveyard can be cleansed with four castings of *consecrate* or *desecrate* (one at each corner of the area), or a single casting of *Tasha's tomb tainting* (in the middle). Unfortunately, these spells can only affect it during the nighttime (as during the day, there is literally nothing to cleanse). Once cleansed, any undead created by the Forsaken Graveyard lose their bonuses, but are also not recalled at sunrise. Such undead creatures will continue their rampage until slain. Unlike a necromantic intelligence, the Forsaken Graveyard has no ability to direct the undead against specific targets.

Cleansing a Forsaken Graveyard is normally an appropriate adventure for a 6th level party, and the location itself spawns one CR 7 creature, one CR 6 creature, two CR 5 creatures, and six CR 4 creatures every night. These creatures are undirected in their assaults on the living, and travel individually or in groups of two. A Forsaken Graveyard adventure can be scaled up or down for adventurers of differing power by changing the power levels of the creatures within it, or simply changing the parameters of the encounter. If a standard graveyard is itself small enough that every creature is encountered simultaneously, that would be an EL 11 encounter.

14.2.4 Pools of Deep Shadow

Veteran players of *Dungeons and Dragons* often ask “Why don’t Shadows just take over the whole world?” Certainly, there are very few residents of the worlds of D&D that can fight against a Shadow at all, and their victims rise from the dead as Shadow Spawn, so it doesn’t take a lot of imagination to see where this is going. However, there are a few things limiting the growth of Shadow armies that are not mentioned in the core books at all.

The first is that only intelligent creatures slain by Shadows turn into spawn. That’s important, as it means that Shadows cannot simply hunt frogs in the swamp until they number in the tens of thousands before they roll over cities and dragon caves like a fog of Death Incarnate.

But perhaps even more importantly is that almost any time you see a Shadow, or for that matter any incorporeal undead creature, you are looking at a summoned creature. When the Shadow’s summoning ends, all of its spawn vanish. Most of the time, an incorporeal undead is summoned forth from the Negative Energy Plane by an object that looks much like a puddle of very oily water, called a Pool of Deep Shadow. Whenever light falls directly upon the pool, or the sun rises high enough in the sky that there are no shadows (about half an hour before and after noon), the summoning effect ends and the Shadow vanishes. When the shadows grow long and darkness has fallen upon the pool, a Shadow is again summoned.

This means that an individual Shadow or Wraith has a very difficult time destroying the whole world, as there is no particular way for them to get more than a day’s float from their pool. It also means, however, that areas inhabited by Shadows are extremely dangerous – for even if such a creature is destroyed it will return again the following day. And on every day it will return until those charged with exterminating it are caught unlucky or unaware. In order to permanently destroy such a pool, a flask of Holy Water (or Unholy Water) need simply be poured into it, causing the blackness to depart and the water to become quite clear and drinkable.

14.2.5 Finality

Finality is a planar metropolis in the Infernal Battlefield of Acheron. Its harsh laws are kept in rigid and uncompromising order by the will of powerful pit fiends, and the city serves as a marketplace for the lucrative trade in souls. Magic items can be bought or sold here, but the currency is always souls (as a planar metropolis, Finality has a gp limit of 600,000 gp). Souls are valued at their CR squared, multiplied by 100 gp. Many items purchased from this location radiate evil, buyer beware. Lodging may be purchased at flat rate of one soul per day per person. The section of Acheron that Finality rests in has the Timeless trait and is mildly Lawfully aligned. The population of The City is about 100,000 people (with uncounted millions of souls), most of whom are Baatezu.

The rules in Finality are uncompromising and bizarre, and the punishments for breaking them are vindictively carried out to the letter by powerful devils. But there is no warfare allowed in the city, and even Celestials and Tanar’ri come to participate in the great mercantile dance of soul collection. Characters must make a Knowledge (Local: Finality) check everyday with a DC of 10 + 2 per day they’ve been in the city or unknowingly break one of the city’s many inscrutable laws (knowingly breaking the law by starting fights or stealing goods is a whole different thing). Punishments range from perplexing to fatal. Characters who stay away from Finality for more than a month are no longer subject to the baroque residency rules and their DCs are returned to 10 the next time they visit.

14.3 Undead Monsters

Perhaps the most important thing about necromancy is the undead creatures themselves.

14.3.1 Artificial Intelligence

When a necromancer creates even a lowly kobold skeleton when his necromantic control limit has already been reached, one or more of the undead creatures already under his control become “uncontrolled”. That much is clear to everyone. But what does an uncontrolled zombie do? It’s not intelligent, it simply runs a program that causes it to act in a predictable fashion to stimulus. Of course, what that program actually is has heretofore been left undescribed. The actions of uncontrolled undead depend largely on the moral option your game is using for necromancy in general.

Of course, it doesn’t make much difference to uncontrolled Wights and the like – they are somewhat intelligent and wholly evil. So they’ll be just like any other monster – as tactically savvy as the DM.

Crawling Darkness

Under the Crawling Darkness option, undead are inherently evil, and act accordingly. The mindless undead hunger for life and are completely ambivalent to all else. If a skeleton has unbroken line of sight to a living creature or object, they will attack it. If living creatures and objects are both visible, the skeletons will bypass objects (such as trees) in order to attack creatures (such as people or horses). Non-living and undead creatures are unmolested unless the skeleton witnesses it attacking an undead creature. Skeletons prioritize targets that they can reach this round without provoking attacks of opportunity over other targets. Skeletons prioritize targets with more hit dice over other targets. Skeletons prioritize targets which are closer over targets more distant.

If a skeleton perceives an undead creature attacking another undead creature, it will attack whichever undead has been in its line of sight for less time. If a skeleton has seen both creatures for an equal amount of time, it comes in on a random side (even if it had previously seen one of the undead creatures in a previous context). If a skeleton is attacked by an undead creature, it will defend itself.

Skeletons wander around in a spiral search pattern attacking any living thing they find. They do not molest non-living things at all, so a skeleton will not open a door or tunnel through a wall unless it is made out of living wood or meat. If a living thing disappears from its vision, the skeleton will go to where the living creature was last seen and begin searching there – unless another living thing is seen (in which case the skeleton will simply move to attack it instead).

Skeletons do not question their perceptions, a closed door or even a curtain can be enough for a skeleton to abandon a pursuit. Skeletons have no sense of smell or irony, and a living victim is forgotten as soon as the skeleton moves to the point of last contact. A skeleton will not walk into what appear to be dangerous or solid objects unless it can see a way to get to a living target that it can currently perceive.

Don't attack unless ...

Since skeletons are mindlessly evil and relentless in their quest to destroy all life, a skeleton is normally ordered to not attack unless specific criteria are evoked. The criteria could be anything from “walking through this doorway without invoking the name of Wee Jas” to “attacking someone wearing the garb of the chosen of Kyuss.” If the exact criteria are not met, the skeletons will hold their blades. Most necromancers remember to allow their skeletons leeway to defend themselves, but sometimes even that is overlooked. Controlled skeletons, therefore, are usually under considerable restraints and will often hold their claws in check until after combat has been initiated.

Playing with Fire

Under the Playing with Fire option, undead are dangerous, but not necessarily evil. Their behavior befits that. Uncontrolled skeletons follow their last set of commands exactly, and those commands are only of the most basic sort. A skeleton last ordered to follow the necromancer who created it will continue to do so – mindlessly marching in the necromancer's wake, its empty eye sockets staring vacantly. It won't make any move to assist the necromancer, nor will it take any further instructions, it will simply follow. Forever. Should a skeleton be last asked to guard an area, it will attack any creature entering the area, though it will make no move to attack creatures outside that area. A skeleton last ordered to chop wood will continue until the forest is splinters or its axe rusts away to nothing.

Skeletons will defend themselves if attacked, and will attack creatures that they perceive attacking other undead. As with the Crawling Darkness, if skeletons see undead attacking other undead, it can rapidly degrade into a free-for-all with skeletons smashing each other with abandon. But they will not instigate such behavior on their own. Skeletons will not leave areas they are assigned to except to pursue creatures which are attacking them.

Skeletons are not curious about their surroundings, and do not question events in their area that do not obviously interact with their latest orders.

Previously Published Monsters

There are a lot of undead monsters in a variety of sourcebooks. In fact, regional and monster sourcebooks that don't have at least one undead creature in them are by far in the minority. Many of these creatures are supposed to be constructed by powerful Necromancers, and have no rules for powerful necromancers actually doing that. Many of these creatures should rightfully have the Unliving or Dark Minded subtypes. What follows is a list of the Undead already existent in D&D as well as the method of creating them, with the hard character requirements on the second line and suggested building materials on the third. Many Fey and Native Outsiders can be counted as “humanoids” for purposes of creating undead.

- **Abyssal Ghoul (FF):** Dark Minded, Unliving (Con 12 – 120 hp).
A Feast Unknown: Character Level 12, Knowledge (planes) 4 ranks.
Requires the sacrifice of a CR 8 or higher humanoid or fiend.
- **Allip (MM):** Dark Minded
Whispers of the Otherworld: Character level 5, Listen 4 ranks
Requires the name of a unique individual who was completely insane at death.
- **Angel of Decay (LM):** Dark Minded
Feed the Dark Gods: Character Level 17, must sacrifice 15 intelligent creatures, materials costing 7500 gp.
- **Atropal Scion (LM):** No Modifications
Feed the Dark Gods: Character Level 13, must sacrifice 11 intelligent creatures, materials costing 6,500 gp.
- **Banshee(MM2):** Dark Minded
Whispers of the Otherworld: Character Level 19, *wail of the banshee*
Requires the corpse of a very selfish humanoid
- **Bhut (FF):** Dark Minded
Whispers of the Otherworld: Character level 11, Survival 4 ranks.
Requires sacrificing an intelligent victim at least two days walk from a city.
- **Blaspheme (LM):** Dark Minded
Body Assemblage: Character Level 11, Knowledge (religion) 4 ranks, *false life*
Requires pieces of humanoid or giant corpses such that an attribute of 14 or higher is represented in all statistics.
- **Bleakborn (LM):** No Modifications
Wrappings of the Ages: Character Level 9, *chill touch*
Requires the corpse of a humanoid who died of cold.
- **Blood Amniote (LM):** No Modifications
Path of Blood: Character Level 11, Knowledge (Dungeoneering) 4 ranks
Requires 20 liters of blood and an alchemist's lab.
- **Bloodfiend (FF):** Dark Minded, Unliving (Con 17 – 114 hp)
Path of Blood: Character level 16, knowledge (planes) 4 ranks
Requires the sacrifice a demon of CR 8 or higher.

- **Bloodmote Cloud (LM):** No Modifications
Path of Blood: Character level 8, knowledge (Nature) 4 ranks
Requires 20 liters of blood and an alchemist's lab.
- **Boneclaw (MM3):** Dark Minded, Unliving (Con 19, loses Unholy Toughness)
Path of Blood: Character level 7, *spectral hand*
Requires one humanoid body and the skeletons of 3 other medium creatures.
- **Bone Drinker (MM3):** Dark Minded, Unliving (Con 14, loses Unholy Toughness)
Wrappings of the Ages: Character level 8 (6 for Lesser), Craft (alchemy) 4 ranks
or
create undead, caster level 15 (12 for Lesser).
Requires the corpse of a goblin (lesser) or bugbear (greater).
- **Bone Naga (MM2):** Dark Minded
Wrappings of the Ages: Character Level 13, Requires the corpse of a Dark Naga.
Requires the corpse of a Dark Naga
- **Bodak (MM):** Dark Minded, Unliving (Con 15 – 76 hp)
Path of Blood: Character level 10, Knowledge (Religion) 4 ranks
Requires the corpse of someone extremely evil, or the killing of a humanoid with evil magic.
- **Bone Rat Swarm (LM):** No Modifications
Body Assemblage: Character level 5, Knowledge (Nature) 4 ranks
Requires 1,000 rat skeletons.
- **Bone Yard (LM):** No Modifications
Body Assemblage: Character level 16, Craft (alchemy) 4 ranks
Requires 5 tonnes of bones from any creatures.
- **Brain in a Jar (LM):** Dark Minded
Wrappings of the Ages: Character level 6, Craft (alchemy) 4 ranks
Requires the removal of the living brain of a creature with an Intelligence of 18+
- **Charnel Hound (MM3):** Unliving (Con 19, loses Unholy Toughness)
Body Assemblage: Character level 15, Handle Animal 4 ranks
Requires 100 humanoid corpses (or proportionately fewer larger corpses of intelligent creatures)
- **Cinderspawn (LM):** No Modifications
Whispers of the Otherworld: Character level 8, Knowledge (planes) 4 ranks
Requires the spot where a Fire Elemental perished.
- **Corpse Gatherer (MM2):** No Modifications
Body Assemblage: Character level 21
Requires and consumes a forsaken graveyard.
- **Corpse Rat Swarm (LM):** No Modifications
Body Assemblage: Character level 6, Knowledge (Nature) 4 ranks
Requires 1,000 rat corpses.
- **Crawling Head (FF):** No Modifications
Body Assemblage: character level 22, Use Magic Device 4 ranks
Must have at least 100 humanoid corpses.
- **Crimson Death (MM2):** Dark Minded
Path of Blood: Character level 13, Hide 4 ranks.
Requires a humanoid, a sharp implement, and a strong wind.
- **Crypt Chanter (LM):** Dark Minded
Whispers of the Otherworld: Character level 9, Perform 4 ranks
Must know the name of a dead performer who was unappreciated at the time of death.
- **Crypt Thing (FF):** Dark Minded
Wrappings of the Ages: Knowledge (Architecture and Engineering) 4 ranks.
or
create undead, caster level 14th.
Requires one humanoid corpse and a fancy outfit.
- **Deathbringer (MM2):** Dark Minded
Body Assemblage: Character level 19, Craft (tailor) 4 ranks,
Requires at least 12 humanoid corpses or two giant corpses.
- **Death Knight (MM2):** Dark Minded
Feed the Dark Gods
More powerful warriors require more sacrifices to reanimate.
- **Deathlock (LM):** Dark Minded, Unliving (Con 11 – 19 hp)
Path of Blood: Character level 5, Knowledge (Arcana) 4 ranks
Requires the body of an arcane Spellcaster.
- **Deathshrieker (MM3):** No modifications
Feed the Dark Gods: Character level 17, must sacrifice 15 intelligent creatures and use equipment costing no less than 7,500 gp.
- **Demilich:** Dark Minded
Craft Wonderous Item: Caster Level 21
- **Desiccator (LM):** No Modifications
A Feast Unknown: Character Level 4, Knowledge (planes) 4 ranks
Requires the location where a Water Elemental died.
- **Devourer (MM):** Unliving (Con 18 – 126 hp)
A Feast Unknown: Character level 13, Knowledge (planes) 4 ranks
Requires the slaying of a giant and a humanoid.
- **Dream Vestige (LM):** Dark Minded
Whispers of the Otherworld: Character level 18, Oneiromancy
Requires at least 100 sapient creatures to be killed in their sleep within an hour.

- **Drowned (MM3):** Unliving (Con 13, loses Unholy Toughness), CR bumped to 9.
Body Assemblage: Character level 11, Swim 4 ranks
Requires the corpse of humanoid who died of drowning.
- **Dust Wight (MM3):** No Modifications
Whispers of the Otherworld: Character level 9, Appraise 4 ranks
Requires the corpse of a humanoid dead for at least 100 years.
- **Ephemeral Swarm (MM3):** CR bumped to 8
Whispers of the Otherworld: Character level 10, Knowledge (Nature) 4 ranks.
Requires the names of 1000 dead animals.
- **Effigy (MM2):** No Modifications
Whispers of the Otherworld: Character level 19
Must have 3 spells with the [Fire] descriptor.
- **Entomber (LM):** Unliving (Con 12 – 60 hp)
A Feast Unknown: Character Level 7, Knowledge (architecture and engineering) 4 ranks
Requires a corpse and some blue thread.
- **Entropic Reaper (LM):** Dark Minded
Feed the Dark Gods: Character level 14, 12 sacrifices and 6,000 gp.
- **Famine Spirit (MM2):** Unliving (Con 18 – 336 hp)
A Feast Unknown: Character Level 21, *finger of death*, *symbol of pain*
Requires the corpse of a humanoid who starved to death within the last hour.
- **Forsaken Shell (LM):** No Modifications
A Feast Unknown: Character level 8, Hide 4 ranks
Must remove all the skin from a humanoid.
- **Ghast (MM):** Dark Minded, Unliving (Con 15 – 37 hp)
A Feast Unknown: Character level 5, Heal 4 ranks
Requires infecting and killing a humanoid of at least 3 hit dice.
- **Ghost Brute (LM):** No Modifications
Whispers of the Otherworld: Variable.
- **Ghostly Visage (FF):** No Modifications
Whispers of the Otherworld:, Graft Flesh
- **Ghoul (MM):** Dark Minded, Unliving (Con 13 – 15 hp)
A Feast Unknown: Character level 3
Requires killing a humanoid.
- **Gravecrawler (MM2):** Dark Minded
Body Assemblage: Character level 18, *flesh to stone*, *speak with dead*.
- **Gravetouched Ghoul (LM):** Dark Minded, Unliving (Con 16 – 57 hp)
This monster is subsumed into the Ghoul Template presented here.
- **Grim Weird (MM3):** Dark Minded
Whispers of the Otherworld: Character Level 13, Knowledge (Arcana) 4 ranks
- **Huecuva (FF):** No Modifications
Wrappings of the Ages: Knowledge (religion) 4 ranks
Must have the corpse of a Blackguard, Cleric, Druid, Favored Soul, Monk, or Paladin.
- **Hulking Corpse (LM):** No Modifications
Body Assemblage: Character Level 11
Requires the corpse of a giant.
- **Hullathoin (FF):** Unliving (Con 26 – 232 hp)
Feed the Dark Gods: Character Level 17, 15 sacrifices and 7,500 gp.
- **Hunefer (ELH):** Dark Minded
Wrappings of the Ages: Character level 27, Knowledge (Religion) 10 ranks
Must have the body of a demigod.
- **Jahi (MM2):** Dark Minded
Whispers of the Otherworld: Character level 18, Bluff 10 ranks
- **Lavawight (ELH):** Unliving (Con 16 – 304 hp)
A Feast Unknown: Character level 25
Requires a humanoid of at least 16 hit dice and access to a pool of magma.
- **Lich (MM):** Dark Minded
Craft Wondrous Item: Caster Level 11.
- **Morhg (MM):** No Modifications
Body Assemblage: Character level 10
- **Mummy (MM):** Dark Minded
Wrappings of the Ages: Character level 7, Heal 4 ranks
- **Murk (LM):** No Modifications
Whispers of the Otherworld: Character level 5, Sense Motive 4 ranks
- **Necromental (LM):** No Modifications
Wrappings of the Ages: Variable
- **Necronaut (MM3):** No Modifications
Body Assemblage: Character level 16, Knowledge (Engineering) 4 ranks
- **Necropolitan (LM):** Dark Minded, Unliving
Path of Blood: Knowledge (Arcana) 4 ranks
- **Nightshades (MM):** Dark Minded
Feed the Dark Gods: Sacrifices variable.
- **Plagueblight (LM):** Dark Minded, Unliving (Con 15 – 57 hp)
Body Assemblage: Character level 8, *contagion*
- **Plague Spewer (MM3):** No Modifications
Path of Blood: Character level 12, Heal 4 ranks
- **Quell (LM):** Dark Minded
Path of Blood: Character level 5, Knowledge (Religion) 4 ranks

