

Chapter 1

Wealth

1.1 Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table 1.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	100 gp	100 gp
2	500 gp	400 gp
3	1,500 gp	1,000 gp
4	3,000 gp	1,500 gp
5	5,500 gp	2,500 gp
6	9,000 gp	3,500 gp
7	14,000 gp	5,000 gp
8	20,500 gp	6,500 gp
9	28,500 gp	8,000 gp
10	38,500 gp	10,000 gp
11	50,500 gp	12,000 gp
12	65,000 gp	14,500 gp
13	82,000 gp	17,000 gp
14	101,500 gp	19,500 gp
15	124,000 gp	22,500 gp
16	149,500 gp	25,500 gp
17	178,500 gp	29,000 gp
18	211,000 gp	32,500 gp
19	247,000 gp	36,000 gp
20	287,000 gp	40,000 gp

1.2 Item Levels

Each item has a level associated with it. This level is different from its caster level, and has no in-game significance; instead, it represents the level of character for which the item is appropriate. Item levels are based on the price of the item, using the table below.

1.2.1 Using Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character's level and ending five levels lower or at 1st level, for a total of six items (or fewer if the character is less than 6th level).

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower

level for an item of a higher level, but this should not be used to gain an item of a level higher than the character's level. Items can be traded according to the table below.

Table 1.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	0 gp - 10 gp	—
1	11 gp - 75 gp	1/2
2	76 gp - 250 gp	1
3	251 gp - 750 gp	2
4	751 gp - 1,500 gp	3
5	1,501 gp - 2,750 gp	3
6	2,751 gp - 4,000 gp	4
7	4,001 gp - 5,500 gp	5
8	5,501 gp - 7,500 gp	6
9	7,501 gp - 9,500 gp	7
10	9,501 gp - 12,000 gp	7
11	12,001 gp - 15,000 gp	8
12	15,001 gp - 19,000 gp	9
13	19,001 gp - 23,000 gp	10
14	23,001 gp - 28,000 gp	11
15	28,001 gp - 33,000 gp	11
16	33,001 gp - 38,000 gp	12
17	38,001 gp - 45,000 gp	13
18	45,001 gp - 52,000 gp	14
19	52,001 gp - 60,000 gp	14
20	60,001 gp - 70,000 gp	15

Chapter 2

Advanced Classes

Characters above 6th level can increase substantially in power and versatility. Rules for these advanced characters are described below.

2.1 Class Descriptions

2.1.1 Barbarian

Channeled Rage: Some channeled rages require higher levels in barbarian.

Mindless Rage: The barbarian becomes immune to mind-affecting spells and effects for the duration of his rage.

Prerequisites: Barbarian level 15th.

Spellbreaker Rage (Su): The barbarian gains spell resistance while raging. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

Prerequisites: Barbarian level 9th.

Terrifying Rage (Su): Any enemy beginning its turn within the barbarian's threatened area must make a Will save or be shaken for 5 rounds. The save DC is equal to 10 + the barbarian's level + his Charisma modifier. This can only affect any individual creature once per 24 hours.

Prerequisites: Barbarian level 6th.

Unstoppable Rage: Each round, the barbarian can bull rush an opponent as a swift action that does not provoke attacks of opportunity.

Prerequisites: Barbarian level 6th.

Improved Uncanny Dodge (Ex): At 6th level and higher, a barbarian is always treated as being threatened by two fewer creatures than he actually is for the purpose of determining overwhelm penalties. This defense can deny a rogue the ability to sneak attack the barbarian.

If a character already has uncanny dodge (see above) from a second class and gains improved uncanny dodge, the character stacks those levels to determine if he should gain greater uncanny dodge, and to determine the minimum level a rogue must be to flank the character.

Larger than Life (Ex): A barbarian of 7th level or higher holds the strength of a giant in the body of a man (or woman). The barbarian is treated as being one size category larger than he actually is for the purpose of combat maneuvers he performs or is the target of, checks that are affected by size (such as Strength checks to break down doors), and whether a creature's special attacks based on size can affect him if doing so is advantageous to him. In addition, though he uses weapons of the same size, his weapons deal damage as if they were one size category larger, including natural weapons and unarmed strikes. The barbarian's space and reach remain those

of a creature of his actual size. The benefits of this class feature stack with the effects of spells and abilities that increase the barbarian's size category.

Rage: At 8th level, the barbarian's rage bonus increases to +3 (and 3 temporary hit points per barbarian level). It increases to +4 at 14th level, and to +5 at 20th level. The penalty to Armor Class remains the same.

Greater Uncanny Dodge (Ex): At 10th level and higher, a barbarian no longer suffers overwhelm penalties, regardless of the number of foes surrounding him.

Tireless Rage (Ex): At 11th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Chaotic Rage (Ex): At 12th level, the barbarian gains the ability to change channeled rage abilities at will, without consuming an additional use of his rage ability. He may not change channeled rages in this way more than once per round.

Indomitable Will (Ex): At 13th level, a barbarian becomes immune to compulsion and domination spells and effects.

Improved Grit (Ex): At 16th level, a barbarian's fortitude knows no bounds. If he fails a Fortitude save against an effect that deals half damage on a successful save, he takes only half damage.

Larger than Belief (Ex): At 17th level, the barbarian's larger than life ability improves. He is treated as being two size categories larger than he actually is.

Deathless Rage (Ex): At 19th level and higher, a raging barbarian can scorn death and unconsciousness. As long as his rage continues, he is not staggered at 0 hit points, and cannot take critical damage. However, every 50 points of damage he takes in excess of his hit points reduces the duration of his rage by one round, and the Endless Rage channeled rage ability does not extend the duration of his rage if he is at 0 hit points. Once his rage ends, the effects of the barbarian's wounds apply normally if they have not been healed. This ability does not prevent death from spell effects such as *finger of death* or *disintegrate*.