- **Quth-Maren (FF):** Dark Minded, Unliving (Con 15 – 85 hp)
A Feast Unknown: Character level 9, must strip the skin off a humanoid
- **Ragewind (MM2):** No Modifications
Whispers of the Otherworld: Character level 21, Proficiency in all martial weapons
- **Raiment (LM):** No Modifications
Wrappings of the Ages: Character level 3, Craft (tailoring) 4 ranks
- **Revived Fossil (LM):** No Modifications
Wrappings of the Ages: Variable requirements.
- **Salt Mummy (MM3):** Dark Minded, Unliving (Con 16, loses Unholy Toughness)
Wrappings of the Ages: Character level 10, *desiccate*
- **Shadow (MM):** No Modifications
Whispers of the Otherworld: Character level 5, Hide 4 ranks
- **Shadow of the Void (ELH):** Dark Minded
Whispers of the Otherworld: Character level 28, Survival 10 ranks
- **Shape of Fire (ELH):** Dark Minded
Whispers of the Otherworld: Character level 28, Knowledge (planes) 10 ranks
- **Skeletons (MM):** No Modifications
Body Assemblage: Variable requirements or *animate dead*
- **Skin Kite (LM):** No Modifications
Body Assemblage: Character level 5, Craft (Tailoring) 4 ranks
- **Skirr (LM):** Unliving (Con 19 – 94 hp)
Wrappings of the Ages: Character level 9, Craft (alchemy) 4 ranks
- **Skulking Cyst (LM):** Unliving (Con 15 – 34 hp)
necrotic cyst
- **Slaughter Wight (LM):** Unliving (Con 13 – 153 hp)
A Feast Unknown: Character Level 10, BAB +7
- **Slay Mate (LM):** Dark Minded, Unliving (Con 11)
You can't make this one.
- **Spawn of Kyuss (MM2):** No Modifications
A Feast Unknown: Character level 7, Knowledge (Religion) 4 ranks
- **Specter (MM):** No Modifications
Whispers of the Otherworld: Character level 9, Bluff 4 Ranks
- **Spectral Lyricist (LM):** Dark Minded
Whispers of the Otherworld: Character level 6, Perform 4 ranks
- **Swordwraith (FF):** Darkminded, Unliving (Con 14 – 42 hp)
Whispers of the Otherworld: Must have the corpse of a mercenary warrior.
- **Tomb Mote (LM):** No Modifications
Wrappings of the Ages: Character level 4, Heal 4 ranks
- **Ulgurstasta (FF):** Unliving (Con 30 – 280 hp), upon reaching an Int of 10, the Ulgurstasta also has the Dark-minded subtype.
Feed the Dark Gods: An Ulgurstasta is created at Intelligence 1, but still requires 11 sacrifices.
- **Vampires (MM):** Dark Minded, Unliving (variable Con)
Path of Blood: More powerful vampires require more powerful characters to create.
- **Vampire Spawn (MM):** Unliving (Con 13 – 33 hp)
Path of Blood: Character level 6, must sacrifice a humanoid of less than 5th level.
- **Vasuthant (MM3):** No Modifications
Whispers of the Otherworld: Character level 4 (19 for Horrific Vasuthant), *darkness*
- **Visage (LM):** Dark Minded, Unliving (Con 12 – 99 hp)
A Feast Unknown: Character level 11, knowledge (planes) 4 ranks
- **Voidwraith (LM):** No Modifications
Whispers of the Otherworld: Character level 8, Knowledge (the planes) 4 ranks
- **Wheep (LM):** No Modifications
Path of Blood: Character level 13, Intimidate 4 ranks
- **Wight (MM):** Unliving (Con 13 – 28 hp)
Any creature slain by negative levels can rise as a Wight
- **Winterwight (ELH):** Unliving (Con 16 – 304 hp)
A Feast Unknown: Character level 25
Requires a humanoid of at least 16 hit dice and access to Black Ice.
- **Wraith (MM):** Dark Minded
Whispers of the Otherworld: Character level 7 (13 for Dread Wraith)
- **Zombie (MM):** No Modifications
Body Assemblage: Variable requirements or *animate dead*

THE BOOK OF GEARS

A.1 Introduction

Cooperative Storytelling is essentially all about artifice. The stories we create are *created*, the shared narrative is an illusion which fills our mind and pushes us forward. So it is no surprise that creating things within that narrative is so very contentious. Building a house in the game or creating an illusion in the story is a

An illusion is something that isn't real inside a story that isn't real. Forging a sword is creating something within a tale that is being created around it. These actions, while very integral to the source material upon which our cooperative storytelling games are based, are yet one more step removed from reality when contrasted with the old standards of pretending to be a knight who kills imaginary dragons to save fictitious princesses.

So it seems not at all surprising in retrospect that the rules we have used to represent the creation of stuff within the game world have historically been extremely unsatisfactory. Creating things takes time, which is a problematic concern in a game where time passages narratively. That means that the time a character spends nailing boards together for his dream house may be spent in a montage that ends in subtitles reading "six months later" and it may happen interspersed with a rollicking adventure where seconds count and the hammering essentially never gets done.

The result has been that previous editions have attempted to put additional or alternate costs on crafting of all sorts. From Constitution points to years off your life to XP, D&D has experimented with about a dozen different rubrics by which characters could trade one part of their character for more magic items. In almost all cases this allowed players to trade things they weren't using anyway for powerful artifacts that allowed them to conquer worlds, although in a few cases the flip side showed up made item creation so crappy that people seriously didn't do it at all. Needless to say, this has been unsatisfying, and it is our intention to help remedy these problems.

The rules presented here present a different take entirely. Creating magic items is something that takes only time, and adventures can be expected to be completed without ever doing it at all.

A.2 Character Advancement: Power and Wealth

"Assuming that I make the use of most of our spells, I should be able to advance a circle of magic every week or so, which essentially means that the optimum solution to this difficulty to simply scare up minor tangential difficulties in the woods for two months so that I can go back in time and solve this problem retroactively."

While we're talking about magical items, we really have to talk about XP at the same time. And that's not just because the DMG asks us to pay small amounts of XP to create them. D&D is based on two kinds of advancement: XP and GP. Both of them have failed, because we're actually playing a cooperative storytelling game and not Diablo multiplayer. We know that a high level guy can whack low level stuff again and again at virtually no risk, and that this can be repeated endlessly for levels. We know that people can take off downtime to just plain farm to get GP endlessly. Seriously, "XP Grind" is extremely boring and players should not be exposed to it under any circumstances.

No one wants to hear about the time you threw a cloud kill into a Satyr tavern and then teleported home so that you could try out the new spells that appeared in your book because you just dinged to 10th level. That's a story that is dumb, and the current rules pretty much expect you to do it over and over again. If we're going to have a rational system for magic items, we can't have it work that way.

A.2.1 XP: Beer Me

“Boil an Anthill: Go Up One Level.”

The rubrics for challenge and advancement as depicted in the DMG have to go. We’ve looked at them from every direction, and they don’t work. At all. And no, I’m not talking about the classic problems like the variable difficulty inherent in fighting a giant scorpion (an interesting intellectual exercise for a 4th level horse archer or a brutal melee slugfest for a 14th level swordsman). That’s a real problem, but we are talking about the basic structure of fighting monsters of increasing CR, getting increased piles of XP, and moving on with your life. That’s got to end.

Here’s why: according to the DMG you are supposed to face about 4 equal-level challenges per day of adventuring. Further, going by the XP chart, your 4-person party will go up a level every time you defeat 13.3 of those encounters – which is less than 4 days worth of encounters according to the first idea. So if you adventure “like you’re supposed to” – you’ll go up 2 levels a week. And of course, if you encounter less than 4 enemies a day, spell-slot characters like Wizards and Druids are *crazy* good. Essentially, this means that D&D characters go from 1st level to 20th level in half the time as it takes to bring a pregnancy to term.

Indeed, D&D society is essentially impossible. Not because Wizards are producing expensive items with their minds or because high level Clerics can raise the dead – but because the character advancement posited in the DMG is *so fast* that it is literally impossible for anyone to keep tabs on what the society even is. High level characters are the military, economic, and social powerbases of the world. And they apparently rise from *nothing* in about $2^{1/2}$ months. That means that if a peasant goes home to plant his crops, then when he gets back to the city with his harvest in the fall the city will have seen the rise of a group of hearty adventurers who attempt to conquer the world and achieve godhood *four times* while he’s gone. The city will have been conquered by a horde of Dao and sucked into the Elemental Plane of Earth and then returned to the prime material as a group of escaped Dao slaves achieved their freedom and themselves became powerful plane hopping adventurers who graduated to the Epic landscape. Then a team of renegade soldiers from the Dao army will have run off into the countryside and survived in the Spider Woods long enough to return with the Spear of Ankhut to return the city to the Dao Sultan in exchange for a gravy train of concubines and *wishes*. Then a squad of frustrated concubines will have turned on their masters and engaged in a web of intrigue culminating in the poisoning of the Dao Sultan with Barghest Bile and ultimately turned the city into a matriarchal magocracy run by ex-concubine sorceresses. So when the peasant returns with his harvest of wheat, he returns to a black edifice of magical stone done up in Arabian styles and bedecked with weaponry from Olympus that is all controlled by epically subtle and powerful wizards who are themselves the masters of a setting created from the fallout of the destruction of a setting that is itself the fallout of the destruction of a setting that was *in turn* created out of the destruction of the setting that our peasant walked away from with a bag of grain come planting time last year.

And while purely intellectual exercises in a universe that is essentially a giant lava lamp of crazy can be interesting, satisfying storytelling is impossible. If the players can’t make lasting impact, the game has no meaning. And if players are seriously going from 1st to 20th in a single season, lasting impact of any kind is absurd to even contemplate. It behooves players and DMs to come to a consensus about how they want their campaign to be structured. There is no single best way to handle character advancement in a cooperative storytelling game, and there are a lot of ways to really piss off the other players at the table if you aren’t all on the same page to begin with.

A.2.2 Reach for the Stars: Character Advancement

All classic fantasy adventures take place in D&D terms somewhere between 1st and 10th level. Seriously. Conan is like 3rd level, Theseus is about 3rd level too. Adventures for 13th level in literature of any kind are hard to come by and generally involve wearing capes or being a god. However, D&D is not a game about modeling tales of legendary knights, skilled samurai, or barbarian chiefs – it is a game about adventuring in the world of D&D. And in D&D, characters do become 20th level, at which point they either become honorary Olympians or join the Justice League. Within that context, character advancement should follow a few basic principles:

- **Stagnant Characters are frustrating.** That is, in a game which offers so much potential for advancement, it is frustrating to be in the position where you don’t actually get to do any of it. Sure, in a game like Shadowrun there’s no disappointment to be had from not being able to achieve godhood and in a game like Champions you don’t need to advance your character at all to have a good time. But D&D is a leveled system and not getting those levels makes us sad.
- **Advancement of Characters shouldn’t destroy the setting.** If you’re playing a “pirate game” then you shouldn’t get to the point where there is no longer a purpose served in piracy as long as you still play that game. Furthermore, you shouldn’t be adverse to downtime on the grounds that waiting a month or two for a storm to go by will leave your enemies driving air cars powered by t-rexes on bicycles.

- **Players should be able to play with their toys.** Too often, a character will get a shiny new trick only to go up in level and have no further use for it long before he has had a chance to actually *use* it. And that defeats the entire purpose of leveling up in the first place.
- **Characters should not be rewarded for doing stupid crap.** Seriously. Your goal is to rescue the princess, so what should you do? *Rescue the princess*, or run around the compound she's being held in punching out the baron's attack dogs? An army is heading for your city, should you sneak in and kill the enemy general or should you try to wrestle the army's horses one at a time?

This leads us to several conclusions of varying palatability:

Wealth By Level Has Got to Go.

This hurts a lot of people, but it's true. If you can turn a pile of silver into increases to your natural armor bonus, the setting is going to be destroyed. Quite literally, and with crowbars. Fantasy settings are filled with bridges made of opal and castles faced with blue ice that stay forever cold and stuff. This fantastic scenery is awesome, and it contributes to the feel of fantasy that should permeate the cooperative stories we tell within a D&D game. If player character power is determined by "wealth" in any directly measurable fashion, you can bank on PCs ripping all the expensive facing off the castles they conquer – and then we all lose.

See, it's pragmatic and even sort of reasonable to rip the marble off the Great Pyramid at Giza and use it to build fancy houses in Cairo. But for all the future generations, it sucks. There really is a correlation here: if we don't allow people to trade blocks of marble for extra spells per day and more powerfully magical swords, then people will leave our pyramids alone. Otherwise, future generations will look at another unfaced ziggurat and wonder what wonders the ancient battlefields possessed before vandals came and destroyed our fantasy world.

Encounter XP Has Got to Go.

XP rewards are a form of incentive towards heroic behavior. The problem is that individual challenges don't make things more heroic, they just make things more time consuming. By parting out XP per *encounter* rather than per *quest* the game is actually discouraging intelligent play. Avoiding difficulties is supposed to get you XP according to the DMG but we all know that doesn't actually happen in any game or published module.

Adventurers respond very rapidly to incentives. If you give incentives for painstakingly stabbing minotaur after minotaur in the face the players will do that. If you incentivize running past the horde of minotaurs and rescuing the princess the players will do that instead. So if the XP comes from quest completion, players will *complete quests*. If XP comes from Final Fantasy style XP dancing in the woods – the players will do that instead. Since one of them makes for awesome stories, and the other is a rote repetition of the worst kind of World of Warcraft nonsense, we know what has to be done.

A Little Note on XP Costs

I know that you're probably thinking "If XP rewards are handed out in a less per-diem manner, doesn't that mean that XP costs would be more noticeable and even actually have meaning?" And of course the answer is "yes." Sort of.

The problem with XP costs isn't just that they don't really cost anything "in the long run" (which they don't), the problem is that they are bad for the game. Like Age increases before them, an XP cost is essentially running up a credit card bill. You get whatever it is that you were buying with the XP cost *now*, and you pay *later* (by death from old age or not going up in level when you otherwise would). That's never balanced, because there's no guaranty that the character in question will still be being played when that credit card comes due.

So even though staggering XP gains out longer as suggested in this book *would* make XP costs more meaningful than the hoax they are in the basic rules, we still strongly advise you to do away with them in your home games as we have in ours.

A.2.3 Strategies of Advancement.

Having determined the core problems with advancement in the manner described in the DMG, let's talk about some of the ways you could do it that might be satisfying. Like the handling of alignment and necromancy that we're talked of in the past, there really is no right answer – it really depends upon what your group wants to do.

Steady State 1: Serial Heroism

"We have another mission for you..."

Let's face it: in a lot of fictional source material, the characters don't really change between their adventures at all. In fact, that's kind of the *point* of a lot of stories. The hero is the one fixed point and the story is just the fixed character reacting to different situations. You read about Conan or Hercules fighting the Moon Men or the Ice Jarls, but you don't really read the story set after Hercules got a laser gun and grew wings. Even the books where Conan is an old man rarely reference specific events from previous books.

In the serial heroism campaign, characters begin play at the level that depicts their abilities appropriately. Characters have signature equipment and a collection of levels and skills that are integral to their character. Over the course of the adventure, the characters may well find new equipment and learn special crap and be blessed by Nymph Pools and whatever – but at the beginning of the next adventure they will be back to exactly the same place they were last time. Even characters getting married or having limbs whacked off doesn't have any effect on the next episode.

There are a lot of ways to explain this. Adventurers spend money profligately and put equipment into bat caves and bequeath magic swords to temples and favored wenches. Major wounds can be healed, and we all know how rarely things work out between men and women – especially when one is a halfling rogue and the other is a giant iguana. You can either begin each episode by coming up with an amusing off-the-cuff answer to why you begin the next adventure just like you began the last one or you can just ignore it the way Saturday morning cartoons do. It's not a big problem.

There are a lot of advantages to this sort of thing. If the characters already do what they are supposed to (generally about level 6 or so with a couple of standard magic items and an artifact), then advancement of any kind just makes the character less like himself. He Man didn't become a better show when Prince Adam got a plane – it just lost focus. But there are pitfalls as well. Certainly it is the case that games like World of Warcraft or Everquest can be remarkably unsatisfying *precisely* because no real accomplishment can occur. It is a fine line between a character not changing and a character's actions not mattering – walking that line is sometimes quite difficult. Certainly, before such a sweeping change is implemented, very frank discussions must be had between players and the DM. The game is essentially now a series of once off adventures that happen to have the same characters in them.

In the Serial Heroism game the character's core abilities are the same in every tale. That can be mythic. Like the Robin Hood songs. But it can also be retarded. Like the Smurfs.

Steady State 2: Trophy Hunting

"So... where are we putting the giant penny?"

Characters like Conan and He-Man are pretty much the same between issues or episodes. But what of characters like Angel and Buffy who really do pick up and use equipment found in previous episodes? This is also a very plausible setup of "nearly steady state" storytelling with limited character development. The character stays relatively recognizable one adventure to another. Chapter after chapter goes by without the player ever growing wings, learning to fly, shooting laser eye beams or in any other way having obviously gained a level of Bard. Important plot points and devices are referenced in later installments, allowing the characters to use the Doom Glaive after they took it off the cooling body of Bruc Avec Pitiè immediately in that adventure and subsequently in later adventures as well. While in the true Serial the characters would have destroyed the Doom Glaive at the end of the adventure, in the Trophy Hunting model it stays in the Bat Cave only until it is needed for a later adventure.

In this model of steady state dynamics, the players gradually increase in power – though they do so in an asymmetric fashion that is not level dependent. This means that the amount of Ogres that the party can successfully dispatch **will** increase considerably over time. But it won't increase *dramatically* and the players may never be able to take on a really hardcore monster like a Cranium Rat Swarm or a Pit Fiend.

In this model then, it is expected that even the *idea* of "Wealth by Level" be tossed in the trash. The players are literally gaining as many as infinity magic items per level because by and large they aren't going up levels *at all*, while magic items are accumulating slowly. Characters can bathe in magic puddles that increase their stats or find statues that transform into giant frogs; but this can also happen pretty slowly and still be fine because players aren't being forced into situations where they necessarily face higher leveled opposition all the time.