Limitless Rage (Ex): At 20th level, the barbarian may rage at will. He no longer has any limitation on the number of times he can rage each day. He may still rage no more than once per encounter.

2.1.2 Cleric

Spells: A cleric gains additional spells per day and spells known as he increases in level.

Domain Aspect (Su): At 7th level, a cleric gains a domain aspect from one of his domains. Domain aspects do not require an action to activate. Options for domain aspects are listed below.

Air – Stormwalker: The cleric suffers no penalties for inclement weather or severe winds and takes half damage from falling damage.

Chaos – Fortune's Friend: Whenever the cleric rolls randomly

Table 2.1: The Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+3	+1	+0	Damage reduction, rage +2
2nd	+2	+4	+2	+1	Fast movement, uncanny dodge
3rd	+3	+5	+3	+1	Endurance, channeled rage
4th	+4	+6	+4	+2	Grit
5th	+5	+7	+4	+2	
6th	+6/+1	+8	+5	+3	Improved uncanny dodge, channeled rage
7th	+7/+2	+9	+6	+3	Larger than life
8th	+8/+3	+10	+7	+4	Rage +3
9th	+9/+4	+11	+8	+4	Channeled rage
10th	+10/+5	+12	+8	+5	Greater uncanny dodge
11th	+11/+6/+1	+13	+9	+5	Tireless rage
12th	+12/+7/+2	+14	+10	+6	Channeled rage, chaotic rage
13th	+13/+8/+3	+15	+10	+6	Indomitable will
14th	+14/+9/+4	+16	+11	+7	Rage +4
15th	+15/+10/+5	+17	+12	+7	Channeled rage
16th	+16/+11/+6/+1	+18	+13	+8	Improved grit
17th	+17/+12/+7/+2	+19	+13	+8	Larger than belief
18th	+18/+13/+8/+3	+20	+14	+9	Channeled rage
19th	+19/+14/+9/+4	+21	+15	+9	Deathless rage
20th	+20/+15/+10/+5	+22	+16	+10	Endless rage, rage +5

Table 2.2: The Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+3	Matters of faith, lesser domain aspect, spontaneous casting
2nd	+1	+2	+1	+4	Channel energy, lesser domain aspect
3rd	+2	+3	+1	+5	Domain power
4th	+3	+4	+2	+6	Domain power
5th	+3	+4	+2	+7	Channelled domain power
6th	+4	+5	+3	+8	—
7th	+5	+6	+3	+9	Domain aspect
8th	+6/+1	+7	+4	+10	—
9th	+6/+1	+7	+4	+11	Channelled domain power
10th	+7/+2	+8	+5	+12	—
11th	+8/+3	+9	+5	+13	Domain aspect
12th	+9/+4	+10	+6	+14	—
13th	+9/+4	+10	+6	+15	Greater channeled domain power
14th	+10/+5	+11	+7	+16	—
15th	+11/+6/+1	+12	+7	+17	Greater channeled domain power
16th	+12/+7/+2	+13	+8	+18	—
17th	+12/+7/+2	+13	+8	+19	Domain mastery
18th	+13/+8/+3	+14	+9	+20	—
19th	+14/+9/+4	+15	+9	+21	Domain mastery
20th	+15/+10/+5	+16	+10	+22	—

for an effect, such as when he is affected by the *confusion* spell, he may roll twice and take whichever result he prefers.

Death – Lifedrinker: Whenever the cleric kills a creature with a death effect other than *death knell*, he automatically gains the benefits of a *death knell* spell as if it was cast on the creature he killed.

Destruction – Swordcleaver: Whenever the cleric breaks or destroys an object with a melee attack, he may take a free melee attack on a creature adjacent to him at the same attack bonus.

Earth – Anchored: The cleric gains a +4 enhancement bonus to CMD against bull rush, overrun, and trip attempts while standing

on solid ground.

Evil – Malevolent Magic: Good creatures take a -2 penalty to saving throws against the cleric's spells.

Fire – Flamebearer: The cleric gains Spell Focus (Fire) as a bonus feat.

Good – Purifying Magic: Evil creatures take a -2 penalty to saving throws against the cleric's spells.

Knowledge – Knowledge Mastery: The cleric may choose a number of Knowledge skills equal half to his Intelligence (minimum 1). He may take 10 with those skills if he is not in danger or rushed.

Law – Certain Triumph: Whenever the cleric would take 10, he

Table 2.3: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Table 2.4: Cleric Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0+2	—	—	—	—	—	—	—	—
2nd	1+2	—	—	—	—	—	—	—	—
3rd	2+2	—	—	—	—	—	—	—	—
4th	2+2	0+2	—	—	—	—	—	—	—
5th	3+2	1+2	—	—	—	—	—	—	—
6th	3+2	1+2	0+2	—	—	—	—	—	—
7th	3+2	2+2	1+2	—	—	—	—	—	—
8th	3+2	2+2	1+2	0+2	—	—	—	—	—
9th	3+2	2+2	2+2	1+2	—	—	—	—	—
10th	3+2	2+2	2+2	1+2	0+2	—	—	—	—
11th	3+2	2+2	2+2	2+2	1+2	—	—	—	—
12th	3+2	2+2	2+2	2+2	1+2	0+2	—	—	—
13th	3+2	2+2	2+2	2+2	2+2	1+2	—	—	—
14th	3+2	2+2	2+2	2+2	2+2	1+2	0+2	—	—
15th	3+2	2+2	2+2	2+2	2+2	2+2	1+2	—	—
16th	3+2	2+2	2+2	2+2	2+2	2+2	1+2	0+2	—
17th	3+2	2+2	2+2	2+2	2+2	2+2	1+2	1+2	—
18th	3+2	2+2	2+2	2+2	2+2	2+2	1+2	1+2	0+2
19th	3+2	2+2	2+2	2+2	2+2	2+2	1+2	1+2	1+2
20th	3+2	2+2	2+2	2+2	2+2	2+2	1+2	1+2	1+2

may instead take 12, treating any roll lower than a 12 as if it had been a 12.

Magic – Metamagic Feat: The cleric gains a bonus metamagic feat.

Nature – Favored Terrain: The cleric gains a favored terrain, as the ranger class feature.

Protection – Faithful Shield: The cleric may maintain concentration on Abjuration (Shielding) effects as a swift action.

Strength – Mighty Magic: The cleric can add half his Strength to his casting attribute to meet the minimum attribute requirements to cast spells.

Travel – Rapid Traveller: The cleric gains a +10 foot competence bonus to his base land speed.

Trickery – :

Vitality – :

War – Weapon Specialization: The cleric gains Weapon Specialization in his deity's favored weapon group as a bonus feat. If he does not have a deity, he gains it in a weapon group related to his alignment or ideals.

Water – Water Breathing: The cleric may breathe and speak normally while underwater, as the *water breathing* ritual. He may also pass through boggy or wet areas with no penalty to his movement speed.

The cleric gains an additional domain aspect from one of his domains at 11th level.

Channeled Domain Power (Su): The cleric gains an additional channelled domain power at 9th level.

Greater Channelled Domain Power (Su): At 13th level, a cleric gains a greater channelled domain power from one of his domains. Using a greater channelled domain power consumes two uses of the cleric's channel energy ability. Instead of channeling positive or negative energy, the cleric instead gains the effect of the greater channelled domain power. Options for greater channelled domain powers are listed below.

Air – Mantle of Air: As a swift action, the cleric can surround himself in a mantle of air for 5 rounds. Thrown and projectile weapons have a 50% chance to miss him while this effect is active. Unusually large weapons, such as a giant's boulders, may suffer a decreased miss chance as appropriate to their size.

Chaos – Anarchic Weapon: As a swift action, the cleric can imbue a touched weapon with the anarchic weapon property for 5 rounds.

Death – Channel Death: The cleric channels negative energy as the Death channelled domain power, except that any creature brought to 0 hit points by this effect immediately dies. This is a death effect.

Destruction – Tide of Destruction: The cleric channels destructive energy as the Destruction channelled domain power, except that any creature damaged by the effect is also filled with a destructive resonance for 5 rounds. the first time each round that each affected creature takes damage, that damage is increased by half the cleric's level. This is considered a circumstance bonus to damage.

Earth – Mantle of Earth: As a swift action, the cleric can surround himself in a mantle of earth for 5 rounds. He gains physical damage reduction equal to half his cleric level that is only overcome by adamantine weapons.

Evil – Unholy Weapon: As a swift action, the cleric can imbue a touched weapon with the unholy weapon property for 5 rounds.

Fire – Mantle of Fire: As a swift action, the cleric can surround himself in a mantle of fire for 5 rounds. He gains the effect of a *fire shield* spell, with a caster level equal to his cleric level.

Good – Holy Weapon: As a swift action, the cleric can imbue a touched weapon with the holy weapon property for 5 rounds.

Knowledge – See the Truth: As a swift action, the cleric can gain the benefit of the *true seeing* spell for 1 round.

Law – Axiomatic Weapon: As a swift action, the cleric can imbue a touched weapon with the axiomatic weapon property for 5 rounds.

Life – Persistent Life: The cleric can restore life, as the *raise dead* spell, to a touched corpse that died no more than 5 rounds previously.

Magic – Enhance Metamagic: The cleric can use this power as

part of casting a spell affected by a metamagic feat. If he does, the spell costs a spell slot of one level lower than normal, and applying the metamagic does not increase the casting time of the spell.

Nature – Wild Aspect: When the cleric gains this ability, he chooses one wild aspect ability, as if he were a druid of a level equal to his cleric level. When he uses this ability, he may assume that wild aspect. This effect lasts as long as that wild aspect would normally last.

Protection – Mass Sanctuary: The cleric channels protective energy as the Protection channelled domain power, except that instead of being healed, each affected creature separately gains the benefit of a *sanctuary* spell for 5 rounds. If a member of the group attacks, the effect is broken for that creature, but not for the whole group.

Strength – Surge of Strength: As a swift action, the cleric can add his cleric level as an enhancement bonus to his Strength for a single round.

Travel – Uninhibited Movement: As a swift action, the cleric can gain the ability to move without provoking any attacks of opportunity for a single round.

Trickery – Swift Invisibility: As a swift action, the cleric can gain the benefit of the *invisibility* spell for a single round.

War – Warmaster's Boon: The cleric can use this power as part of casting a spell that targets himself with a duration of Short (Concentration + 5 rounds) or longer and a range greater than personal. If he uses the power, the spell affects all of his allies within an Medium (20 ft.) radius. However, the spell lasts for no longer than half his Charisma score in rounds.

Water – Aquatic Globe: The cleric creates water out of thin air in an immobile Medium (20 ft.) radius emanation from his location for 5 rounds. Everything within the area is treated as if it were underwater. At the end of the duration, the water evaporates, leaving no trace that it was ever there.

The cleric gains an additional greater channelled domain power at 15th level.

Domain Mastery (Su): At 17th level, a cleric gains a domain mastery from one of his domains. Options for domain masteries are listed below.

Air – Flight: The cleric gains a fly speed (good maneuverability) equal to his land speed. He may remain flying for up to 5 rounds at a time. After that, he must land for 1 round before he can fly again.

Chaos – Avatar of Luck: Once per round, the cleric can add d6 as a circumstance bonus to any attack roll or check. He may declare the use of the ability after failing the roll, but before any additional effects are resolved, potentially making it succeed where it would have failed.

Death – Deathfeeder: The cleric constantly radiates a Medium (20 ft.) radius emanation of death. Whenever a creature dies within the area, he gains the benefits of the *death knell* spell as if it had been cast on the creature.