Rapid Advancement: Level a Session

"That was last week. This week I am a master of fire."

It is entirely plausible to play a game where the characters go up a level every adventure or even every session. While this sort of rapid advancement scenario is often dismissed as "munchkin", it actually does capture the feel of many stand-alone books and movies quite well. There are a lot of stories like The Wheel of Time or The Matrix which are actually ruined by having sequels at all – they are much better as a single progression where the characters begin as youngsters who don't even know about the major Evil that threatens the world and progress briskly into becoming world straddling badasses who control reality with willpower alone.

In this set up it is highly recommended that the DM hand out magic items like candy. After all, while the players are fighting hill giants today, they'll be up against a swarm of bloodfiend locusts next week and a rogue deva the week after that. The players will need new swag to face their new enemies just as they'll need new class abilities.

Many players feel that this sort of play environment is simple minded, but really nothing could be further from the truth. In fact, players have no chance to get acquainted with their new abilities before they are laden with even newer abilities. With only a single adventure to make use of each new level of powers it is entirely possible that the Wizard will *never* get a chance to use one or even both of the shiny new spells he picks up each level. Indeed, since both the characters and the opposition is coming up with more power and options each week, the game is actually *really hard*.

And that ironically, is the most major drawback of this gaming style. Some of the players who gravitate the most towards this advancement system are actually the least able to successfully juggle a new class level and two new magic items every week. Sure, there are difficulties to be had in this scenario when players miss a session or three (nothing says "suck" like finding out that Fighter's girlfriend the sorceress cohort is actually a more powerful magician than you are). But that can be worked around in a number of ways: the DMG suggests giving out experience bonuses to people who fall behind until they catch up in level and that works well enough. Of course, to actually make use of that you'd have to chuck the idea of not being able to level more than once per session – which makes characters even more confusing – but there you go.

Attenuating Advancement: Diminished Returns.

"You youngsters have no concept of how difficult it was to get the Doom Glaive."

If one considers advancement at face value: a direct method to prevent adventuring from becoming "stale", then it is entirely reasonable to question its inclusion in the game at all. After all, a sixth level party could very plausibly encounter a manticores, a summoning ooze, a dragon, a war party of ogres, a troll, an evil wizard, a dinosaur, a nymph, a mud salad, a nerra facechanger, a medusa, a circle of myconid, a cathedral protected by a stained glass golem, a cadre of yak folk, an infestation of ash rats, a room full of hammerers, a spawn of Kyuss, or a dreadful cleric with some orcish minions. Or whatever. The point is, you could very plausibly face different opposition every week until half the players move out of town before you ever run out of monsters to fight. The staleness then, comes not at the hands of the players in any case, but for the DM. After all, once the DM has thrown the adventure where an ancient cathedral of Pelor has been taken over by an evil group of Yak Folk who have bound a Janni and forced her to tell them the secret password that allows them to break into the inner cloister without having the stained glass tear itself out of the wall and attack them in order to conduct a foul ritual to transform the daughter of the old king into a medusa and set up some zombie ogres to protect themselves while the mighty ritual commences – that leaves some of the DM's favorite monsters used up out of that level. More importantly however, the players are presenting essentially the same skill set so long as their skill set doesn't change – meaning that the DM can become bored finding challenges for the PCs unless the PCs demonstrably change over time.

Be that as it may, the fact is that higher level characters with more magical swag have more abilities than do lower level characters and quite definitely present a face to team monster with more attachments on their Swiss Army knives.

A.3 Crafting

A.3.1 Why a Revision to the Crafting Rules?

An overhaul to the Craft rules may sound fairly unbalancing, as the current Craft rules were created to prevent characters from making a lot of money and potentially destabilizing their games with an influx of magic items. Unfortunately, like Level Allowance, the heavy nerfing to Crafting resulted in a lot of characters simply becoming unviable, a lot of very dumb things happening all around, and it still doesn't actually stop characters from breaking the game if they really want to. If the party is made out of Elves, they can simply set a single skill rank on fire and announce that they're going to spend 100 years farming, making trained Profession (Farmer) checks every week. That'll get them about 6 gp a week for the next 5,200 weeks – for a total of 31,200 gp at first level before they even start adventuring. And as elves, they can honestly just spend 200 years farming or spend some real skill ranks on that to get even more money.

If the DM is willing to simply let players roll dice, have downtime, and purchase magic items of unlimited power, the game is already broken on first principles at first level using the PHB alone. If the DM wants to keep sanity going at all, then something in that equation is going to have to go. Probably everything in that equation should

go. As discussed in the Dungeonomicon, there is an inherent limit to what players could reasonably be expected to be able to purchase with pieces of gold, so to a very real extent crafting for money is simply multiplying the amount of low-level equipment you have – it doesn’t particularly get you more powerful equipment. And of course there’s no reason for players to be able to do all of this 9 to 5 working without having on-camera adventures. An adventure where you are running a silk factory and will make a bunch of money as soon as you can stop the goblin syndicate from extorting all your profits is pretty much the same as the adventure where you run off into a dungeon, fight the goblins, and take the money they stole from the silk merchants home in a sack.

So the nerfs on Crafting just aren’t necessary. But what actually needs to change?

- **Valuable Raw Materials Aren’t Valuable:** This is a part of the rules that makes me cry. Since the amount of value you make each day is based on the *difficulty* of working the material and not on the *value* of said material, there is no way for a goldsmith to stay in business. Gold is very easy to work and therefore the DC to work it is very low, and therefore a goldsmith makes very little in the way of finished product each week. A five pound gold candle holder is roughly four ounces and fits into the palm of your hand, but it’ll take a master goldsmith (+10 Craft Bonus) almost a year to finish one (500 gp value, at DC 5 = 50 weeks).
- **The Costs of Materials are WHAT?** Remember that five pound gold candle holder? It’s worth 500 gp and therefore requires 167 gp worth of materials to make it. But it’s worth 250 gp just as a lump of gold. So you can buy things as raw materials and sell them as trade goods and make *lots of money*. The reverse happens when you make complex or finely worked items. A masterwork sword is made out of pretty much the same materials as a normal sword and is much more expensive because it’s better made. But because the higher quality crafting will make it sell for more down the line, the cost of the materials goes up by a 100 gp. Where does that money go? What are you getting for 2 pounds of gold? Sure, maybe you get some better coal or something, but really, that doesn’t even begin to cover it.
- **Field Fortifications Cannot Happen:** Even the simplest of traps (such as a bucket with some acid in it balanced on a partially open door) has a cost that is very high – in the hundreds of gp. That means even the most gifted craftsman is going to take weeks to boobytrap a room or lay down some field fortifications. When longbowmen want to hammer some stakes into the ground to protect themselves from the knight stampede that’s going to come when the battle starts, the Craft rules essentially tell them that they can’t do it. Which for those of us who have seen Henry V, seems unlikely.
- **Risky and Illegal Trades are Pointless:** Some products are expensive because producing them is risky (poison, flower arrangements from the Bane Mires). Some products are expensive because their production and sale is in some manner restricted by the authorities (shrunk dwarf heads, disrespectful puppets of the king). In the real world, people produce these things because they can charge inflated prices because of the risk. It’s a gamble, where sometimes you make big money and sometimes you get killed by hydras or agents of King Ronard. But with craft times directly dependent upon resale value, these crafts are gambles where sometimes you make the same amount of money you would have making night stands, and sometimes you get killed by your own poison or Clerics of Torm.

A.4 Dangerous Locations: When the Floor has a CR

It is an undeniable truth that hunting goblins in a dank warren filled with dead falls and snares is both more exciting and more dangerous than hunting the same goblins in an open field. However, it must be stressed that the way 3rd edition D&D has traditionally dealt with this – to give CRs to individual traps as if they were enemy monsters in their own right – is both unsatisfying and unplayable. The fact is that you probably are *never* going to tell a story about the time your party was shot at by an arrow trap, it just isn’t interesting in the same way that overcoming an evil necromancer or slaying a greedy dragon is.

And why is that? It’s essentially because an arrow trap is not an encounter, it’s an *attack*. Just a single salvo in an ongoing battle between you and the dungeon, not a battle in and of itself. And when looked at in that manner, the problem becomes obvious: a *glyph of warding* is a single spell. Overcoming it is like making your saving throw against the same Cleric’s *hold person*, it’s simply wildly inappropriate to stop the action and play the battle complete music at that point.

So what do we do about it? Well, just as one does not stop and record a victory every time you bypass a summoned monster or overcome an opponent’s thrown javelin, we shouldn’t be worrying about the CR of individual traps. No, we should be concerned only with the CR of *areas* that have traps in them. For one thing, this means that we don’t have to have endless arguments over whether people should get the XP for bypassing the *symbol of pain* on the door if they came in through the floor. For another, the act of avoiding *that* stupid argument really helps to encourage characters to play things a bit smarter and not simply run through the “Hallway of Leveling” where they go up a level every thirteen traps and get to 20th level in less than 150 doors.

A.4.1 Location CRs: Quality and Quantity

“Why check the door? Maybe because there was a trap on every single other door in this entire complex?!”

To a limited extent an area can become more dangerous by making traps more ubiquitous. We say a “limited” extent because there is a profound sense of diminishing returns when the chance of encountering a trap equals one. Our classic example is the Citadel of Fire, the castle that is the home of the Efreeti King. It’s *on fire*. Every square is *on fire*. Every door is *on fire*. And if you go there, *you’ll be on fire*. To an extent, that means that the kind of dangerous area that you might have seen in the Lizard Temple when you were 4th level is now every square on the battlemat. That’s bad. But it’s not unconquerably bad. It doesn’t take a whole lot of Fire Resistance to survive in that kind of environment, and you don’t have to be amazingly high level to get your grubby mitts on that kind of fire resistance. The fact that every single doorknob and chair is on fire in the Citadel essentially just means “Only Adventurers with Fire Resistance can Adventure here” or even “You must be at least as tall as this sign to attack the Citadel.”

And the effect would be pretty much the same if you just had to wade through a *moat* of Fire. There are literally dozens of rooms in the Citadel of Fire that are on fire without this increasing the difficulty of your assault in any way. And that’s OK. In fact, people would be slightly offended if large amounts of the Citadel of Fire were not in fact on fire, which would be the logical way to do it if you were handing out XP or construction costs on a per flaming room basis. It adds to the immersion to have some relatively homogenous fantasy environments.

Practically speaking, this means that by the time you have put in enough of a single type of difficulty that the players will not plausibly be able to complete their quest without taking appropriate precautions, the CR of the location shouldn’t rise any more by adding more of the same difficulty. And that goes for more than just places being on fire. If there are enough pressure plates linked to arrows that the PCs aren’t going to get through alive without the Rogue taking 20 on her Search checks, throwing in some more arrow traps (or tripwires, or anything else that the Rogue can find and bypass by just taking the time to search thoroughly) doesn’t make the area any more difficult. A cave at the bottom of the sea isn’t any more difficult when it’s *completely* full of water than when it’s *mostly* full of water – you still need *water breathing* just to get there.

A.4.2 WWMD? Disabling Traps.

“A paperclip can be a wondrous thing. More times than I can remember, one of these has gotten me out of a tight spot.”

The Disable Device Skill is extremely powerful and amazingly bizarre. You don’t need it to bypass a trap, there are dungeons full of Kuo Toans who have no more Disable Device than you do who bypass traps every day. What Disable Device *does* do is allow you to interfere with the mechanisms of mechanical and magical devices such that they don’t get in your stuff when you *don’t* have access to the special catch or magic word or whatever it is that you’re supposed to have. In short, any fool can press an off switch or simply not step on an on-switch; Disable Device allows you to shut things down *without* access to those things.

Once you have found a trap with the Spot skill, it requires no skill roll at all to simply walk around it. If you discover a pressure plate, you can normally expect to simply step or jump over it without even making a Disable Device check. What Disable Device lets you do is set the plate to not trigger if you do walk on it. Often that’s pretty pointless, but sometimes it’s pretty useful, especially if you’re up against a “trap” that is a siege defense or hostile spell (such that its normal deactivation trigger is far away). Remember however, that you can still activate traps by any of a number of means without actually being in harm’s way. Summoned monsters, tossed barrels and the ubiquitous 10’ pole have been used by generations of adventurers to activate traps from 10’ or more away. Again, that totally works and requires *zero* ranks in disable device. However, sometimes you don’t want a trap to go off at all or a trap can go off virtually limitless numbers of times – that’s where disable device comes in.

So what counts as a device? Well... *everything*. Every mechanical or magical effect is a device. A *wall of force* is a device as is a giant stone block that is set to fall down on a foolish intruder who breaks a trip wire. A character with sufficient Disable Device can successfully turn off any magical effect or prevent virtually any cause and effect chain from occurring. You can stop an avalanche (DC 15) even after it has begun (DC 35). You can remove any permanent magic effect, even curses like *cause blindness* (DC 32). What you *can’t* do is disable instantaneous effects. *flesh to stone*, therefore, is out of bounds for disabling, as is *wall of stone*. Sorry, once an instantaneous effect has gone off, there’s nothing left to disable.

How does that work? I have no frickin idea. Rogues, Thief Acrobats, Ninjas, and Gadgeteers are capable of simply turning off *geas* and there’s no physical explanation for how it is that they do it. The fact is that most of the devices in D&D are beyond my understanding. I don’t know how a *symbol of death* works, I don’t know how the magical energies stay in place for weeks or years until activated, so I don’t know how a Ninja goes about making those

magical energies dissipate harmlessly without entering the kill zone. I do know that he can do it, and if required I can make something up that sounds cool. That's a DM's job, after all.

Item Spotlight: Bag of Flour

The bag of flour can be used to disable any rune or sigil without meaningful risk. A magical rune can only detonate if it is uncovered. So if you throw some flour on it, the symbol can't ever explode and is now completely safe. You may want to put the flour on the end of a pole because moving your hand *close* to a rune may trigger it before the flour lands.

A.4.3 I live here: Setting off Traps

"How did those gnolls run through that hallway if the whole thing collapses when people are in it?"

The common conceit of trap placement is that they automatically go off against player characters who don't find them and automatically don't go off against Team Monster. Needless to say, that's ridiculous, and it actually harms the game when you implement it. While there are magical traps that are virtually guaranteed to go off against certain kinds of creatures and are nonetheless bypassable with something as simple as a command word, those are not PC/NPC selective. A command word bypassed Symbol will go off against any creature that doesn't say the magic word. That means that creatures without language capabilities like bears holding sharks or remorhazz will set those traps exactly as PCs who don't know any better would. It also means that any player character in the correct position can simply *listen* for the command words that Goblins use when safely passing over the danger zone and use it themselves. The base DC is only 15 so the challenge here is actually getting into position to observe enemies bypassing magical traps rather than the replication of the technique itself. The bypass words on magical symbols are pretty forgiving, they can be spoken by blink dogs, Sahuagin and Xorn without serious risk of misunderstanding.

But what of other traps? Mechanical traps go off mechanically, which means that to make them go off you have to *do* something to make it go off. And that means that there is a chance that even someone who doesn't have a clue what they are doing might simply happen to not set off the trap. Life is filled with Mr. McGoos and if there is *any* path to walk across an area without setting off a pressure plate there is a chance that people will happen to do so. And yet, if there isn't a way to move past a trap, there's a whole area that the residents of an area have to avoid altogether (or just be immune to the effect of the trap). Here are some common trap triggers:

- **Opening a Door:** This is a common and fun one because unless someone decides to go through the wall (and sometimes even then) the trap will go off any time the door is opened. This can either be placed on "fake" doors that the occupants have no intention of ever opening, or it can be put on doors that are used frequently if there is a separate switch to deactivate the trap (be sure to get buzzed in). The important part about this is that an opening trigger will go off any time the door is opened normally. If you cut a hole in the middle of the door and squeeze through it, you're probably safe. After all, the door itself is acting as a switch in this case, methods of entrance that don't literally involve turning that hinge often don't involve pulling the switch.
- **Tripping a Wire:** Strings and wires can be strung in walkways at anything from ground to eye level. A trip wire sets off a trap when it is broken or pulled upon, and thus won't go off at all if creatures shorter than the wire run underneath it (barring polearms and the like). A tripwire lower to the ground is more likely to be randomly stepped over than is a higher tripwire, but less likely to be seen. Several trip wires can be run in tandem across a walkway to virtually guaranty that a passerby will sever them, but in doing so they become a lot more visible. In general, a trip wire can go off 25% of the time when someone moves through its space and have a spot DC of 20, go off 50% of the time and have a spot DC of 15, or go off 100% of the time and have a spot DC of only 10. A trip wire can be severed without triggering the trap by holding both ends of the wire and slicing out the middle – but this requires a Disable Device check (DC 20). Failure triggers the trap. A tripwire can be triggered from range by throwing a chair at the problem, or with an arrow (against projectile weapons a tripwire has an AC of 13, against a larger object such as a barrel or a couple of cabbages tied together the AC is negligible).
- **Pressing a Plate:** Bizarrely complex mechanisms can be hidden inside of walls and a pressure plate is as good a manner as any to get those mechanisms up and working. I seriously don't have any idea what the mechanical pieces under the floor look like, and neither do you. And that's generally OK. Mostly players won't respond to pressure plates by breaking the floor or walls open to get at the clockwork (though that is a viable option), mostly players will gamely accept whatever fate the pressure plate has in store for them. Without tearing up the scenery, characters can disable a pressure plate with a Disable Device check (generally DC 20, though more awesome plates exist). Pressure plates can be disguised as regular floor and are often quite difficult to spot (DC 16-30). A pressure plate can be as small as a single out of place brick or floorboard and may go off quite rarely (1-5 times out of 20 when someone moves through the space), this has the advantage that characters "in the know" can step over it (though enemies are presented with the same option). Alternately, pressure plates

can cover entire squares, being triggered automatically if any creature heavier than a specific cutoff enters the square. In any case, characters can fly over a pressure plate or climb along the wall and simply never activate it.

- **Getting Stabbed:** The old ones are the good ones, and many a trap has been simply to put pointy bits on areas that a character might step on, touch, or fall into. One can with exaggerated care simply step over such things, but in the heat of battle this may be pretty difficult. A single caltrop or blade is rather unlikely for someone to step on (a 1 on a d20 unless the character is crawling or otherwise stepping on more of the square than one might expect), and can be quite difficult to find unless one is specifically looking for it (DC 18 to spot). An area covered with spikes, caltrops, or blades is generally pretty obvious (DC 5 to spot), but it is generally assumed that anyone who moves into a covered square will step on one unless they take some sort of precautions. Caltrap covered terrain is difficult terrain, and characters who move through it at faster than a speed walk are going to step on something they'd rather not unless they make a Reflex Save (DC 20). Characters standing in an area covered with caltrops or the like are denied their Dex bonus to AC unless they have 5 ranks in Balance or allow themselves to step on something every time they are attacked.
- **Offending a Glyph:** Magical runes have at times been implied to have the power to determine a character's alignment, their level, their class, even what they've eaten recently. That's not good for anyone, and we cannot suggest that it be allowed. So here's what Runes do: first, they are constantly taking 20 on a Listen check. That means that you need to make a Stealth check DC 21 to sneak past one. It also means that they will, generally speaking, hear a command word to turn off or turn on. A Magic Rune can also have a detection spell imbedded in them, which last until the rune triggers. So a rune might be set to go off as soon as a source of "Good" was brought to within 10 feet of the Rune. A Rune might also simply be set to go off whenever any creature moves through its area while it is active (being activated and deactivated with command words set when the rune is). The parameters of a rune can be determined with a DC 20 + Spell Level Knowledge Arcana check.

A.4.4 Facing the Architect: The CR of Locations

When you adventure in a dangerous or exotic location you are essentially encountering the architect of that location. Each trap, obstacle, and danger of the region can be looked at as the contingent spells and attacks of the force that put that together. Sometimes a devious maze is engineered by a mad architect or fabricated by an elusive wizard and this is in fact literally true. Other times the Forest of Dread is just really dangerous on its own lookout and the only "architect" involved is just the DM.

The importance here is that an individual *fire trap* isn't really an encounter. It's a single attack, and a pretty ineffective one at that. When the wizard tries to soften you up with his *explosive runes*, that's a lot like the same wizard softening you up by conjuring some celestial badgers and sending them around the corner to engage your forces.

So while we definitely do not suggest doing something dumb like giving out XP for each trap bypassed, we do encourage you to consider the traps in an area to collectively be an opponent. An opponent that spends a lot of time hiding and taking opportunistic attacks. The Kobold Warrens, for example, have a number of trip wires set to launch crossbow bolts at anyone tall enough to pass through them. In an ideal world, the trip wires would be fairly visible, but in the heat of battle characters may feel compelled to chase after kobolds through the strings.

Structuring Encounters in a Day

Challenge Ratings have a real utility as a DM, but do not substitute for having a decent idea of what your party is capable of. We're going to go back to the Giant Scorpion a few times, because it's a very poignant example, but we could just as easily be talking about Fairies or Elementals. The Monstrous Scorpion comes in a variety of CRs based on its size and overall awesomeness. Don't be fooled: in reality a monstrous scorpion is essentially of identical difficulty regardless of size based entirely upon what the players are capable of tactically. The Monstrous Scorpion has no intelligence, no ranged attacks, and no interesting abilities – it's just a biological construct that happens to be exceptionally tough in its one-dimensional way. If you can simply get to longish range (or *fly*) and use ranged attacks, you win. It'll take a while, but you will win. It doesn't really matter what level you are, or how strong your ranged attacks are, victory will be yours. On the other hand, if the Scorpion is presented as a closet troll, it'll mess you right up.

What the CR grants you as DM then is a basic idea of how much "resources" an encounter is liable to use up. The Scorpion, for example, will use up a lot of arrows and not a small amount of time. It probably won't cause any damage if the players play it smart, but it will drag things out for a bit. Higher CRs will take a bite out of the arrows of higher level parties and so on. Still, the fact is that in no way will facing an appropriately CRed monster

use up the 20% of your resources specified by the DMG. Not at any level. What kinds of resources will be used up will depend upon the types of opposition:

- **Traps:** Trapped locations of an appropriate CR are generally speaking time sinks more than anything else. At levels 1-6, the characters will normally Search regions that are known to contain traps, which reduces the character's speed through the area to 5' per 6 seconds (about 1/2 MPH or 0.9 KPH).

So even though we're looking to completely toss the idea that players should actually *get* anything for necessarily killing "Ogre Thug #2" that doesn't mean that he shouldn't be there.

As player characters become higher level they can take on more opposition. This does not necessarily mean they should be confronted with *more powerful* opposition, but they should certainly encounter more of it. A Lunar Ravager and a Sand Giant are basically two large sized men with funny colored skin and a bad attitude. The fact that one is massively more powerful than the other is a staple of the D&D system, but doesn't make an extremely exciting story. Having just looked up the stats of a Lunar Ravager and a Sand Giant I am confident that defeating a Sand Giant is a more difficult feat – though of course it is not a more *impressive* feat since as previously described both opponents are just 3 meter tall dudes with funny colored skin and a sword. Taking on 45 bug bears, which is something the stronger party could easily accomplish is however much more impressive than defeating 15 gnolls, as would be a light romp for the party who might otherwise face the Lunar Ravager.

It is therefore important to note that parties should generally speaking not run into level appropriate opposition until quite late in an adventure. It's fine for a boss to be a True Fiend, Wizard, or Androsphinx who is 2 or 3 CRs higher than the average character level in the party, but the vast majority of opposition should be several levels lower and a crap tonne more numerous than the PCs. This isn't just because this sort of thing keeps cleaving and *fireballs* as reasonably viable tactics, but because high level combats really do involve lots of participants on both sides of the combat kicked out of the battle from time to time and if there's only one enemy it gets really anticlimactic.

A.5 Playing the Game

A.5.1 What's that Noise?! Playing at Low Level

There is a reason that the XP charts in the DMG completely fudge character levels 1-3. That is because those levels genuinely don't have a good consistent rubric for how powerful things are. There are damn few first level PCs that wouldn't go down if they took a lucky crit from a kobold's small light crossbow, and a first level Wizard has a pretty reasonable chance of taking down an orcish warrior by hitting him with a club. At first through third level, combat really is anyone's game and it is strongly advisable that the PCs outnumber their foes in the majority of confrontations at this level of conflict.

The TPK (Total Party Kill) is a very real concern for 2nd level characters, because the success or failure of actions is so very random. A run of bad luck can quite plausibly wipe out even a well-played low level team of adventurers quite easily and it is recommended that DMs use discrete encounters at these low levels in order to minimize the effects of having characters getting dropped by allowing the remaining characters to consistently revive fallen comrades.

A.5.2 The Rigors of Command: Playing at High Levels

A high level party isn't really "adventuring" in the traditional sense any more, or at least they probably shouldn't be. Instead, they are playing a whole different game – a *strategic* game. Characters who make it into the Epic landscape can in fact become gods according to long standing D&D tradition. Along the way it behooves you to conquer and administer stuff in order to propel yourself to victory.

More detail will be gone into in the Tome of Virtue, as the high level world is a really strange place. Almost all the source material from Arthur and Beowulf to Theseus and Ulysses involves characters who are somewhere between 1st and 6th level in D&D terminology. Stories which involve a 10th level adventure are extremely rare. Perseus killed Medusa (CR 7), and Bellerophon killed Chimera (also CR 7), but they both pulled some fancy equipment and cheesy tactics to pull it off (Bellerophon seriously had a flying mount that was faster than Chimera and shot arrows at the beast until it died).

If one insists upon continuing with powerful characters in an adventuring role, there is a primary conceit which must be embraced: all adventures must be timed adventures. A 14th level Wizard can, with sufficient preparation,

kill any challenge in D&D without exception. And while sitting around planning the perfect murder of a red dragon or the perfect heist of a major artifact is interesting as an intellectual exercise, there is no way that represents an “adventure” in the way we use that word to describe 4th level characters breaking into pantries and stabbing people in the face for money.

A.6 Magic

A.6.1 Illusion Magic: I Don’t Believe This Crap

Illusion magic has the distinguishing characteristic of being either the most powerful school of magic, or the least – entirely at the whims of your playgroup. Illusions can be used as distractions, threats, enticements, concealment, modes of communication, prisons, attacks, disguises, false targets, entertainments, misdirections, religious inspiration, incitements to riot, madness provokers, commercial fraud, redecoration, time wasters, limited-use ability wasters (like prepared spells, scroll spells, or use-per-day spell-like abilities), or traps (in conjunction with dangerous terrain, monsters, substances, events, or magical effects). And that’s just using the 1st level spell *silent image*.

People just don’t expect their senses to lead them wrong, even in a world where people know that illusions exist. I mean, if a wall of fire suddenly pops up out of nowhere, it’s actually more likely to actually be a real damaging wall made out of magical fire than it is to be an illusion of the same thing. And truthfully, who wants to pop a hand in to check? Not me either.

What this means is that illusions are incredibly powerful because they allow such perfect forgeries of the real world. The downside of this is that lots of DMs try to counter the efforts of creative players by using a particularly harsh interpretation of the Disbelief rules in order to nerf illusions out of existence. It works like this: by the rules, you get a Will save vs. an illusion if you “interact” with it. DMs looking to throw salt in an illusionist’s game usually allow that to mean “in the same square as an illusion” or “looking at it.” You also automatically make a save if you have “proof that an illusion isn’t real.” What that means is anyone’s guess, because in D&D even the most unlikely circumstances could quite plausibly occur without illusionary influence. A silent orc moving through the grass might be a *silent image* of an orc, an orc in a *silence* effect, an incorporeal orc, or just an orc who happens to be really sneaky. Once you disbelieved the illusion, you suddenly got to see through its like it was transparent.

Usually, DMs looking to punish illusionists will give multiple saves per turn, and then at some point just say that the target has automatically disbelieved the illusion, and this is possible only because the rules regarding illusions were written in the style of previous editions of D&D called “Rule 0” where playing a pick-up game of D&D involved a few hours of discussion about how the DM handled most effects. The current edition of D&D (3.X) mostly did away with this because it sucks up valuable game time to have arguments about D&D rules and it was the worst part of playing the game; however, illusions were never fully overhauled, so we are still stuck with this noise.

Potential effects of illusions are also hotly debated. Some genius at WotC has laid down the law and said that the various *image* and *illusion* spells don’t cause darkness, but that doesn’t stop them from creating opaque mist or smoke or dust, obscuring objects, or even autumn leaves that drift around a person’s head and float away from his touch, effectively blinding a person from dangers as well as complete darkness. Additionally, there are DM vs Player wars where DMs try to interpret the “single object, creature, or force” line to mean “no more than one person or a monster in the illusion” and players respond with things like “its an illusion of a single force that summoned many monsters like the spell *summon monster* or *gate*” or “its one object connected by many invisible threads.” Other DMs and players are convinced that you control all visual information in the Area of Effect, while others agree but say things like “you can’t trap a creature in a bubble with visual information on the inside that mimics the world except for some key creatures/object/terrain/effects, but people outside see him as normal because his image is on the outside of bubble.”

In the end, it’s a mess because the current rules can be made to do amazing things by creative people, but those amazing things break the level system and that means that DMs are forced to punish players for their creativity, thus hurting everyone. That being said, here are some playable rules regarding illusions that won’t cause you to stab out your own eyes.

A.7 Magic Items

“No... This *is* a knife.”

Any man on the street with a few nasty scars and good tale or two can call himself an adventurer, but there are a few true tests that can determine the difference between a talented liar and the kind of person who considers fighting dragons a slow day at the office. It's not demonstrable skills, or nerve, or even a history of past accomplishments. It's magic items.

I know that this sounds counterintuitive, but work it out for a second. Put a fighting guy with just better than average stats, some class features, and some HD out on the front line, and what do you have? Basically, you have a giant, which means "NPC." Without a magic weapon to bypass DR, good armor to avoid being clobbered, healing magic to recover for the next fight, and crazy extra effects to surprise an enemy like *dimension dooring* with the *Cloak of the Montebank* or reflecting a spell with a *Ring of Spell Turning*, you just don't have enough mojo to call yourself a PC. Monsters have bigger raw stats and better recharge times on their abilities, so if you don't have something extra you aren't going to be able to compete.

Magic items are the true test of the adventurer because they say "I'm trying to grow my power asymmetrically and I'm willing to do it by stealing it from other people who are also growing their power asymmetrically." Anyone can fire a bow at a mantichore in flight, but only an adventurer is so concerned with power that he'll track that mantichore to its lair and risk getting boxed in by a family of manticores just for the opportunity to root through its droppings on the off chance some would-be hero got eaten by the thing and a magical trinket or two survived passing through its innards.

Some would call that "greedy," but in fact that's "hardcore." Real adventurers are willing and able to risk their life on just the hope that their efforts will bring magical loot, and it's worth it. The more magical loot one gains, the more able an adventurer is to survive the next terrible risk that might offer magical loot. Heck, just holding onto any reasonable-sized pile of magical loot means that one is to be reckoned with. A real adventurer won't sell his *Helm of Brilliance* for a pile of "magic beans" and he's not going to put himself in a situation where a common cutpurse is going to walk away with his *Pearl of the Sirines*, and he's going to set himself up in society in a role where the local king or warlord can't just send a few longbowmen and an apprentice with *detect magic* to confiscate his magical loot "for the good of the state." Magic items are not just a reflection of your power, but a reflection of your character and your ability to choose your own destiny.

That being said, magic item creation and ownership is a big deal, and should not be the abbreviated (and broken) process that you see in the DMG. Here are some rules to make it sane and easy.

A.7.1 The Core of Magic Item Design: Don't Do It Like Diablo

Diablo II is a great game, but literally every single thing it does with magic items is bad for a table top role playing game.

A.7.2 Magic Items with Class(ifications)

It's all well and good to talk about "Magic Items" as a whole, but there really is a very big difference between piles of scrolls (which have a modest effect on a single adventure) and a flaming sword (which has a modest effect on all your adventures. Not as much as the writers of the DMG seem to think – but it's certainly there. An item with "unlimited" charges is actually *going* to be used a specific and finite number of times before the character stops adventuring, the item is destroyed, or the character starts using something else. While there is no specific limits to how many times you *can* swing a sword, fundamentally there is a limit to how many times you are going to swing that sword.

Activation vs. Constant

Walking around in a suit of magic plate assumes that as long as it's worn properly, then without any prompting on the part of the character the suit is providing an enhancement bonus to AC. It's the same with a Ring of Fire Resistance, an Amulet of Natural Armor, and a host of other items. Similarly there are items such as magical swords that can be used round after round generating their effects time and time again without rest or recharge. It's the same with wands, most rods, the vast majority of rings, and collapsible animated ice swans. In either case these items are Constant items. Item providing a Constant effect (or usable in a Constant fashion) must be specifically targeted by a *dispel magic* to be affected.

Other items need to be activated before they work. Scrolls and potions are classic examples, but a good percentage of magic items fall into that category. These are Activation items. Activation items have to be in some way prepped up before they are used. A scroll must be read and deciphered; a potion must be shaken up and opened. Any Activation effect can be dispelled in an Area *dispel magic* or person-targeted effect (as appropriate).

Ownership is a Privilege, Not a Right

Several systems of magic item ownership have been attempted in the past. The current system is a pseudo chakra-based BS where magic power is limited by one's body parts where some items are dedicated to a specific body part (magic helmets like a Helm of Telepathy) and others are supposed to be put on the body but get to ignore this system (Ioun Stones are a classic example, as they float around your head and just give you some magic powers but you can have a dozen or a hundred doing that job and it's no problem). Other magic items generally sit in your pocket until you use them, and it's assumed that your backpack is stuffed with them (staves, wands, rods, most rings, scroll, potions, special-use weapons like *ghost touch* swords, and about half of the wondrous magic items).

One of the dumber parts of D&D has been the tally sheets of items where determining the effects and bonuses on a single character starts to look like doing your taxes. That's lame and slows down the game, and together that's unacceptable. Since we have removed the GP and XP rules from magic items, which were previously the only limiting factor on magic item abuse (which we did because they didn't really work), we have instead have these new rules for magic item ownership:

1. **Eight Item Limit:** Adventurers can have up to eight Constant effect magic items operating on their body at one time. Any items past that limit (8), and the most recent items won't work. This can be any combination of items, but available space on the body is a limiting factor, meaning that you definitely can't wear two sets of chain armor at the same time (no way to get two torsos), but you can wear several amulets (assuming you have a neck, which most oozes don't) or even two helmets (assuming you have two heads like an ettin).

Carrying around Activation magic items is no problem though. You can have bandoleers of potions across your chest, a scrollcase full of scrolls, or a magic arrow hidden up every seam in your clothes and every body cavity, but only eight items can currently be providing Constant benefits.

A constant item must be worn/used and working properly for it to count against the Eight Item limit, and activation items can only be used one at a time. For example, Tommy of the Twelve Magic Daggers can wear a constant effect magic armor, a constant effect magic cloak, and five constant effect magic rings and still throw/activate his daggers one at a time in a round (assuming he can throw more than one each round), but if he tried to use two at a time with Two-Weapon Fight (for example: to benefit from qualities like Defending), then one of those daggers is not working and is basically a non-magical dagger. Some situations may arise where it is difficult to decide if a character is exceeding his limit; and in those cases, use your best judgment (meaning that if you are a DM, be consistent). For example, Tommy might be holding a magic longsword by the blade in his hand, so it's not "active" since he can't take AoOs with it and get its bonus and its not providing him with any Constant benefit.

2. **True Ownership:** A person has to willingly put on a magic item and intend to activate it for it to count as active. That means that clever people can't trick you into putting on weak magic items so that your good magic items won't work when you try to use them. Unconscious or helpless characters can have items activated on their behalf (remember that in D&D unconscious creatures are always "willing"), so you can put a Ring of Regeneration on an unconscious buddy or put Dimensional Shackles on a sleeping wizard. Command word and spell completion items cannot be activated on someone's behalf (though you are welcome to use them on another character by dint of pointing the wand at your opponent and shooting lasers at them as normal).

The flip side of this is that when you put an item down, it still counts as being one of your items for a period of time. This means that when you throw your magic spear it retains any benefits that are dependent upon your level while it is arcing through the air into the dragon's chest; and it also means that it is not practical to pull a magic skirt off in the middle of combat and replace it with some really cute bike shorts. That's actually a good thing, because while if you're specifically playing Final Fantasy X 2 D20 it is setting appropriate to change your clothes in the middle of combat, in all other settings that sort of thing is just really dumb. Once it leaves your person, a constant magic item generally stops being one of your eight in a d4 minutes. If you're actually dead, your magic items stop counting as being yours the next round.

Cursed items are the same. You have to try to use a cursed item before it can affect you. Otherwise, you can just keep it in a box labeled "Cursed sword: Do not use for stab-ination."

3. **An End to Bonuses:** Andy Collins talks a lot about the "big items" that players need to get in the door at high levels. Mostly swords and shields with bonuses on them. And while he is correct that people *do* need them, I personally think that constantly taking up time worrying about getting another uninteresting "slightly more magical sword" is bad for the game. The solution is truly that for magic items to fulfill their duty within the game without being really annoying, they just have to scale by level. So the "+2 Sword" is dead. Now there's just a "Magic Sword." If you happen to be 6th level when you use that sword, it'll be +2.