Destruction – Ruinbringer: The cleric's attacks and spells ignore all damage reduction and hardness (but not damage immunity).

Earth – Earth Glide: The cleric gains the earth glide ability, as an earth elemental.

Evil – Avatar of Evil: The cleric continuously gains the benefits of the *protection from good* spell, with a caster level equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Fire – Flame Incarnate: The cleric gains the fire subtype, making him immune to fire but giving him a 50% vulnerability to cold damage. When ever he uses fire spells or effects, he may freely exclude areas or creatures within the area of effect.

Good – Avatar of Good: The cleric continuously gains the benefits of the *protection from evil* spell, with a caster level equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Knowledge – Combat Insight: The cleric gains a +2 circumstance bonus to attack rolls, checks, and saving throws against creatures he has identified with a successful Knowledge check.

Law – Avatar of Order: Once per round, the cleric can take 5 on an attack roll or check, even while stressed or distracted. He may declare the use of this ability after rolling below a 5, but before any additional effects are resolved, potentially causing it to succeed where it would have failed.

Life – Fountain of Life: The cleric gains fast healing 1. All of the cleric's healing spells and abilities restore critical damage as easily as if it were hit point damage.

Magic – Spellbreaker: The cleric gains spell resistance. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

Nature – Natural Power: Whenever the cleric is in natural terrain, he gains a +2 enhancement bonus to caster level and the improved natural casting ability, as the druid class feature.

Protection – Martyr's Gift: The cleric constantly radiates a Medium (20 ft.) radius emanation of protective energy. Whenever a creature within the area takes damage, the cleric can choose to take half of that damage instead, as the *shield other* spell.

Strength – Might of the Gods: The cleric gains the larger than life ability, as the barbarian class feature. In addition, he may use his Strength as his casting attribute, and to determine the saving throw DC of his channel energy abilities.

Travel – Perfect Stride: The cleric gains perfect stride, as the ranger class feature. He constantly acts as if he were under the effect of a *freedom* spell, except that it does not allow him to act normally underwater.

Trickery – Exemplar of Deceit: The cleric continuously gains the benefits of the *nondetection* spell, with a caster level equal to his cleric level, except that it also protects him from any spells or effects which would prevent him from lying or reveal his lies. If the effect is dispelled or suppressed, he can resume it as a swift action.

War – Warmaster's Favor: The cleric continuously gains the benefits of the *divine favor* spell, with a caster level equal to his cleric level. If the effect is dispelled or suppressed, he can resume it as a swift action.

Water – Water's Flow: At any time, the cleric can transform into a rushing flow of water as a move action that does not provoke attacks of opportunity. As part of the action, he may move up to his movement speed in any direction that water could go. His speed is halved when moving uphill and doubled when moving downhill. He does not provoke attacks of opportunity during this movement, and has physical damage reduction 10 while in this form. At the end of his movement, he regains his normal form.

The cleric gains an additional domain mastery at 19th level.

Table 2.5: The Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+3	+0	+1	Nature sense, natural casting, wild speech
2nd	+1	+4	+1	+2	Woodland stride
3rd	+2	+5	+1	+3	Wild aspect
4th	+3	+6	+2	+4	Venom immunity
5th	+3	+7	+2	+4	Wild aspect
6th	+4	+8	+3	+5	Wild speech (plants)
7th	+5	+9	+3	+6	Wild aspect
8th	+6/+1	+10	+4	+7	Improved wild speech
9th	+6/+1	+11	+4	+7	Wild aspect
10th	+7/+2	+12	+5	+8	Improved natural casting
11th	+8/+3	+13	+5	+9	Greater wild aspect
12th	+9/+4	+14	+6	+10	A thousand faces
13th	+9/+4	+15	+6	+10	Greater wild aspect
14th	+10/+5	+16	+7	+11	Timeless body
15th	+11/+6/+1	+17	+7	+12	Greater wild aspect
16th	+12/+7/+2	+18	+8	+13	Greater wild speech
17th	+12/+7/+2	+19	+8	+13	Greater wild aspect
18th	+13/+8/+3	+20	+9	+14	Totemic aspect
19th	+14/+9/+4	+21	+9	+15	Greater wild aspect
20th	+15/+10/+5	+22	+10	+16	Greater natural casting

2.1.3 Druid

Spells: A druid gains additional spells per day and spells known as she increases in level.

Table 2.6: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Wild Aspect: At 7th and 9th level, a druid learns how to take on a new wild aspect. She may choose from the full list of wild aspects, given below.

Animal: While embodying the animal aspect, the druid gains an enhancement bonus to any attribute score of her choice equal to the number of animal abilities she possesses.

Table 2.7: Druid Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—
6th	4	2	1	—	—	—	—	—	—
7th	4	3	2	—	—	—	—	—	—
8th	4	3	2	1	—	—	—	—	—
9th	4	3	3	2	—	—	—	—	—
10th	4	3	3	2	1	—	—	—	—
11th	4	3	3	3	2	—	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	3	2	—	—	—
14th	4	3	3	3	3	2	1	—	—
15th	4	3	3	3	3	3	2	—	—
16th	4	3	3	3	3	3	2	1	—
17th	4	3	3	3	3	3	2	2	—
18th	4	3	3	3	3	3	2	2	1
19th	4	3	3	3	3	3	2	2	2
20th	4	3	3	3	3	3	2	2	2

- Low-Light Vision: The druid gains low-light vision.
- Scent: The druid gains the scent ability.
- Natural Attunement: The druid gains a +4 enhancement bonus to Creature Handling, Ride, and Survival checks.
- Animal Affinity: When the druid first acquires this ability, she may choose any wild aspect for which she qualifies. She may learn it and treat it as if it were an animal aspect.

Ape: While embodying the ape aspect, the druid gains an enhancement bonus to Strength equal to the number of ape abilities

she possesses.