4. **Artifacts have a Level:** What makes Artifacts special? Mostly it's that they are a source of power that is completely asymmetric and well outside what the user could be "expected" to have. This is represented by an artifact simply being a magic item that has a level on its own time. That means that the first level farmer's daughter who picks up Excalibur (an artifact with an inherent level of 15) gets all the benefits that she would had she actually been 15th level herself (a +5 enhancement bonus, being king of England, the whole deal). A character who holds an artifact of a lower level than herself still treats it as a magic item of her level – the Artifact's level is a minimum, not a maximum.

Wanna Take Some Body Slots?

The slot system of traditional D&D is more than a little bit insulting and carrying it over into this document would be a tragic failure of our design goal to make things not be like Diablo II. So yes, if you want to have every single one of your eight items be a ring, or an ioun stone, that's fine. Heck, you really could plausibly wear eight rings on one hand, there are people who do that sort of thing. If it's really important that you use three different magic crowns, we welcome you to run around calling yourself *The Thrice Crowned King*. Nevertheless, items do have classes that they fit into fairly neatly:

1. **Wielded Items** - These are held in a hand and brandished, swung, or otherwise triggered to activate their power.
2. **Worn Items** - These are placed somewhere on the body in order to unleash their power. While it is possible for someone to wear multiple sets of clothes, or armor over clothes, or even armor over other armor, only the heaviest armor counts as the armor you are wearing for purposes of AC, special abilities, etc.
3. **Miscellaneous Items** - These are items that are used in some other arbitrary way. Their power continues even when not held or worn, which is good because a lot of these items are things like thrones, golems, or crystal spheres that simply cannot be placed on the body at all.

A.7.3 Magic Item Creation

Building a magic item is a big deal. It is a way to expand one's power and a way to transfer power to your lessers, and in many ways the life of an adventurer revolves around the acquisition of magical loot. If magic item creation is too easy, adventuring is less fun, and if it's too hard then people won't do it and resent the system and DM.

We know that the current rules don't work. GP and XP costs are things that have little meaning in even a low-level game, and players are notorious for finding ways around them by taking metagame classes like the Artificer, by having cohorts pay those costs, or even by giving morals the finger and having mindcontrolled captured spellcasters do it. That's before we even get to *wishes*, powerful outsiders, or craziness like the Dark craft and soul rules.

There is one thing that hurts characters: time. Adventures and stories happen along a timeline, and players may or may not be able to stop during an adventure to build just the right item for an adventure. Even "downtime," the time between adventures, is limited because powerful characters attract powerful enemies and predators. Heroes that say "we'll just take a year off and make magic cloaks for everyone" are basically saying "we'll sit in the open and let our potential and actual enemies pick the time and place for any battles." DMs can throw enough intrigues in someone's way during that time that before the first cloak is built that the campaign is over.

Creating magic items just requires time. There's work that goes into enchanting a sword, forging a blade, smelting the steel, mining the ore, and all that just takes time. If a character is really dedicated, he really seriously can wander off into the hills collecting reddish stones and then heating them up until iron comes out and then hammering the molten metal into a blade and then enchanting it with his power and walking out of the hills with a magic sword. Various portions of this can be expedited by, for example, *hiring other people* to do a lot of that ? so a character can reasonably expect to throw down gold and buy himself a lot of that time back. But if you just have time; time will suffice. Exactly what magical goods are needed or helpful in magic item creation is highly variable campaign to campaign.

- **Questing for Reagents**

It is a classic story for those fantasy settings that have on-camera magic item creation that characters must go quest for magical ingredients they need to make whatever the hell it is that they want to make

Building a Better Magic Item: the Minor Magic Item

A Minor Magic Item is one which can be produced in quantity by NPC apprentice factories and can thus be in some sense standardized or expected to exist in major city bazaars. Most minor magic items just provide some sort of

unimpressive numeric bonus. The magnitude of that bonus is dependent upon the level of the character who is using that magic item. The rate at which the bonus scales to level varies depending upon what the item is giving a bonus to, and when magic items would provide a fractional bonus always round that fraction up. There are no caps on any of these bonuses. If you're a 19th level guy your sword simply provides a +7 enhancement bonus and that's fine. You're 19th level and you don't even really care.

- **Enhancement Bonus to Weapons ::** +1/3 per character level.
- **Enhancement Bonus to Armor ::** +1/3 per character level.
- **Enhancement Bonus to Attributes ::** +1/3 per character level.
- **Resistance Bonus to Saving Throws ::** +1/3 per character level.
- **Competence Bonus to Skills ::** +1 per character level.
- **Energy Resistance to any Energy Type ::** +1 per character level.
- **Deflection Bonus to AC ::** 1/4 per character level.
- **Enhancement Bonus to Some Other Thing (Natural Armor, DR, SR, whatever) ::** +1/3 per character level.

Non-standard bonus types, or as we like to call them around the office: *bullshit* bonus types do not exist. No, you can't have a Sacred Bonus to your AC or an Insight Bonus to your skills. That stuff is straight up broken and will push characters right off the random number generator. If all of your eight magic items are providing a bonus of some sort, they most definitely should not be providing a bonus to the same number – that sort of thing really does make the d20 system fall apart.

Minor Magic Items which do not provide a numeric benefit usually reproduce the effect of a spell, and are caster level 5 or less. A Minor Magic Item may potentially be traded in the turnip economy. It is conceivable that a man might trade a wand of *cure light wounds* for food or shelter directly. Nonetheless, these items are much more commonly traded for gold, and anything more powerful than a Minor Magic Item is actually less than worthless in the turnip market – a *Frost Brand* or *Stone Sphere of Shaz* is really going to draw more fire for a peasant than it's worth.

More powerful magic items begin with a Minor Magic Item base and layer additional abilities on top. In this way a Sword of Sharpness always provides the basic level appropriate enhancement bonus to attack and damage even while it is chopping the heads off of dudes.

Building a Better Magic Item: the Magic Weapon

Generally speaking, magic weapons start with the basic minor magic item chassis: “Weapon with an Enhancement Bonus” and items more powerful weapons also have an ability. There are two kinds of magical weapon ability: Spell-Like Abilities and Supernatural Abilities. An example of the first type is a Rod of Fire and an example of the second type is a Vorpal Sword.

A Spell-like ability is just a spell that having that weapon allows you to use. Using this spell-like ability is a Standard Action, so Quickened Spells aren't particularly interesting.

Behind the Scenes: What Spells Can Rods and Swords use?

D&D has literally thousands of *pages* devoted to spells and it is entirely impractical to go through the list and find all the spells that would be appropriate from an activation ability for a magical rod or staff. Instead, here are some basic ideas of things which are *not* a good idea to put into weapons:

- **Long Casting Times:** Spells like *major creation* can make stuff like Adamantine Boxes, which is all fine and dandy until you start making them in combat time by having them be used as a spell-like ability. Then it's suddenly battlefield control with no save allowed and that's just messed up. So while having a Rod of Summoning that allows you to throw down a Fullround spell like *summon monster* whenever you feel the urge is fine – sources of spells like *move earth* and *planar binding* are deeply problematic.
- **Swift or Quickened Spells:** *swift fly* is a really crappy spell except for the part where it's castable with a swift action. Even then it's not that great. When used as a Standard Action, it's just crap.
- **Juggling Spells:** This last category is by far the hardest to nail down, because it isn't precisely quantifiable. But a spell effect that delays an opponent is really a crap tonne more effective if it is repeatable time and time again by autofiring the go button on a magic rod. Spells like *frost breath* and *color spray* are amazingly effective anyway, and if you can just throw them every round you go to straight up unfair territory.

Supernatural abilities, on the other hand, are just things that your weapon does. Like a monster ability, your weapon simply has some effect going all the time. In many cases, this involves inflicting a status effect on enemies struck with the weapon. Status effects will be inflicted on the following circumstances:

- A target is struck at least once during a round (so figuring out some way to scam lots of attacks doesn't give extra statuses).
- The target fails a saving throw. The DC is $10 + \frac{1}{2}$ the wielder's character level + the wielder's Charisma Modifier.

Here are some supernatural weapon qualities:

- **Lesser Qualities:**

- ▷ **Defender** - A defending weapon moves itself to intercept attacks made on the wielder. While wielding a defending weapon, the character has an armor bonus of 5, enhanced by the enhancement bonus of the weapon.
- ▷ **Dispelling** - A weapon of dispelling destroys magic. Anything struck that fails a Willpower Save is targeted by a targeted *dispel magic*, with a dispelling check of $d20 + \text{wielder's character level}$ (no cap).
- ▷ **Flame** - A flaming weapon sets things touched by it *on fire*. A victim who fails a Reflex Save is on fire and will suffer a d6 of fire damage every round until they extinguish themselves.
- ▷ **Ghost Touch** - A ghost touch weapon spans the material and ethereal planes. It can be wielded by any standard, incorporeal, or ethereal being and can be used to attack any standard, incorporeal, or ethereal being with no miss chances due to the difference (if any).
- ▷ **Terror** - A weapon of terror strikes fear into the hearts of its foes. A victim who fails a Willpower Save becomes *shaken* for an hour. This is a [Fear] effect.
- ▷ **Thunder** - A thundering weapon makes a whole lot of noise. A victim who fails a Fortitude Save becomes *deafened*, and an object struck by a thundering weapon has its hardness ignored.
- ▷ **Time Distortion, Lesser** - A weapon of lesser time distortion cuts time away from the target. A victim who fails a Willpower Save becomes *slowed* for 5 rounds.
- ▷ **Berserking** - A berserking weapon causes the wielder to go into a red rage of mindless fury. Whenever the user makes an attack with the weapon, the user is immune to mind affecting and fear effects for three rounds. However, during this period the character also cannot cast spells or activate magic items.

- **Moderate Qualities**

- ▷ **Cursed** - A cursed weapon cannot be gotten rid of. A character who uses a cursed item will find that it continues to count against her 8 item limit for some time after being set aside, and it can be willed into her hand as a free action regardless of distance. Even if it is destroyed, the cursed weapon reforges itself once every day and continues to count against the wielder's item limit until a successful *remove curse* is used to sever the connection.
- ▷ **Disruption** - A disrupting weapon damages the necromantic animating force of the undead. An undead victim who fails a Fortitude Save is instantly destroyed.
- ▷ **Frost** - A frost weapon freezes things quite severely. A victim who fails a Fortitude Save becomes *fatigued*, normal fires are extinguished, and liquid objects freeze out to a 5' radius. Within 5 feet of an unsheathed frost weapon, the temperature cannot rise above *cold*.
- ▷ **Lifestealing** - A lifestealing weapon damages the souls of the living. A victim who fails a Willpower Save gains a negative level.
- ▷ **Planar** - A planar weapon ironically is infused with the power of the Prime Material and is named thus because it's a good thing to have when traveling the planes. When a victim who is not a native of the Prime or whatever plane you happen to be on fails a Willpower Save it is instantly banished to its home plane, from which it may not leave for 24 hours (treat as a *dimensional anchor*). In addition, an outsider victim must make a Fortitude Save or be *dazed* for 1 round, regardless of what their native plane happens to be.
- ▷ **Sharpness** - A weapon of sharpness cuts stuff into pieces. A victim who fails a Fortitude Save loses a limb (chosen at random), and an object struck by a weapon of sharpness has its hardness ignored. This enhancement is only available for sharp weapons, other weapons should use Withering instead.
- ▷ **Sun** - A sun weapon sheds tremendous amounts of light. A victim who fails a Reflex Save becomes *blind* for 1 round. Such a weapon sheds more light than normal, and is surrounded by a *daylight* effect when in use.
- ▷ **Withering** - This quality is exactly like "sharpness" except that the special effect is that limbs wither and objects crumble. It is used for blunt weapons.
- ▷ **Wounding** - A wounding weapon causes brutal and horribly bleeding wounds. Damage caused by a wounding weapon is vile physical damage even if the victim has Regeneration. A living victim who fails a Fortitude Save becomes *staggered* for one round.

- **Greater Qualities**

- ▷ **Petrification** - A petrifying weapon causes living tissue to transform into stone. A living victim who fails a Fortitude Save is *petrified*.
- ▷ **Ruin** - A ruinous weapon destroys pretty much anything. A ruin weapon ignores all hardness, DR, and resistance to critical hits of any target it strikes.
- ▷ **Soul Prison** - A soul prison weapon absorbs the soul of any enemy slain with it. A victim who is dropped by a soul prison weapon has their soul immediately drawn into the weapon, where it remains until used. A soul prison weapon can hold up to nine such souls at a time, and not even a *wish* can restore the life of a foe whose soul is therein contained. Nominally there is a Willpower save is involved, but since a dropped foe is considered “willing” that doesn’t normally come up. This is a necromantic effect.
- ▷ **Time Distortion, Greater** - A weapon of greater time distortion cuts time away from the target. A victim who fails a Willpower Save becomes affected by *temporal stasis* for ever.
- ▷ **Vorpal** - A vorpal weapon kills things outright with a “snicker-snack” noise. A victim who fails a Fortitude Save is killed, this is a death effect.

Magic Ammunition

A magic arrow is indeed a special thing. The only kind of magic arrow that doesn’t make us feel really bad about ourselves is the Spell Arrow, so that’s the only one that exists. Every magical arrow (or crossbow bolt, or whatever) has one spell in it which is chosen when it is made and which will be cast when it is fired. A spell arrow is not recoverable after the fact because the spell only goes off once. In order to actually get a magical arrow to “go off”, you have to spend a standard action firing it. Otherwise it’s just an incredibly expensive arrow.

Magical arrows have the spell go off in whatever way would be most awesome looking. So if you fire an arrow which contains a touch ranged spell like *cure serious wounds* or *incite love* then the spell takes effect on whoever gets hit by the arrow. On the other hand, if you have a spell with a cone or line area of effect like *lightning bolt* or *color spray* it starts the line right in front of the bow. Bursts or Emanations come from wherever the arrow lands, and Personal or 0-range spells can’t be made into Spell Arrows at all. In any case, the arrow itself is completely consumed by this process and doesn’t do any actual damage (so curative arrows aren’t as stupid as they might sound). Hitting a specific target with a Spell Arrow is a ranged touch attack.

Magic Armor, Clothing, and Accessories

“He’s the man with the magic pants.”

Heavy plate armor, racks upon racks of Mr. T style gold chains, shiny pants, and magic belts, these are a small set of examples of the crazy crap that people wear in the D&D universe. The only difference between wearing, for example, a bunch of gold chains and a sleek set of leather armor is that the leather armor counts as *armor* and has a tendency to provide some sort of Armor Bonus, Armor Check Penalty, and level appropriate bonuses (see Races of War). The gold chains just make you look like a circa-1986 rap star. But basic bonuses aside, all such items are simply a minor magic item unless they have some special ability above and beyond the standard level appropriate effect.

Special abilities on such items can be spell-like or supernatural, exactly as per weapons. The activated spells on a cloak or a belt function exactly like the activated spell-likes provided by

Here are some supernatural Worn-item qualities:

• Lesser Qualities:

- ▷ **All Around Vision** - Iconically placed upon helmets and Spot-bonus items, this enhancement gives the user the ability to see in all directions, preventing enemies from flanking.
- ▷ **Aquatic** - Iconically placed upon any worn item, this enhancement gives the user the aquatic subtype, allowing them to breath water and swim easily.
- ▷ **Dark Vision** - Iconically placed upon helmets and Spot-bonus items, this enhancement gives the user the ability to see without light, as darkvision out to 60’.
- ▷ **Tremorsense** - Iconically placed upon boots and Listen-bonus items, this enhancement gives the user the ability to detect things within 30’ who are touching the ground as with tremor sense.

• Moderate Qualities:

- ▷ **Blindsense** - Iconically placed upon helmets and Listen-bonus items, this enhancement gives the user the ability to detect things within 60’ as with blind sense.
- ▷ **Madness** - This enhancement surrounds the user the with maddening trills and whispers, causing all sane creatures within 10 feet of the user to have to save vs. a *hypnotism* effect each round that the item is active and uncovered.
- ▷ **Spell Resistance** - Iconically placed upon protective items and cloaks, this enhancement gives the user Spell Resistance of 10 + Character Level. Spell Resistance from multiple items with this enhancement do not stack.

- ▷ **Telepathy** - Iconically placed upon helmets and Sense Motive-bonus items, this enhancement gives the user the ability to silently communicate with any creature which has a language out to 100' regardless of line of effect.

Armor Bonuses and Natural Armor Bonuses

Yes, Armor Bonuses and Natural Armor Bonuses stack, but they don't 100% stack. If you have both an Armor Bonus and a Natural Armor Bonus, you only benefit from half of the smaller bonus (round up). So if you have a +8 Armor bonus and a +5 Natural Armor Bonus, you are getting a total of +11 from Armor and Natty Armor, not +13. The reason for this is because Natural Armor gets *very large* on a number of creatures. Originally this was because writing in a big natural armor bonus is really easy and gives level appropriate overall bonuses for the stuff in the Monster Manual, but when you mix in regular armor it pushes defenses straight off the random number generator.

Magic Rings

"In brightest day, in darkest night..."

There is nothing special about Rings. At this point there is enough fantasy material available that there are people deeply immersed in the genre who have never read the Nibelungenlied or Lord of the Rings. When Arneson and Gygas made D&D back in the day, LotR really was primary inspiration and the natural result was to put rings on some sort of whacky pedestal. Well, nowadays we have people for whom the iconic Magic Item of Vast Power is a lamp (Aladdin), a gem (Dark Crystal), an orb (Castle of Llyr), or whatever. So a Ring is just like any other piece of clothing, save that it rarely provides an enhancement bonus to armor.

Constant Miscellaneous Magic Objects

There are a number of objects in D&D land that are neither worn nor wielded and yet count as constant items. Crystal Balls, Handy Haversacks, and Braziers that call fire elementals are all powerful items that do count against a character's eight item limit. What they don't do is actually stay connected to the user in a physical sense between uses. In order to use one of these items, one must *attune* it, at which point that item is connected to the character who did so. Attuning such an item takes 15 minutes, and it takes that long for it to stop being attuned as well. It takes an act of will to make a magic item of this sort stop working for you, and this act of will can be taken either by you or someone who holds the actual object. So if someone snags your decanter of endless water,

Behind the Scenes: Attuning Crystal Balls.

When you draw a flame tongue it bursts into flame immediately upon leaving its sheath – granting a level appropriate bonus to attack and damage while setting stuff on fire. However, the same does not happen when you uncover a crystal ball. And the reason for this is honestly that items like collapsible bridges, bags of holding, and iron flasks are almost never used in combat time and yet they *do* have a serious impact on your success or failure in an adventure.

It takes longer to swap these objects into and out of your bat cave simply because it is assumed that when you would be doing this you actually have more time to swap things in and out. In fact, it might be pointed out that it takes precisely as long to attune such an item as it does to fill an open spell slot on the fly – that's not an accident.

Building a Better Magic Item: Intelligent Items

"Hello computer!"

In every edition of D&D, the intelligent item has been listed as something that happened quite frequently. Seriously, even in the 3.5 DMG it says that fully 1% of all Amulets of Health and Rings of Featherfall have intelligence. Were you to actually roll that up for every item you found it seems a virtual lock that every campaign would have one or more Intelligent Items in them. Since the vast majority of campaigns include *zero* talking swords rather than the 1-5 expected by purely random chance, it seems extremely clear that something is wrong with the way Intelligent Items have been handled in the last 40 years of D&D.

An Intelligent Item is like having a cohort, and if it is the same level as you are that's really unbalancing to the game. While previous editions have tried to keep track of ego points, we're going to try to make this as simple as possible: An Intelligent Item is a Sorcerer who happens to be a dagger or a pair of shoes. Like any Sorcerer, an Intelligent Item has a character level, and if that character level is more than 2 less than your character's level, it *will not be your cohort*.

And that's it. An Intelligent Item is "just" a magic item that happens to have one or more levels of Sorcerer, and an Int, Wis, and Cha. If it is within one step of alignment of your character, and is at least two levels lower than your character, and it is attuned as one of your eight items, it will work with you – casting its spells on your behalf. An Intelligent Item never needs to worry about somatic components, which is just as well because a lot of them don't have moving parts.

That being said, an Intelligent Item is still an extremely powerful, game altering item. An extra spiderweb cloak that is throwing down *web* in pitched battles can make the difference between life and death even at very high levels.

A.7.4 The Appearance of Magic Items

"Don't touch that sword."

"Why? Because it's on fire? Because it has glowing runes?"

"Because the glowing runes say 'Don't touch this sword.' "

Magic items do not normally require a casting of *detect magic* to uncover. The DC of an appraise check to determine that something is in fact magical is 20 *minus* the object's caster level. A powerful item bends space around it and glows with unearthly soulflame and such and really can be noted as magical by the untrained eye. But what exactly a magic item *looks like* is contingent upon who made it and what they made it out of. Broadly speaking, the magic items made by the Drow really are black and covered with spider motifs; the magic items made by the Hobazad Khanate are generally lacquered in red and black with decorative leafing of gold and brass; the artificer mages of Bladereach make their magic items by etching them with hydra saliva so they look all melty and marbled.

Minor Magic Items of any sort can usually be identified by regular people who are familiar with the culture which produced them. If you're a Drow you've *seen* the cloaks of resistance that the tailors in your society make. You might even own one. It's really not any kind of mystery to you.

Artifacts of course, follow their own set of rules. Some artifacts are instantly identifiable as powerful magical objects by people remotely in the vicinity (good examples of this are the Rod of Orcus and the Machine of Lum the Mad), while others really do adequately disguise themselves as mundane, even commonplace items (good examples of this second type are Aladdin's Lamp and the Pillowcase of Storms).

Iconic Forms

Let's face it, magic items are more fun when they come in recognizable forms. See a wizard waving around a stick and knowing that its a wand is more fun than trying to guess the effects of a glowing stone in his hand. That being said, here are additional rules to bridge the gap between our creation system and 3.X D&D.

Iconic Form bonus: Any item made in both its iconic form (ring, wand, scroll, etc) and enchantment as shown in the DMG or other published source recieves can be created as if it was -2 its normal caster level after creation. This means that if you make a Cloak of the Manta Ray rather than a Ring of the Manta Ray, it takes you the amount of time it would take for a 7th level item instead of its normal 9th level, and it counts as a 7th level item for item creation limits. Note that this does mean that casters can create iconic items by using a lower caster level (so a 7th level caster can create a Cloak of Manta Ray, but not a Ring of the Manta Ray), assuming they can cast (or have cast) the required spells.

A.7.5 Disposing of Magic Items

"You're going to have to throw The Ring into Mount Doom. Probably those pants as well."

Magic items are *really dangerous*. Not just to use, but also to leave lying around. Or to destroy. Really anything you happen to do or not do with magic items carries significant consequences down the line.

The Bat Cave or Sword Rack is a relatively simple storage system for magical objects, and works fairly well.

A.8 Treasure and the World

A.8.1 Finding Treasure

"There's nothing here but worthless gold!"

It is an absolutely necessary step in the entire process of dragon slaying that one cart off the pile of gold. Indeed, previous editions oft as not required that one employ literal carts to carry off the fantastic wealth that a single Dragon might hoard. This was made possible by the letters G and H and by the number nine *thousand*. And while it is true that the old alphabetical treasure types may have been a *bit* overboard with the tremendous piles of loot that they handed out, the reverse trend of giving characters piles of gold that fit in one's pocket is fairly unfortunate.

It is absolutely the case that any dragon worth its salt should be worth enough in gold that it can actually *sleep* on said gold. For reference, that's about 760 pounds of gold for a minimal medium-sized dragon, and about three tonnes of gold for a large dragon. But it is equally the case that when you encounter a group of gnolls or bugbears or even hill giants they generally don't have a big pile of gold and more often than not they don't have any magical items. Even more importantly, owlbears don't have any treasure *at all*. Their digestive systems really will destroy all of the valuables they eat, and most of the time they won't even eat valuables because *they're owlbears!* They live in the woods and they kill things and they don't participate in any economic activity at all.

Books

One of the most important and interesting things one can find in a cooperative storytelling game is a book. It's a story within a story, a source of potentially needed information and it's not really game breaking for your character to have it. It is for this very reason that virtually every Dungeon Magazine includes at least one book that the characters can find.

So what do books actually do? Well, the obvious thing is that if there are any spells in them, you can copy those down into your spellbook (or your *secret page* manifest pad, if you're a modern wizard). But even if they are completely mundane they can still be useful. If you have enough of them on a subject you can have a *Library*, which allows you to take 20 on Knowledge Checks. And a book about a specific subject can allow a character to spend an hour in study to make a knowledge check as if you had an appropriate Area of Expertise. So if you are confronted with a hobgoblin wartabard, and you can't make a sufficient Knowledge Geography or Knowledge History check to figure out where it comes from – you can bust out a copy of Bastions of the Goblin Khanate and try to find a match – then you can make another knowledge check with the much lower DC.

One Hundred Books that you can find in a Fantasy Setting:

1. The Ascendancy of Fire
2. Abjuring Minor Demons
3. Alterationism and Revisionism
4. August and Winter
5. Anatomie d'Ghoule
6. Book of the Wars of Pelor
7. Bastions of the Goblin Khanate
8. Bees: Keeping and Secrets
9. Benevolence and the Duchess
10. Blzht's Personal Notes on the Badger Kingdoms
11. Birthrights
12. Crumbling Shadow
13. The Cruelty of Healing Magic
14. Carbuncles in an Elvish Context
15. Cyclopean Constructions of the Vanished Ones
16. Cults of the Maggot God
17. De Vermis Mysteris
18. The Draconomicon
19. The Diary of Jakkar the Mad
20. The Diary of Prince Olaf
21. Dangerous Plants of the Bane Mires
22. Djinn Fermentation Techniques
23. Donjon Menagerie
24. 101 Secrets of Devilcraft
25. Eternal Subjects: Stasis and Crystal

26. Evil
27. Etherealness, Property, and Government
28. Extreme Cold: A Goblin's Tale
29. Ettercap: The Terrible Secret Reality
30. The Crawling Darkness: Practical Necromancies
31. Fabled Lands and Mythic Locales
32. Fairy Courts: Sun and Shadow
33. Fear in Hoburg
34. Remnant Cities and Constructions of the Ancients
35. The Bestiary Arcane
36. Giant Crab!
37. The Giant Kingdom: A Traveler's Perspective
38. Gargoyle Physiology
39. Grafting Flesh and Lead
40. Gold: Providence and Necessity
41. Gnome Lore
42. Horror and Birds
43. Harpy Statecraft
44. The Harvest of Sorrows
45. Blood of the Innocent
46. The Asmodeus Gambit
47. Blood and Silk: Danger Rises as the Sun
48. The Cutting Edge: A Warrior's Tale
49. The Dark History of Bladereach: A shocking and true revelation
50. Fantastic Economie
51. The Fly and the Serpent: Against the Giant Frog
52. Cults: Demons: Dark Miracles
53. Five Beans You Can Eat
54. The Broken Mask: A Practical Guide to Hunting Shapeshifters
55. The Book of Odamma
56. Children of a Dark Star
57. The Horrible Reality: The Devouring Darkness Unavoidable
58. Last of its Kind: Twelve Dying Races
59. Dark Revelations V through IX
60. The House of Fiery Justice
61. Aboleth Memories
62. Industrial Uses of Slimes, Molds and Jellies
63. Balance and Leverage: Druidic Construction and the Natural Order
64. The Path of Blood
65. Plains of Dust on the Planes of Water
66. The Properties of 120 Magical Plants available anywhere on the planes
67. Political Maneuvers of the Depraved
68. Playing with Fire: The Dangers of the Vilest Necromantic Arts
69. The Planar Political Primer
70. The Physiology of Pain
71. Prophecies of Profleggathron the Ever Burning
72. Ash on the Wind: the Conquest of Valdrana
73. Stone Unyielding, Impressions and Sand
74. Servants of Leaf and Branch: Dryads, Nixies, and Nymphes.
75. Secrets of Life and Death
76. Slaves to the Black Tower

77. The Complete Dwarven Histories: Volume XVIII: The Seventh Bugbear Confrontation
78. A Transcript of the Trial of Harakhdar the Forsaken
79. Taxidermy for Profiteers
80. A Treatise on the Efficacy of Fungal Remedies
81. Unaussprechlichen Kulten
82. Ur Priest: Eating the Gods
83. The Void and the Flame: The Story of Elothar
84. Tactica Implacable: A Primer for Dwarven Strategists
85. Land Grants of the Wendish Borderlands
86. Surprisingly Delicious Things
87. Tracking the Wily Displacer Beast
88. Potion Miscibility
89. The Worst the Banemires Can Do
90. Wanderers of the Void: Giant Frog
91. Six Problems of Classic Philosophy
92. Twelve Ninja Clans
93. The Xorn and the Unicorn: Root and Stone
94. Path of the Mud Sorcerer:
95. The Wish Economy and the Brass Sultan
96. Metallurgical Properties of Mithril and its Common Alloys
97. The Precepts of Hruggek
98. Your Word Against Mine: The Kobold Problem
99. Anathema
100. Zone Agents

A.8.2 The Three (or so) Economies

“I’ll give you five pounds of gold, the soul of Karlack the Dread King, and three onions for your boat, the Sword of the Setting Sun, and that cabbage. . .”

Life in D&D land is not like life in a capitalist meritocracy with expense accounts and credit cards. There is no unified monetary system and there are no marked prices. *All* transactions are essentially barter, and you can only trade things for goods and services if people genuinely believe that the things you are trading have intrinsic value and the people you are trading to actually want those specific things. Gold can be traded to people only because people in the world genuinely think that gold is intrinsically valuable and that they want to own piles of gold.

That means that in places where people don’t want gold – such as the halfling farming collective of Fedddledown, you can’t buy anything with it. It’s just a heavy, soft metal. But for most people in the fantasy universe, gold has a certain mystique that causes people to want it. That means that they’ll trade things they don’t need for gold. But no matter what they are giving up they aren’t “selling” things because money as we understand the concept doesn’t really exist. They are *trading* some goods or services directly for a physical object – an actual lump of gold. Not a unit of value equivalency, not a promise of future gold, not a state guaranty of an amount of labor and productive work – but an actual physical object that is being literally traded. And yeah, that’s totally inefficient, but that’s what you get when John Locke hasn’t been born yet, let alone modern economic theorists like Adam Smith, Karl Marx, or Benito Mussolini. If you really want to get into the *progressive* economic theories that people are throwing around with a straight face, go ahead and check out theoreticians like Martin Luther, Thomas Aquinas, Sir Thomas Moore, or Zheng He. If you want to see what *conservative* opinions look like in D&D land, go ahead and read up on your Draconis, Li Ssu, Aristotle, or Tamerlain.

The Turnip Economy

“We got rats! Rats on sticks!”

Most settlements in a D&D setting are really small and completely unable to sustain any barter for such frivolities as gold or magical goods. The blacksmith of a hamlet does not trade his wares for silver, he trades them for *food*. He does this because the people around him are farmers and they don’t make enough surplus to hoard valuable metals. So if he took gold for his services, he would get something he couldn’t spend, and then he wouldn’t be able to eat. So even though people in the tiny villages you fly over when you get your first gryphon will freely acknowledge that

your handful of silver is worth very much more than their radishes, or their tin cups, or whatever it is that they produce for the market, they still won't trade for your metal because they know that by doing so they run the risk of starving to death as rich men.

The economy of your average gnomish village is so depressed by modern standards that even the *idea* of wealth accumulation and currency is incomprehensible. But the idea of *slacking off* is universal. There is a static amount of work that needs to be done on the farm each year and the peasants are perfectly willing to put you up if you do some of their chores. Seriously, they won't let you stay in their house for a copper pfennig or a silver ducat, but they *will* give you food and shelter if you cleanout the pig trough. They have no use for your "money", but they do need the poop out of the pig pen and they don't want to do it. On the other hand, they also don't want to be eaten by a manticore, so if you publicly slay one that has been terrorizing the village the people will feed you for free pretty much as long as you live. That's why people pay money to bards. Bards spend a lot of time in cities and actually will take payment in copper and gold. And if they sing songs about you, your fame increases. And fame really is something that you can use to buy yourself food and shelter from people in the turnip economy.

"Costs" in the turnip economy are extremely variable. In lean times, the buying power of a carrot is relatively high and in fat times the buying power of a cabbage is very low. It is in this way that the people in tiny hamlets get so very screwed. No matter how much they produce or don't produce, they are pretty much going to get just enough nails and ladders and such to continue the operations of their farms. However, such as there is a unit of currency in the barter economy of the turnip exchange – it's a unit of 1000 Calories. That's enough food to keep one peasant alive for one day. It's not enough to feed them well, and it's not enough to make them grow big and strong, but it's enough so that they don't actually die (for reference, a specialist eats 2000 Calories a day to stay sharp and an actual adventurer eats 5000 Calories a day to maintain fighting shape). In Rokugan, that's called a Koku, and in much of Faerun it is called a "ration". It works out to about 2 cups of dry rice (435 mL), or a 12 oz. steak (340 g), or 5 cups of black beans (1.133 kg), or 4.4 ounces of cooking oil (125 g).

Higher Calorie foods like meat and oil are more valuable and lower calorie foods like celery or spinach are less valuable because a lot of people exist on the razor's edge of starvation. The really fatty cuts of meat are the most valuable of all (it's like you're in Japan or Africa in that way). The practical effect of all of this is that people who have a skilled position such as blacksmith or scribe get enough food to grow up big, healthy, and intelligent. The peasants actually are weak and stupid because they only get 1000 Calories a day – they won't die on that but they don't grow as people. This also means that the blacksmith's son becomes the next blacksmith – he's the guy in the village who gets enough food to get the muscles you need to actually be a blacksmith.

When you start a party of adventurers, note the really tremendous expenditures that were required to make your characters. A 16 year old first level character didn't just get a longsword from somewhere, he's also been fed a non-starvation diet for 5844 days. That means that at some point your newly trained Fighter or Rogue seriously had someone invest thousands of Koku into him to allow him to get to that point. If your character is a street rat or a war orphan, consider where this food may have come from. Perhaps when the orcs destroyed your village leaving your character alone in the world the granary survived and your character had a huge supply of millet to sustain himself until he could hunt and kill deer to augment his diet.

A Note on Peasant Uprisings

Peasants may seem like they get a crap deal out of life. That's because they do. And regardless of whatever happy peasant propaganda you may have seen, peasants aren't really happy with their life even under Good or Lawful rulership. That's because they work hard hours all year and get nothing to show for it. So the fact that they don't get *beaten* by Good regimes or *stolen from* by Lawful regimes doesn't really make them particularly rich or pleased.

In Earth's history, peasant uprisings happened about every other generation in every single county from Europe all the way to China all the way through the entire feudal era (all 1500 years of it). It is not unreasonable to expect that feudal regions in D&D land would have even more peasant uprisings because the visible wealth discrepancies between Rakshasa overlords and halfling dirt farmers is that much more intense. Sure, as in the real world's history these uprisings would rarely win, and even more rarely actually hold territory (if lords can agree on nothing else, it is that the peasants should not be allowed to rise up and kill the lords). The lords are all powerful adventurers, or the family and friends of powerful adventurers, so the frequent peasant revolts are usually put down with *fireballs* and even *cloudkills*.

Students of modern economic thought may notice that cutting the remote regions in on a portion of the central government's wealth in order to buy actual loyalty from the hinterlands could quite easily pay itself off in greater stability and the ability to invest in the production of the hinterlands causing the central government's coffers to swell with the enhanced overall economy and making the entire region safer and stronger in times of war ? but as noted elsewhere such talk is considered laughable even by Lawfully minded theorists in the D&D world. After all, since abstract currency doesn't see use and the villagers don't have any *gold*, it is "well known" that it is *impossible* to make a profit on investment in the villages. The only possible choices involve taking more or less of their food as taxes/loot as that is all they produce.

The Gold Economy

"What pleasures can I get for a diamond?"

"We'll... have to get the book."

People who live in cities mostly trade in gold. This is not just because living so far away from the dirt farmers makes the hoarding of turnips as a trade commodity a dangerous undertaking – but because people living in cities are surrounded by a lot of *people* who provide a wide variety of goods and services they are willing and able to trade for substances generally acknowledged to be valuable rather than trading directly for the goods and services that they actually want. These valuable substances range from precious metals (copper, silver, gold, platinum) to gems (pearls, rubies, onyx, diamond) to spices (salt, myconid spores, hellcandy flowers). In any case, these trade goods are traded back and forth many times before they are ever used for anything.

When someone sells an item or a service for trade goods they are doing it for one of two reasons. The first is that they want *something* that the buyer doesn't have. For example, a man might want a barrel of lard or a bolt of silk – but they'll accept silver coins or something else that they are reasonably certain they can trade to a third party for whatever it is that they are actually interested in. Whoever is using the trade goods is at a disadvantage in the bargaining therefore, because while they are getting something they actually want, the other trader is essentially getting the *potential* to purchase something they want once they walk around and find someone who will take the silver for their goods. It is for this reason that the purchasing power of gold is shockingly low in rural areas: a prospective trader would have to walk for days to get to another place he might actually spend a gold coin – so all negotiation essentially starts with buying several days of the man's labor and attention. The second reason for accepting a trade good is the belief that the trade good may itself become more valuable. Indeed, when were crocodiles take over a nearby village all the silver becomes a lot more interesting. This sort of speculation happens all the time and is incredibly bad for the economy. People and dragons take enormous amounts of currency out of circulation and the resulting economic downturns are part of what makes the dark ages so... *dark*.