3. Climb: The druid gains a climb speed equal to her base land speed.
5. Claws: The druid gains two claw attacks which can be used as light natural weapons. A Medium druid deals d6 damage with each claw.
7. Rend: If the druid hits with both claw attacks, she latches on to her opponent's body and tears the flesh. This attack deals damage appropriate to a scimitar appropriate for the druid's size.
9. Improved Grab: When the druid hits a foe with an unarmed strike or natural attack, she may attempt to grapple her foe as a swift action without provoking an attack of opportunity.

Bear: While embodying the bear aspect, the druid gains an enhancement bonus to Constitution equal to the number of bear abilities she possesses.

3. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with the bite.
5. Claws: The druid gains two claw attacks which can be used as light natural weapons. A Medium druid deals d6 damage with each claw.
- 7.
9. Improved Grab: When the druid hits a foe with an unarmed strike or natural attack, she may attempt to grapple her foe as a swift action without provoking an attack of opportunity.

Bull: While embodying the bull aspect, the druid gains an enhancement bonus to Strength equal to the number of bull abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. Gore: The druid gains a gore attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a gore.
7. Rush: When the druid hits a foe with an unarmed strike or natural attack on a charge, she may attempt to bull rush her foe as a swift action without provoking an attack of opportunity.
- 9.

Cat: While embodying the cat aspect, the druid gains an enhancement bonus to Dexterity equal to the number of cat abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. Bite: The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.

7. Stealth: The druid gains a +4 enhancement bonus to Stealth checks.
9. Pounce: During the first round of combat, the druid can make a full attack after charging. She gains no bonus to attack rolls from charging, but still takes the normal penalty to AC if applicable.

Eagle: While embodying the eagle aspect, the druid gains an enhancement bonus to Charisma equal to the number of eagle abilities she possesses.

3. Wings, partial: The druid gains a glide speed equal to her base land speed. While gliding, she cannot use her hands for anything except moving.
5. Talons: The druid gains talons which can be used as a heavy natural weapon. A Medium druid deals d8 damage with her talons.
7. Dive: When the druid hits a foe with an unarmed strike or natural attack on a charge while gliding or flying down, she deals double damage. If she can make multiple attacks on the charge, this effect only applies to the first attack.
9. Wings, full: The druid gains a fly speed equal to her base land speed with average maneuverability. While flying she cannot use her hands for anything except moving. She can only fly for a number of rounds equal 3 + half her Constitution. After that limit is reached, she must rest for 5 minutes to recuperate.

Fox: While embodying the fox aspect, the druid gains an enhancement bonus to Intelligence equal to the number of fox abilities she possesses.

3. Lope: The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. Bite: The druid gains a bite attack which can be used as a primary natural weapon. A Medium druid deals d8 damage with a bite.
7. Stealth: The druid gains a +4 enhancement bonus on Stealth checks.
- 9.

Owl: For each owl ability she possesses, the druid gains a +1 enhancement bonus to Wisdom while embodying the owl aspect.

3. Wings, partial: The druid gains a glide speed equal to her base land speed. While gliding, she cannot use her hands for anything except moving.
5. Talons: The druid gains talons which can be used as a heavy natural weapon. A Medium druid deals d8 damage with her talons.
7. Senses: The druid gains a +4 enhancement bonus on Perception checks.
9. Wings, full: The druid gains a fly speed equal to her base land speed with average maneuverability. While flying, she cannot use her hands for anything except moving. She can fly for a number of rounds equal to 3 + half her Constitution. After that, she must rest for 5 minutes to recuperate.

Serpent: While embodying the serpent aspect, the druid gains an enhancement bonus to grapple attacks and saving throw DCs with any poison-based ability she uses equal to the number of serpent abilities she possesses.

3. **Slither:** The druid gains a climb speed equal to half her base land speed. She does not need to use her hands to climb in this way.
5. **Bite:** The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.
7. **Constrict:** After making a successful grapple attack to grapple or damage her foe, the druid may constrict her foe as a swift action. A Medium druid deals d8 + 1-1/2 her Strength when constricting.
9. **Venom:** The druid's natural attacks, and any weapons she wields, become coated in poison. The poison deals initial and secondary damage of 1d4 Constitution damage. A Fortitude save (DC 10 + 1/2 the druid's level + the druid's Con) negates the damage as normal for poison. This ability lasts for one round per druid level.

Wolf: While embodying the wolf aspect, the druid gains an circumstance bonus to weapon damage against overwhelmed foes and an enhancement bonus to trip attacks equal to the number of wolf abilities she possesses.

3. **Lope:** The druid gains the ability to move on all four legs. When doing so, she gains a +20 foot competence bonus to her speed, but she cannot use her hands for anything except moving. When not moving on four legs, her ability to use her hands is unchanged.
5. **Bite:** The druid gains a bite attack which can be used as a heavy natural weapon. A Medium druid deals d8 damage with a bite.
7. **Trip:** When the druid hits a foe with an unarmed strike or natural attack, she may attempt to trip her foe as a swift action without provoking an attack of opportunity.
9. **Wolfpack:** Foes overwhelmed by the druid increase their overwhelm penalties by 1.

Drd:Wild Speech (Plants) (Ex) At 6th level, a druid can also converse with plants and plant creatures using her wild speech ability. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Improved Wild Speech (Su): At 8th level, anything the druid speaks with using her wild speech ability must make a Will save to avoid being charmed, as the *charm person* spell, by the druid. The effect lasts for the duration of the conversation, and for 1 hour thereafter. This ability is not mind-affecting, and can affect creatures or even objects of any kind that the druid can converse with. Objects are always considered to fail their Will save. The druid can choose not to exert this influence.

Improved Natural Casting (Ex): At 10th level, a druid can cause area spells to originate from up to Close (30 ft.) range away from her, as the natural casting ability.