Gold and jewels *can* be used to purchase magic items that aren't amazingly impressive. No wizard is ever going to make a masterpiece just to sell it for slips of silver. However, there are more than a few magicians who would be willing to invest some time in order to get a handful of gold that they can use to live their lives easier with. Making even Minor magic items is hard work, and wizards demand piles of gold to be heaped on them for producing even magical trinkets. And because these demands actually work, there's really no chance to purchase anything that would take a Magician a long time to make. That means that Major magic items cannot be purchased with standard trade goods *at all*. There's literally no artificer anywhere who is going to sit down and make a Ring of Spellstoring

or a Helm of Brilliance in order to sell it for gold – because the same artificer can acquire as much gold as he can carry just by making Rings of *featherfall* or *Cloaks of Resistance*.

The Wish Economy

“They scour the land searching for relics of the age of legends. Scant remnants they believe will grant them the powers of the Vanished Ones. I do not. The Age of Legends lives in me.”

Magicians can only produce a relatively small number of truly powerful magic items. While a magician can produce any number of magic items that hold requirements at least 4 levels below their own – a wizard is permitted only one masterpiece at each level of their progression. It is no surprise, therefore, that characters would be vastly interested in acquiring magic items produced by others that are even of near equivalence to the mightiest items that a character could produce. A character could plausibly bind 8 magic items, and yet they can only create one which is of their highest level of effect. Gaining powerful magic items from other sources is a virtual requirement of the powerful adventurer.

So it is of no surprise that there is a brisk – if insanely risky – trade in magical equipment amongst the mighty. All the ingredients are there: characters are often left holding onto items that they can’t use (for example: a third fire scimitar) and they are totally willing to exchange them for other items that they might want (magical teapots that change the weather or helmets that allow a man to see in all directions). And while the mutual benefit of such trades is not to be downplayed, it is similarly obvious that the benefits of betrayal in such arrangements are amazingly amazing. Killing people and taking their magical stuff is what adventurers do, so handing magic items back and forth in a seedy bar in a planar metropolis is an obviously dangerous undertaking.

Tamerlain’s Economy: The Murderocracy

“The soldier may die, but he must receive his pay.”

Let’s say that you don’t want to exchange goods and services for other goods and services at all. Well, it’s medieval times baby, there’s totally another option. See, if you *kill* people by stabbing them in the face when they want to be paid for things, you *don’t have to pay for things*. Indeed, if you have a big enough pack of gnolls at your back, you don’t have to pay anything to anyone except your own personal posse of gnolls.

The disadvantages of this plan are obvious – people get super pissed when they find out that you murdered their daughter because it was that or pay for a handful of radishes. But let’s face it: if that old man can’t do anything about it because you’ve got a *pack of gnolls* – then seriously what’s he going to do? And while this sort of thing is often as not the source for an adventure hook (some guy comes to you and whines about how his whole family was killed by orcs/gnolls/your mom/ ogres/demons/or whatever and suddenly you have to strike a blow for great justice), it is also a cold harsh reality that everyone in D&D land has to live with. Remember: noone has written The Rights of Man. Heck, no one has even written Leviathan. The fact that survivors of an attack may appeal to the better nature of adventurers is pretty much the only recompense that our gnoll posse might fear should they simply forcibly dispossess everyone in your village.

So people who have something that the *really powerful* people want are in a lot of danger. If a dirt farmer who does all of his bargaining in and around the turnip economy suddenly finds himself with a pile of rubies that’s *bad news*. It’s not that there aren’t people who would be willing to trade that farmer fine clothing, good food, and even minor magic items for those rubies – there totally are. But a pile of rubies is just big enough that a Marilith might take time out of her busy schedule to teleport in and murder his whole family for them. And he’s a dirt farmer – there’s no way he has the force needed to even *pretend* to have the force needed to stop her from doing it. So if you have planar currencies or powerful artifacts, you can’t trade them to innkeepers and prostitutes. You can’t even give them away save to other powerful people and organizations.

That doesn’t mean that there isn’t a peasant who runs around with a ring that casts *charm person* once a day or there isn’t a minor bandit chief who happens to have a magic sword. Those guys totally exist and they may well wander the lands trying to parlay their tiny piece of asymmetric power into something more. But the vast majority of these guys don’t go on to become famous adventurers or dark lords – they get their stuff taken away from them the first time they go head to head with someone with real power. Good or Evil, Lawful or Chaotic, *noone* wants some idiot to be running around with a ring that *charms* people – because frankly that’s the kind of dangerous and an accident waiting to happen. If you happen to be powerful and see some small fry running around with some magic – your natural inclination is to take it from them. It doesn’t matter what your alignment is, it doesn’t matter if the guy with the wand of *lightning bolt* is currently “abusing” it, the fact is that if you don’t take magic items away from little fish one of your enemies will. There is no right to private property. Noone owns anything, they just hold on to it until someone takes it from them.

Beelzebub's Economy: The Trade in Favors

"I'm certain that there's something we can do to help you... but eventually you'll have to help us."

Every transaction in D&D land is essentially barter. People trade a cloth sack for a handful of peas, people trade an embroidered silken sack for a handful of silver, and people trade a powerful magical sack for a handful of raw power. But in any of these cases, the exchange is a one-time swap of goods that one person wants more for goods the other person desires. But there is no reason it has to work like that. Modern economies abstract all of the exchanges by creating "money" that is an arbitrary tally of how much goods and services one can expect society to deliver – thereby allowing everyone to "trade" for whatever they want regardless of what they happen to produce. Nothing nearly that awesome exists anywhere in the myriad worlds of Dungeons and Dragons.

What one *can* see in heavy use is the trade in *favors*. This is just like getting paid in money except that your money is only good with the guy who paid it to you. So you can see why people might be reluctant to sell you things for it. And yet despite the extremely obvious disadvantages of this system, it is in extremely wide use at every level of every economy. And the reason is because it's really convenient. There is no guaranty that a King will have anything you want right now when he needs you to kill the dragon that is plaguing his lands. In fact, with a dragon plaguing his lands, the King is probably in the worst possible position to pay you anything. But once the lands aren't on fire and taxes start rolling in, he can probably pay you quite handsomely. Heck, in two years or so his daughter will be marrying age and since she's just going to end up as an aristocrat unless she becomes the apprentice and cohort of a real adventurer...

Failing to pay one's debts can have disastrous consequences in D&D land. We're talking "sold to hobgoblin slavers" levels of bad. Heck, this is a world in which you can seriously go into a court of law and present "He needed killing" as an excuse for premeditated homicide, so people who renege on their favors owed are in actual mortal danger. Of course, everyone is in mortal danger all the time because in D&D land you actually can have land shark attacks in your home town – so it isn't like there are any less people who flake on duties and favors. Of course, if people know you let favors slide they might be less likely to pull you out of the way of oncoming land sharks. Even in Chaotic areas, pissing off your neighbors is rarely a great plan.

A.9 Created Monsters: Forged and Bred

"It's alive! Or at least animate... it's not an object anymore, that's my point."

There are three entire types of creatures in D&D that are to one degree or another created. The obvious one of course is the Construct. It's a creature which was never alive and created by sorcery. Well, most of them are like that. The Flesh Golem is kind of hard to explain actually, but whatever. The point is that every Construct is *constructed*. That's the whole point. And of course there are a lot of Undead that are pretty much the same thing except that they are animated with Negative Energy channeled into them. There's a lot you can say about those guys, and we actually *did* that in the Tome of Necromancy. So we aren't touching that one here. The other one of course, is the Vermin. In D&D land, "Vermin" doesn't mean anything vaguely approaching its meaning in natural English. Rats and cockroaches are vermin because they live in your pantry and poop on your food stores, but they aren't *Vermin* because they aren't enormous biological constructs that mindlessly follow the programming planted in them by an ancient race of long departed mage kings. Really. That's what the Vermin type means in D&D land. Actual giant insects are just animals in the same way that dire toads and weasels are animals.

A.9.1 Vermin: Remnants of a Fallen Empire

"Great holes secret are digged where earth's pores ought to suffice. Things have learnt to walk which ought to crawl..."

Ants track by smell and follow trails left by other ants and bees see deep into the ultraviolet spectrum and perceive a beautiful tapestry of gorgeous colors that escape the eye of the man and the mouse. And when dealing with Vermin type creatures that all means precisely *nothing*, because Vermin in D&D don't do any of that. It's not because the scent ability was "left off" the Monstrous Ant description, it's because the Ant described in the Monster Manual genuinely doesn't have a good sense of smell. It does have Darkvision out to 60 feet like an outsider or a Construct, and that's not an accident either despite the fact that Earthly ants really demonstrably don't do that regardless of size.

The Monstrous Scorpion isn't a super sized scorpion *at all*. It has a set of abilities which are on the face of it completely bizarre from the context of what actual scorpions do, because it's actually a living construct created by a long fallen empire for use in war. That's why it's immune to hallucinatory poisons and can see in perfect darkness. It's actually created from biomass by powerful magic and not by the interaction of natural and magical mutation across a thousand generations and a harsh selection process hastened by unpredictable climate and predation by

manticores. The Vermin have a couple of neat things going for them which is why they were created as war machines in the first place:

- **Mindless** - Unlike actual or even giant spiders, the *monstrous* spider has no mind at all. It cannot be influenced with magic or confused with poisons. It can't even be detected with *detect thoughts*.
- **Brainless** - Vermin are subject to critical hits because they have segments and organs, but they don't have any *brains*. That means that they can be blinded, but not killed, by decapitation.
- **Darkvision** - Vermin can see even in complete darkness, making them quite useful in cave fighting.
- **Aggressive** - The vast majority of predators will retreat from battles where they are presented with even a chance at serious injury. Yet Vermin fight until they are dead. That's a really bad plan for an individual or even a species, but it's *great* for a battle platform.

Who made the Vermin?

"They did not know that steel marks flesh, and they did not know that flesh does not mark steel. In their ignorance they continued to do one task after another in the old ways. They did not know what we know."

Vermin come from the before time. The time when metals were not made and words were not written down. It's quite a feat of construction talent and a testimony to the power and ingenuity of these ancient flesh crafters that these devices are still running, still attempting to fulfill their programming to this day. The answer is not known in the days that D&D is normally set. They are a product of a bygone age and their origin is a mystery to all but the Aboleth and the memory fish are being *extremely quiet* on this subject. And yet, their conspicuous silence is probably more telling than anything they could possibly say. The Vermin were constructed during the days when aberrations ruled the world, and they were quite obviously designed to fight against aberrations.

Getting the Program

All Vermin have a program that they follow at all times, usually involving a spiral search pattern in groups of one to six until they encounter a creature, at which point they will attack it until it is dead. If confronted with more than one type of creature, they will target them in the following order:

- Any Aberration (except their specific non-targeted group)
- Any Humanoid
- Any other moving creature they can detect
- Anything especially edible

This behavior is entirely comprehensible from the standpoint of the wars in the before time – the Ilithid and Aboleth both sent slave troopers to their death by the millions in their quest for world domination.

Individual groups of Vermin will usually have one type of aberration that they will not ever attack. It may be an entire race of aberrations (such as Kopru or Neogi), or it may be a specific clan of aberrations (such as the Aboleth spawn of the Great Mother of the Howling Wells, or the Ilithid of the Tallow Halls). In any case, determining the type of Aberration that is completely safe from any group of Vermin can be done by observing the markings on the beast. Extracting that information is a DC 30 Knowledge Nature check.

Vermin eggs persist apparently indefinitely and are produced by the hundred score. A starving Vermin cocoons itself and goes into a state of hibernation so deep that it is essentially mummified. When in the presence of magical auras, the eggs of Vermin progress steadily towards hatching, and the cocoons burst forth their contents. Thus it is not weird or unexplainable for areas that recently have been subjected to incursion by adventurers or mind flayers to spontaneously develop invasions by tiny monstrous centipedes or giant cocooned spiders.

Vermin Alchemy

"The old ways are the good ways."

Vermin cannot think for themselves, nor would they have been better at their job given that ability. So it is not surprising that one can severely adjust the behavior of Vermin through the use of chemicals and sounds. Identifying the sounds and smells that a particular group of Vermin will respond to is difficult (requiring a DC 30 Knowledge Nature check), but actually producing them is not particularly. Here is a list of possible behavior modifications one can achieve and the Perform or Craft (Alchemy) check required:

- **DC10 - Rampage** It's a very simple behavior modification to cause a rampage. The spiral search pattern ends entirely and all affected Vermin take off in a random direction and move at full speed or until their path is blocked by a creature.
- **DC15 - Ignore** There are chemicals that cause Vermin creatures to simply ignore

- **DC20 - Attack**
- **DC20 - Shut Down**
- **DC35 - Command**

A.9.2 Constructs: Durability at a Price

Like the Undead, the Constructs suffer tremendously from the fact that they have been over generalized. It is of course thematically appropriate for a Golem to be tireless and work day and night on whatever its last command was for as long as day follows night and night follows day. But it is also thematically appropriate for a clockwork beast to wind down and “pass out” as it continues to work long or strenuous schedules. Similarly, while it is fine and more than fine for an implacable lump of animated steel to be immune to critical hits, the very idea that there aren’t key locations on a geared robot or a colossus given life by a mystical forehead rune is patently ridiculous. The construct type, therefore is filled to the brim with stuff that has no business being there, and this harms the game. The immersiveness of the story is depleted when players cannot rationally deduce what effects a being is resistant or vulnerable to, and anyone who’s ever slapped washing machine or tripped over a playstation knows that there’s no excuse for a machine to be immune to stunning.

So here it is, the Construct Type. Pared down to the things it should actually do. Remembering of course that the Type itself should contain only those effects that one would want to be a universal law for all constructed beings, rather than rules one could imagine being situationally appropriate for one construct or another:

- **Low Light Vision:** Sees twice as far in limited illumination.
- **Dark Vision:** 60’
- **Poor Healing:** Constructs can be healed by any of a number of means but do not heal for periods of rest. A construct’s daily healing rate is 0 hp (though of course a construct with Fast Healing has a healing rate *per round* and likely doesn’t care).
- **Mindless:** Even an intelligent construct has a synthetic mind that is unreachable by sorcery. A construct is not affected by [Mind Affecting] effects and cannot be detected with *detect thoughts*.
- **Never Alive:** A construct cannot be raised or resurrected. A construct is likewise immune to energy drain.
- **Repairable:** A construct does not become staggered at 0 hit points, nor does it die at -10. If for some reason you are using the “Death by Massive Damage Rule”, constructs aren’t affected by it. As soon as a Construct hits zero hit points it becomes inert, and any abilities it may have cease to function (including fast healing abilities). However, a construct in this state can still be brought to working order again with a Craft check with a DC equal to the DC to make it in the first place with a base amount of time of one hour per hit point below 1 the construct was left at.
- **Nonbiological:** Constructs do not eat or breathe, and do not age.
- **Lacks Squishy Bits:** A construct is not affected by any effect that allows a Fort save unless that effect affects objects or is a (Harmless) effect. For example, a clockwork horror is not going to catch red fever or become nauseated by a stinking cloud. But it is not outside the realm of possibility for an eidolon to be afflicted with a totally magical disease that functions off of Willpower saves.

All the stuff about constructs being “immune to necromancy” is out the window (because we all know that you can use *magic jar* to put your soul into a statue); all the stuff about constructs being immune to ability damage is out the window (because we all know that you can slow down a lumber construct); and of course the immunity to critical hits is *totally* out the window (if you have the name of Pelor on your forehead there is at least one critical location that probably won’t go well for you if it is hit).

Controlling Constructs: Robot Armies and Statuary Servants

Time and time again adventurers report finding constructs that have been left attending temples and castles long after those buildings have fallen into ruin. The reason for this is twofold: First, constructs don’t age; and Second, constructs don’t count as one of your eight constant magical items if they are set to guarding a location. This means that powerful wizards are actually encouraged to leave their golems places with patrol or sentry orders and then of course these sentry golems will have a tendency to outlive the wizards, and even the buildings that they guard.

Of course, it’s entirely possible to make your constructs follow you around. If you do, they count against your 8 item limit.

Behind the Curtain: Why the Lower CRs?

A cohort, or a planarly bound outsider, or a necromantically crafted monster could all plausibly be of a CR that is just 2 less than your character level without particularly disrupting play. So it may seem pretty weird that the constructs one can order around are weaker than that. The reasoning is ironically because the tactical role of a construct is so different from that of a Ghoul or Jarilith. While many potential servant creatures are simply weaker versions of normal characters or dangerous and fragile glass cannons – in almost all cases a construct is an offensively anemic unit with a highly powerful defense. For those of you who have played tactical games or MMOs, that makes the average construct an ideal “pet”. A strong defense is disproportionately useful for secondary characters expected to travel in front, and the fact that characters aren’t allowed to fill their magic item cap with cohort level constructs is no accident.

A.9.3 Specific Constructs Under the New Rules**Simulacrum**

Whether created by an Effigy Master, a mystic location or some other powerful source of illusion magic, a simulacrum is a construct made of ice and snow which appears to be a normal living creature through the power of illusion. Some

Medium Construct**Hit Dice:** 6d10+6 (39 hit points)**Initiative:** +1**Speed:** 30'**AC:** 11 (+1 Dex); Flat-footed 10; Touch 11**BAB/Grapple:** +4/+5**Attack:** Glamersword +5 melee (1d8+1)**Full Attack:** Glamersword +5 melee (1d8+1)**Space/Reach:** 5'/5'**Special Abilities:** Glamered, Imprinting**Ability Scores:** Str 13; Dex 13; Con 13; Int 15; Wis 15; Cha 15**Saves:** Fort +3; Reflex +3; Will +4**Skills:** Bluff +11; Disguise +13 (+23 when Imprinted); Gather Information +11; Sense Motive +11**Feats:** Impersonation**Alignment:** As creator**Organization:** Thrall**Challenge Rating:** 3

It is important to note, however, that simulacra are entirely capable of using equipment, and usually will do so. Like most constructs, a simulacrum’s true power comes to the fore when gifted with some basic mundane and magical equipment. Here is a sample simulacrum which has been given a magic shield, a magic breastplate, and a Frost Sword – all equipment which is well within the capabilities of an Effigy Master to acquire or produce. While the simulacrum is still a “CR 3 Creature” – once it has been armed and equipped it is *much* more formidable.