Greater Wild Aspect (Su): At 11th level, a druid gains the ability to assume aspects of the natural world, including the elements,

in addition to those of animals. This ability functions as wild aspect, and assuming a greater wild aspect consumes a use of wild aspect, but the druid may choose from a different list of abilities. Unlike with wild aspects, greater wild aspects must be learned in order within an aspect; a druid cannot gain the air mantle aspect unless she has the endless air aspect. A druid can suppress or resume any greater wild aspect ability as a swift action.

Whenever the druid learns a greater wild aspect, she may choose to learn a wild aspect instead.

Air:

11. **Profusion of Air:** The druid constantly exudes good, clean air. She can breathe in any environment, and is immune to *sickening cloud* and similar effects. In addition, she may use her wild speech ability to speak with any natural air.
13. **Air Mantle:** The druid is surrounded by a mantle of air. Thrown and projectile weapons have a 50% chance to miss her while this effect is active. Unusually large weapons, such as a giant's boulders, may suffer a decreased miss chance as appropriate to their size.
17. **Flight:** The druid gains a fly speed equal to her land speed, with good maneuverability. She may remain flying for up to 5 rounds at a time. After that, she must land for 1 round before she can fly again.

Earth:

11. **Earthen Profusion:** The druid constantly exudes fresh, solid earth wherever she steps. She gains a +4 enhancement bonus to CMD and Fortitude saves against effects that would move her. In addition, she may use her wild speech ability to speak with any natural earth or stone.
13. **Earth Mantle:** The druid is surrounded by a mantle of earth. She gains a +1 enhancement bonus to natural armor class per four druid levels and damage reduction 5/adamantine.
17. **Earth Glide:** The druid gains the earth glide ability, as an earth elemental. She may remain partly within the earth while fighting, granting her cover at no penalty to her own actions.

Fire:

11. **Flaming Profusion:** Wherever the druid moves, she leaves a path of burning flame behind her that lasts until the end of her next turn. A creature who crosses the path takes 1d6 points of fire damage per two druid levels. It can make a Reflex save to halve the damage, with a DC equal to 10 + the druid's level + the druid's Charisma. In addition, the druid can use her wild speech ability to speak with any natural fire.
13. **Fire Mantle:** The druid is surrounded by a mantle of fire. This functions as a warm *fire shield* spell, with a caster level equal to the druid's level.
17. **Immolation:** The druid gains the fire subtype, making her immune to fire but giving her a 50% vulnerability to cold damage. Whenever she deals fire damage to a creature, she ignites the creature for 5 rounds. An ignited creature takes a -2 penalty to attack rolls, saving throws, checks, and AC, and takes d6 damage per round from the fire. If the creature takes a full-round action, it can attempt a Reflex save to put out the fire with a DC of 10 + the druid's level + the druid's Charisma.

A creature hit by the druid's fire multiple times is not ignited multiple times; only the most recent effect is used.

Plant:

11. Profusion of Life: Wherever the druid moves, she leaves a path of small, living plants that entangle foes until the end of her next turn. A creature crossing the path must make a Reflex save with a DC equal to 10 + the druid's level + the druid's Charisma or be entangled by the plants and unable to complete the movement. The plants appear on any surface, and will continue to grow if they can survive, though they may die quickly if they appear on inhospitable terrain.
13. Plant Body: The druid's body takes on plantlike characteristics. She gains a +1 enhancement bonus to natural armor class per four druid levels and has a 50% chance to ignore critical hits and sneak attacks.
17. Rejuvenation: The druid gains fast healing 5 as long as she remains in sunlight or touches a plant of her size or larger.

Sun:

11. Profusion of Light: The druid constantly radiates light in a Large (50 ft.) radius. This is treated as true sunlight, not ordinary magical light. Creatures and objects vulnerable to sunlight must make a Fortitude save every round to resist the effect on themselves, with a DC equal to 10 + the druid's level + the druid's Charisma.
13. Mantle of Light: The druid glows so brightly that she becomes hard to look at. She gains concealment against all attacks, and any creature attacking her from within the radius of her profusion of light is dazzled for 5 rounds after the attack (no save). She cannot use this ability while suppressing her profusion of light ability, and she cannot use this concealment to hide.
17. Piercing Radiance: The druid's illumination radius with her profusion of light ability increases to 100 feet. All visual illusions and shadow effects within the radius are suppressed except those that the druid chooses to allow. Any creature within the radius who attacks the druid is blinded for 1 round after the attack. A successful Fortitude save with a DC of 10 + the druid's level + the druid's Charisma prevents the creature from being blinded for the next round.

Water:

11. Aqueous Profusion: Wherever the druid moves, she leaves a path of animated water that can grab creatures and cause them to trip. A creature crossing the path must make a Reflex save with a DC equal to 10 + the druid's level + the druid's Charisma or fall prone and be unable to complete the movement. In addition, the druid can speak with natural water using her wild speech ability.
13. Watery Mantle: The druid becomes surrounded by an animate mantle of water that reaches out to deflect incoming blows. She gains a +10 enhancement bonus to resist grapple attacks and a +5 shield bonus.
17. Water's Flow: At any time during the duration of this aspect, the druid can transform into a rushing flow of water as a move action that does not provoke attacks of opportunity. As part of the action, she may move up to her movement speed in

any direction that water could go. Her speed is halved when moving uphill and doubled when moving downhill. She does not provoke attacks of opportunity during this movement, and has physical damage reduction 10 while in this form. At the end of her movement, she regains her normal form.

A Thousand Faces (Su): At 12th level, a druid gains the ability to change her appearance at will, as if using the *disguise self* spell. This affects the druid's body but not her possessions. It is not an illusory effect, but a minor physical alteration of the druid's appearance, within the limits described for the spell.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes attribute 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.

Greater Wild Speech (Ex): At 16th level, the druid can use her wild speech ability to control creatures' actions. If the druid converses with a creature using her wild speech ability, she may spend a standard action and an additional wild speech use to dominate one creature she is speaking with, as the *dominate person* spell. A successful Will save negates this effect. This ability is not mind-affecting, and can affect creatures of any kind that the druid can converse with.