Simulacrum with Equipment**Medium Construct****Hit Dice:** 6d10+6 (39 hit points)**Initiative:** +1**Speed:** 30'**AC:** 22 (+1 Dex, +7 Armor (Magic Breastplate), +4 Shield (Magic Shield)); Flat-footed 21; Touch 11**BAB/Grapple:** +4/+5**Attack:** Frost Sword +7 melee (1d8+3, +5 Cold Damage)**Full Attack:** Frost Sword +7 melee (1d8+3, +5 Cold Damage)**Space/Reach:** 5'/5'**Special Abilities:** Glamered, Imprinting, Ignore first 5 points of nonlethal damage (from armor), +2 bonus on bull rush attempts (from shield)**Ability Scores:** Str 13; Dex 13; Con 13; Int 15; Wis 15; Cha 15**Saves:** Fort +3; Reflex +3; Will +4**Skills:** Bluff +11; Disguise +13 (+23 when Imprinted); Gather Information +11; Sense Motive +11

A.9.4 Denizens of the Planes of Law

When you think avatars of Evil in D&D it is no trouble at all to conjure up images of spiteful devils and destructive demons; but when you talk about a being of *Law* the image that comes up is simply not the same from one person to another. Part of that is because Law doesn't really mean anything consistent in D&D nomenclature. And part of that is because the actual description of the inhabitants of Mechanus has changed wildly through the generations and editions.

Modrons: Singularity of Purpose

For those of you who don't remember: Modrons are the original creatures of Law from the old days of AD&D. They haven't been seen very often because they were originally written as a joke. Their very existence is as offensive to many players as the fact that they were essentially retconned out of existence is to others. And what's that all about? It's because the Modrons were originally written up as giant dice. Yes, really. The different types of basic Modron are shaped like four sided dice, six sided dice, 8 sided dice, the whole thing.

So if your DM jumps on the "let's forget this *ever* happened" bandwagon, we understand. The original write up of the Modrons was actually pretty insulting. But since then there have been a number of variously successful attempts to rehabilitate them and make them independently awesome. Different Modron art has been made by Tony DiTerlizzi and Eric Campanella that looks pretty darned awesome – and not like your DM put a 6 sided die on the battle mat at all. Instead each Modron looks like a ghastly hybrid of metal and flesh covered with cogs and wheels where spindly appendages emerge from a solid (though not rollable) core.

So assuming that you use some of the reform Modrons from late in 2nd Edition, the Modrons are actually pretty cool. They represent the idea of Law as an implacable and incomprehensible force. They are at their best when portrayed as being so single mindedly focused on some long term goal that they actually don't even care about you. Sometimes they destroy your village, sometimes they don't, and there's really no predicting that sort of thing unless you're knowledgeable about the Big Plan. Now I know what you're thinking. . . that having a plan so convoluted and far ranging that mortal minds cannot grasp it or predict its unfolding is actually indistinguishable from not having a plan at all and just performing actions at random. And yeah. . . that's true. That's D&D alignment for you.

The Modrons come from a city in the Clockwork Nirvana called Regulus and have a rigid caste system where more powerful Modrons are told more of "the plan" than less powerful Modrons and each Modron is told exactly as much as it needs to know to complete its assigned tasks. And in the face of a long term plan of this magnitude, that pretty much means that every Modron is kept entirely in the dark about just what the heck it is doing or why it is doing it.

COMMUNITY MATERIAL

“Let’s see what Jack has to say about this...”

In addition to the preceding material written by Frank and Keith, the community at The Gaming Den has written a good deal of excellent, playable material as well. I have included that material here in this appendix. For the most part it should be easily included in any game that uses the Frank and Keith set of rules.

B.1 Skills

B.1.1 Problems with the Skill System

Editor’s Note

This section is somewhat redundant with the rules on skill bonuses from magic items printed in *The Book of Gears*.

One problem with the skill system derives from the way it tries to handle two different types of checks in the same way. For the most part, fixed DC checks work the way they’re supposed to: if you put some number of ranks into a skill that operates on fixed DCs, you can do certain things, and you don’t stop doing those things as your level increases. However, if you stop investing in a skill based on opposed checks, because the checks of your enemies continue to increase, you become unable to do whatever it is to level-appropriate opposition. In other words, for opposed-check skills, the system offers you the option to suck, if you want to. Fixing this problem, however, would require an overhaul of the entire system, and I’m not going to do that.

Another fundamental problem is that the system makes no distinction between skills like Use Magic Device, which have a direct and noticeable impact on a character’s power, and flavor skills like Profession (basketweaver). The worst problem this causes in the rest of the system is that often abilities that give a bonus to Jump, which just allows you to do something that is strictly defeated by a 3rd-level spell, get treated the same as abilities that give bonuses to powerful skills like Diplomacy or Hide. However, this is another problem I don’t intend to address because it would require a complete redesign.

A final problem with skills that has less to do with the system per se and more to do with choices in the rest of the game is that there’s literally no way to define what a level-appropriate skill check is. The reason is that skill bonuses are just too big, across the board. Magic items and spells are the worst offenders: a standard magic item can give a +30 competence bonus, larger than the bonus from ranks for a 20th-level character; and spells such as glibness hand out equally huge bonuses. However, classes are not far behind, with +10 common and +30 not unheard of. When you put these things together, you get characters with over +30 to their Diplomacy checks, with penalty reductions, at 1st level and over +220 at 20th. Meanwhile, it’s not that hard for characters in the same party to be three RNGs apart in checks on any particular skill. WotC’s writers just don’t value skill bonuses as significant. On one level, they’re right: most skills *can’t* do things as broken as some spells can. However, as written, some can; and even for the ones that can’t, the existence of huge variable bonuses means it’s hard to give skills anything good. The worthlessness of skills has become a self-fulfilling prophecy.

The following rule changes won’t solve the problem of crazy skill bonuses, but they should at least make it more manageable.

- Magic items can give a maximum of +10 to a skill before epic levels, and their cost increases five times. *Boots of Elvenkind* and similar items are classic parts of both D&D and fantasy literature, but magic items that count for half an RNG are more than adequate for the flavor.
- Divide all skill bonuses granted by spells by two and round down. This renders some spells underpowered, but at least it brings all but the worst offenders closer to sanity.
- All magic items, spells, and spell-like abilities grant an enhancement bonus to skill checks, and thus do not stack with each other. The bonus stacking paradigm is broken, and nowhere is it more broken than for skills.

B.1.2 Some Skills Don't Work Like They Should

While the existence of magic that supersedes them makes some skills underpowered, other skills do things that are stupid, broken, or both. Some of these stupidities came from the introduction of rules that don't make sense in 3.5. I'm going to make some clarifications and revisions, while revisiting changes mentioned in Frank's and K's works. I'm not, however, going to try to balance the skills against each other.

One of the important themes of the next section is that many skills don't do level-appropriate things. Skill actions that imitate 1st- or 2nd- level spells require checks against DCs so high that only a specialized 40th level character could even theoretically meet them. This is ridiculous, and so many of the DCs need reduction.

Many of these changes subsume both epic feats and epic skill checks. This is fine: skilled characters need the help to keep up with casters. If an epic ability isn't mentioned, you may assume it has the same DC as usual.

Craft

Craft is broken, but I'm not going to address it here because it requires a more comprehensive revision of the economic system.

Diplomacy

Diplomacy doesn't work. The basic reason is that, unlike most skills, which let you accomplish something in the game, Diplomacy lets you *win* the game. The specific badness of the 3.5 Diplomacy rules comes from a misinterpretation of a misinterpretation: Monte Cook wrote the DCs for changing attitudes now printed under the 3.5 Diplomacy rules for *Charisma checks* in the 3.0 DMG. Skip Williams confused the two in one of his rulings as Sage, and then Andy Collins canonized that ruling in the 3.5 PHB, producing a skill that actually does let you rule the world starting at first level.

Needless to say, this is retarded. The entire concept of Diplomacy needs rebuilding from the ground up, and so that's what I'm going to do here.

- **Overview**

Diplomacy is the art of getting people to accept reasonable agreements.

- **Check**

When trying to persuade someone to accept a bargain, your Diplomacy check is opposed with a modified level check, $1d20 + \text{their character level} + \text{their Wis modifier}$. They can choose to turn it into a negotiation, in which case you roll opposed Diplomacy checks. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party. Their attitude towards you and the actual benefit of the bargain for them modifies the result of your check. (Indifferent assesses a penalty to balance out the fact that skill ranks are always higher than levels.)

- **Attitude modifiers to checks:**

- ▷ **Hostile:** -25
- ▷ **Unfriendly:** -15
- ▷ **Indifferent:** -5
- ▷ **Friendly:** +0
- ▷ **Helpful:** +5

Any bargain you offer with the Diplomacy skill has to be reasonable for the creature you make it to. You can't persuade someone to do something self-destructive, against their nature, or otherwise completely opposed to their values, duties, obligations, or self-interest. Bargains they have reason to believe are favorable to them can give you up to a +10 modifier on the check, while bargains they might believe are unfavorable give you up to a -10 modifier, at the DM's discretion.

If your modified check is higher than theirs, you persuade them the deal you're offering is at least neutral and possibly beneficial to them. If your check is lower, they think it's a poor trade. Generally, the degree your

check beats or loses to theirs should determine how they feel about it. When NPCs use this skill on players, DMs should frame the offered bargain in favorable or unfavorable terms based on the NPC's Diplomacy check compared to the PC's level or Diplomacy check (rolled secretly). However, the ultimate decision on whether to accept any agreement should depend on the character and personality of the PC or NPC.

Example: A PC attempts to convince Jack, an ignorant and none-too-bright farmer, to trade her his last cow for some magic beans. Since her beans aren't *actually* magic, she starts with a Bluff check, which she wins, to convince Jack that they are. Jack is indifferent to the PC (he doesn't know her), so that's a -5 modifier; and trading his last cow for beans is a really bad idea, which would normally mean another -10 modifier but because he thinks these are *magic* beans it will only be -5; and the net modifier is thus -10. Jack is 1st level and has a -1 Wis penalty, giving him a net +0 on his level check, and the PC is 5th level with max ranks in Diplomacy, +6 from synergy bonuses, and a +2 Cha modifier, giving her a net +16. Jack rolls an 11, the PC rolls a 12 that counts for an 18 after she adds in both modifiers, so she convinces Jack her "magic" beans are worth a cow. Whether Jack accepts the trade depends on other aspects of his situation, such as his estimate of the likelihood of his mother carrying out her death threats if he returns without actual food.

- **Action**

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

- **Try Again**

If your target rejects your initial bargain, you can retry by sweetening the deal, offering some concessions to make the bargain appear better. You reroll with the same modifiers on the check, but you don't gain any positive modifiers for the agreement being favorable to them.

Disable Device

Spells interact with Disable Device in three ways: spells that specifically allow Disable Device checks to disarm them, like *glyph of warding*; spells that Disable Device can't disarm even though they create "magic traps," like *spike stones*; and spells that are silent on the issue, like *forcecage*. I don't think anything in the rules supports Disable Device being able to disarm anything but the first category, so I added it as a [feat](#) ability.

Escape Artist

The DCs for some uses of Escape Artist are just too high: a 7th-level character with a decent Dex bonus, say +5, has only a +15 Escape Artist check, which is only adequate to escape masterwork manacles when taking 20. However, dimension door, available to casters at the same level, is an automatic escape from masterwork manacles that takes almost no time. I suggest the following revised DCs for Escape Artist:

- **Tight space:** 20
- **Manacles:** 25
- **Masterwork manacles:** 30
- **Extremely tight space:** 35

Other DCs remain as listed. This makes Escape Artist a little more useful in the earlier parts of the game.

Hide

As mentioned in the Dungeonomicon, Hide should *not* require cover or concealment to function.

Knowledge

The rules for handling monster identification using Knowledge skills are, well, back-asswards. A character with a +13 Knowledge (religion) check automatically recognizes an allip and most likely knows a couple of things about it, but that same character will often fail to identify a wyvern zombie. A 5th-level druid with 8 ranks in Knowledge (nature), at least 5 in Survival, and a 14 Int *can't fail* to recognize an ogre mage, and will usually know a couple of things about it, but might not know about elephants and dire tigers. As long as there are skeletons, zombies, giant animals, and the like in D&D, HD is not a reliable guide to a monster's difficulty, rarity, or anything else. The appropriate measure of when a character should be able to know something about a monster is when it's an appropriate challenge for them: in other words, CR.

If your Knowledge check beats a DC of 10 plus the target monster's CR, you know basic details about it, such as its type (and subtypes, if applicable), typical alignment and habitat, a rough idea of its intelligence and societal

organization (if any), and whether its CR is above, below, or about the same as your character level. For each two points your check beats the DC, you know another piece of useful information, such as a special ability or something about its combat stats (such as "has a high AC" or "has a low Reflex save"). If you beat the DC by 20 or more, the DM should let you look at their notes.

Open Lock

As noted in the *Dungeonomicon*, this skill is part of Disable Device.

Profession

Profession is a flavor skill and has no reason to use the same system as skills that offer real character benefits like Hide or Use Magic Device. The following revision makes this clear.

Profession works like Speak Language: either you know enough to practice a profession or you don't. Rather than buying ranks, each skill point you put in Profession gets you another Profession you can practice. When practicing a profession you have trained, you earn about two plus one-half your result on a modified level check (d20 + your character level + your Wisdom modifier) gold pieces per week of dedicated work; if for some reason it becomes necessary to make a Profession check, again use this modified level check.

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

Sleight of Hand

The Sleight of Hand rules are not well-thought out. The most egregious problems are the inappropriate use of a check penalty to handle making it a free action, the lack of integration with the rest of the combat system, and the unclear limits on what you can do with the skill. A literal interpretation of the rules results in absurdities like being able to strip someone naked in the middle of combat as a free action. This has to stop.

- **Drawing Weapons**

Drawing an open weapon, like a sheathed sword, is normally a move action; if you have a BAB of +1 or more, you can combine it with another move action. If you have a BAB of +6 or more, you can draw an open weapon as a free action.

Drawing a weapon hidden with Sleight of Hand is a standard action that doesn't provoke attacks of opportunity. With a successful check (see below), you can draw a hidden weapon as if it was openly displayed.

- **Overview**

Sleight of Hand allows you to hide things on your person and take things from people without their noticing.

- **Check**

With a DC 10 Sleight of Hand check, you can palm an object at least two size categories smaller than yourself that you have in your possession: for instance, make a coin "disappear." If someone observes you while you do this, they may make a Spot check to notice you doing it, but this doesn't prevent you from performing the action.

You can hide an object at least two size categories smaller than yourself on your person. Anyone attempting to find the hidden object rolls Spot, if observing you, or Search, if frisking you. When using Search, the frisker gains a +4 bonus to their check because it's easier to find an object than to hide it. Daggers and similar weapons designed to be hidden give you a +2 bonus on the check, items three or more size categories smaller than you give you a +4 bonus, and wearing heavy or baggy clothing gives you a +2 bonus in any event.

With a DC 20 Sleight of Hand check, you can draw a hidden weapon as if it was openly displayed; the exact action depends on your BAB.

If you want to take something from another creature without their noticing it, you have to combine a Sleight of Hand check with a disarm attempt. You can only take an item that's two or small size categories smaller than you, and generally only an item that they aren't paying active attention to (i.e., not a wielded weapon or something similar). If your disarm check is successful, make a Sleight of Hand check opposed by their Spot check to see if they notice your removal of the item.

With -20 cumulative penalty for each size category, you can handle objects of larger size than normally allowed for Sleight of Hand.

You can use Sleight of Hand to entertain an audience as if using the Perform skill.

- **Action**

Palming or hiding an object on your person is normally a move action; if you had to disarm the object from someone else first, that takes an action as normal for the disarm check. With a -20 penalty to your check, you can perform either as a free action. The action it takes to draw a weapon depends on your BAB.

- **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.

Spot

From the wording of the Disguise rules, I think that the listed bonuses to Spot checks for knowing what you're looking for *only* apply against Disguise: *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.*

Survival

As long as you have the Track feat (see the Skill Feats section), you can track creatures on water or underwater with a DC 30 check, and through the air with a DC 40 check.

Tumble

Tumble, as written, doesn't scale, for no particularly good reason. The following change shouldn't take much longer to adjudicate in game, while making taking more ranks of Tumble matter.

- **Check**

You can tumble past an opponent at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so, if you succeed on a Tumble check against a DC of 10 + the opponent's base attack bonus; you can 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, if you succeed on a Tumble check against a DC of 20 + the opponent's base attack bonus. 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). Each additional enemy after the first adds +2 to the Tumble DC.

Use Magic Device

Use Magic Device works well enough in general, but has some potential abuses. Some of these, such as the candle of invocation, are problems in magic item design, not Use Magic Device, and need patches there. However, you shouldn't be able to use Use Magic Device to cast *blasphemies* that greater deities can't resist, so that one rule needs amending.

In no event can Use Magic Device imitate an effective class level, effective caster level, or similar ability higher than your own character level. When emulating an ability score, you only benefit from that ability score up to the minimum needed to activate the item.

B.2 Credits

"Make sure Bruce remembers to pay the plumber before Tuesday."

- **Cielingcat** wrote the [Sphereclock](#) and the [Shadow Warrior](#).
- **Iaimeki** wrote the [skill problems](#) article, the [Kantian paladin](#), the [Arcane Archer](#), [Bladesinger](#), [Dragon Disciple](#), and [Eldritch Knight](#) prestige classes, as well as the following skill feats:
 - ▷ [Acquirer's Eye](#)
 - ▷ [Acrobatic](#)
 - ▷ [Alertness](#)
 - ▷ [Animal Affinity](#)
 - ▷ [Battlefield Surgeon](#)
 - ▷ [Combat Casting](#)
 - ▷ [Con Artist](#)
 - ▷ [Cryptographer](#)

- ▷ Deft Fingers
- ▷ Detective
- ▷ Dreadful Demeanor
- ▷ Expert Counterfeiter
- ▷ Ghost Step
- ▷ Investigator
- ▷ Item Master
- ▷ Leadership
- ▷ Legendary Wrangler
- ▷ Magical Aptitude
- ▷ Many-Faced
- ▷ Master of Terror
- ▷ Natural Empath
- ▷ Persuasive
- ▷ Professional Luddite
- ▷ Sharp-Eyed
- ▷ Slippery Contortionist
- ▷ Steady Stance
- ▷ Stealthy
- ▷ Swim Like a Fish
- **Koumei** wrote the [Big Nob](#), the [Meteor Ninja](#), and the [Ogre Mage](#) prestige classes.
- **Maxus** wrote the [Disciple of the Spirit Wave](#), the [Gentle Monk](#), and the [Tiger Monk](#) prestige classes.
- **Mister Sinister** finished the scaling armors.
- **Surgo** wrote the [Drunken Master](#) prestige class.