Totemic Aspect (Su): At 18th level, the druid can choose any one wild aspect (but not greater aspect). She permanently gains the abilities of that aspect, as if she was constantly manifesting it. She may suppress or resume this effect as a swift action. If the druid has multiple abilities from that aspect, she may suppress or resume them each individually.

Greater Natural Casting (Ex): At 20th level, a druid may cause area spells to originate from any point within Medium (100 ft.) range of her, as the natural casting ability.

2.1.4 Fighter

Bonus Feats: The fighter gains an additional bonus feat at 6th level and every four fighter levels thereafter (6th, 10th, 14th, and 18th).

Adaptive Style Feats: The fighter gains an additional adaptive style feat at 8th level and every four fighter levels thereafter (8th, 12th, 16th, and 20th).

Improved Armor Discipline: At 7th level, a fighter's training in his chosen armor category (or with all armor categories) improves. He reduces the armor check penalty by 4 and decreases the arcane spell failure by 15%. In addition, he treats his chosen armor (or armors) as if it were one encumbrance category lighter than it is. This does not stack with the effects of armor discipline.

This ability means heavy armor is treated as medium, medium armor is treated as light armor, and light armor is treated as being unarmored. Likewise, tower shields are treated as heavy shields (and no longer impose a -2 penalty to attack rolls), heavy shields are treated as light shields, and both light shields and bucklers are treated as being unarmored. This can remove the halving of the fighter's Dexterity bonus, if appropriate for the new encumbrance of the fighter's armor.

This allows the fighter to qualify for class features using the reduced armor encumbrance category. For example, a fighter 9 / wizard 2 who reduces his encumbrance in light armor could cast without any arcane spell failure in light armor.

Table 2.8: The Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+3	+0	+1	Armor discipline
2nd	+2	+4	+1	+2	Bonus feat
3rd	+3	+5	+1	+3	Weapon discipline
4th	+4	+6	+2	+4	Adaptive style feat
5th	+5	+7	+2	+4	Combat discipline
6th	+6/+1	+8	+3	+5	Bonus feat
7th	+7/+2	+9	+3	+6	Improved armor discipline
8th	+8/+3	+10	+4	+7	Adaptive style feat
9th	+9/+4	+11	+4	+7	Improved weapon discipline
10th	+10/+5	+12	+5	+8	Battlemaster, bonus feat
11th	+11/+6/+1	+13	+5	+9	Improved combat discipline
12th	+12/+7/+2	+14	+6	+10	Adaptive style feat
13th	+13/+8/+3	+15	+6	+10	Greater armor discipline
14th	+14/+9/+4	+16	+7	+11	Bonus feat, improved adaptive style
15th	+15/+10/+5	+17	+7	+12	Greater weapon discipline
16th	+16/+11/+6/+1	+18	+8	+13	Adaptive style feat
17th	+17/+12/+7/+2	+19	+8	+13	Greater combat discipline
18th	+18/+13/+8/+3	+20	+9	+14	Bonus feat, improved battlemaster
19th	+19/+14/+9/+4	+21	+9	+15	True discipline
20th	+20/+15/+10/+5	+22	+10	+16	Adaptive style feat, greater adaptive style

A fighter who chose a specific armor category gains a +2 competence bonus to his dodge modifier while using armor of that category.

Improved Weapon Discipline: At 9th level, a fighter's training in his chosen weapons improves. He gains a +4 competence bonus to resist disarm and sunder attempts when using his chosen weapons. If he chose a specific weapon group, he gains a +2 competence bonus to attack rolls with weapons from that group. If he did not, he can apply all weapon group-specific feats he has to any weapon group that he trains with for 8 hours. He retains this benefit for one week after the training.

Battlemaster: At 10th level, a fighter can improve his allies' combat abilities. As a standard action, he may grant the use one of his combat feats to allies within 30 feet of him who can see and hear him. He can affect a number of allies equal to 1 + his Intelligence (minimum 1). Affected allies must meet all prerequisites for the granted feat, except that they can ignore any feat prerequisites. The effect lasts for 5 rounds. The fighter can use this ability a number of times per day equal to 3 + his Charisma.

Improved Combat Discipline: At 11th level, a fighter's ability to keep fighting despite negative influence improves. He can reduce conditions by two steps instead of one when using combat discipline.

For example, a stunned fighter who used combat discipline would instead be staggered.

In addition, a fighter may use combat discipline to reduce any penalties he suffers to attribute scores, attack rolls, weapon damage rolls, skill checks, or ability checks that come from negative effects not listed on the combat discipline chart by 2. This cannot be used to reduce the effects of ability damage or drain.

Greater Armor Discipline: At 13th level, a fighter's training in his chosen armor becomes still greater. He reduces his armor check penalty by 6 and decreases his arcane spell failure by 30% when using his chosen armor. In addition, he treats his chosen armor as if it were two encumbrance categories lighter than it actually is whenever doing so would be beneficial to him. This does not stack with the benefits of armor discipline or improved armor discipline.

A fighter who chose a specific armor category gains a +3 competence bonus to his dodge modifier while using armor of that category.

Improved Adaptive Style: At 14th level, a fighter's ability to adapt to situations improves. He need only spend 1 minute training to change a single adaptive style feat. He may continue training as he wishes, changing one adaptive style feat per minute.

Greater Weapon Discipline: At 15th level, a fighter's training in his chosen weapons becomes still greater. He increases the critical threat range and critical multiplier of his chosen weapons by 1. This increase applies after and stacks with any other effects that affect critical threat range or critical multiplier. Thus, a fighter using the Heartseeker combat style and wielding a longsword would have a critical threat range of 16-20 (x3), while a similar fighter would have a critical threat range of 18-20 (x5) with a heavy pick.

Greater Combat Discipline: At 17th level, a fighter's ability to keep fighting despite influence becomes still greater. When using combat discipline, he may ignore any condition listed on the combat discipline chart. In addition, he may use combat discipline to be dazed rather than suffer any non-damaging condition not listed on the chart.

Improved Battlemaster: At 18th level, the fighter can improve his allies' combat abilities more effectively. When using his battlemaster ability, he can grant two feats at once. In addition, he can use his battlemaster ability as a swift action.

True Discipline: At 19th level, a fighter's discipline in his chosen area is beyond equal. He must choose either weapon discipline, armor discipline, or combat discipline. Depending on which discipline he chooses, he gains a different bonus.

True Weapon Discipline: The fighter can take 10 on the first attack he makes each round and automatically confirms all critical threats while using his chosen weapons.

True Armor Discipline: The fighter no longer suffers armor check penalties or arcane spell failure with his chosen armor. In addition, he treats his chosen armor as if it were three encumbrance categories lighter than it actually is.

A fighter who chose a specific armor category gains a +4 competence bonus to his dodge modifier while using armor of that category.

True Combat Discipline: The fighter can use combat discipline to be staggered instead of suffering any nondamaging negative effect with a duration.

Greater Adaptive Style: At 20th level, a fighter's ability to react to situations is unparalleled. He need only spend a full-round

action training to exchange an adaptive style feat. He may continue training as he wishes, changing one adaptive style feat per round.

2.1.5 Monk

Unarmed Strike: The monk's unarmed damage continues to increase as she gains levels.

Table 2.10: Small or Large Monk Unarmed Damage

Level	Damage (Small Monk)	Damage (Large Monk)
1st-3rd	1d4	1d8
4th-7th	1d6	1d10
8th-11th	1d8	2d6
12th-15th	1d10	2d8
16th-19th	2d6	2d10
20th	2d8	4d6

Bonus Feat: At 6th level, the monk may select any combat maneuver feat that she qualifies for.

Improved Uncanny Dodge (Ex): At 6th level and higher, a monk can no longer be overwhelmed as easily; she can react to multiple opponents as easily as she can react to a single attacker. The monk is always treated as being threatened by two fewer creatures than she actually is for the purpose of determining overwhelm penalties.

If a character already has uncanny dodge (see above) from a second class and gains improved uncanny dodge, the character stacks those levels to determine if she should gain greater uncanny dodge, and to determine the minimum level a rogue must be to flank the character.

Diamond Body (Su): At 7th level, a monk gains immunity to poisons and diseases of all kinds, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Tongue of the Sun and Moon (Ex): A monk of 8th level or higher can speak to and understand the speech of any living creature. This grants her no special ability to speak to or understand creatures that do not speak, such as animals.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Greater Uncanny Dodge (Ex): At 10th level and higher, a monk can no longer be overwhelmed, regardless of the number of foes surrounding her.

Improved Ki Strike (Su): At 10th level, a monk may add half her Wisdom to damage with unarmed attacks and monk weapons. In addition, those weapons are treated as being lawful for the purpose of dealing damage to creatures with damage reduction.

Abundant Step (Su): At 11th level or higher, a monk can slip magically between spaces, as if using the spell *dimension slide*, a number of times per day equal to half her Wisdom. Using this ability is a move action that does not provoke attacks of opportunity. Her caster level for this effect is equal to her monk level.

Diamond Soul (Ex): At 12th level, a monk gains spell resistance. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

Quivering Palm (Su): Starting at 13th level, a monk can set up

vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack a number of times per day equal to her Wisdom, but no more than once per round, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Empty Step (Su): At 14th level or higher, a monk can assume an ethereal state for brief periods, as if using the *ethereal jaunt* spell, except that the effect only lasts for a single round, a number of times per day equal to her Wisdom. Using this ability is a swift action.

Ki Strike (Adamantine) (Su): At 15th level, a monk's unarmed attacks and monk weapons are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Timeless Body (Ex): Upon attaining 15th level, a monk no longer takes penalties to her attribute scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Moment of Perfection (Su): At 17th level, a monk can align herself with the universe to achieve a single moment of perfection. She can add her monk level as an enhancement bonus to any one attack roll, opposed skill or ability check, or saving throw, or to her AC against any one attack, as if calling upon the effect of a *moment of prescience* spell with a caster level equal to her monk level. She can use this ability a number of times per day equal to her Wisdom, but she must wait five minutes between each use of this ability.

Empty Body (Su): At 18th level, a monk using her empty step ability can stay ethereal for a number of rounds equal to her monk level. She may dismiss the ability and become material as a swift action.

Empty Soul (Su): At 19th level, a monk achieves a state of complete emptiness, reacting to all situations without premeditation or thought. She continuously gains the benefits of the *foresight* spell upon her person at all times.

Ki Strike (Epic) (Su): At 20th level, a monk's unarmed attacks and monk weapons are treated as epic weapons for the purpose of dealing damage to creatures with damage reduction.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid for the purpose of spells and magical effects whenever doing so is advantageous to her. For instance, *charm person* does not affect her, but she can still be affected by *enlarge person*, and she can still be brought back from the dead.

Additionally, the monk gains damage reduction 10/chaotic, which allows her to ignore the first 10 points of damage from any attack made by a non-chaotic weapon or by any natural attack made by a

Table 2.9: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	Unarmored Speed Bonus
1st	+0	+1	+3	+3	Enlightened defense, flurry of blows, unarmed strike	1d6	+0 ft.
2nd	+1	+2	+4	+4	Bonus feat, <i>ki</i> strike, uncanny dodge	1d6	+0 ft.
3rd	+2	+3	+5	+5	Bonus feat, still mind, wholeness of body	1d6	+10 ft.
4th	+3	+4	+6	+6	Evasion, slow fall	1d8	+10 ft.
5th	+3	+4	+7	+7	<i>Ki</i> strike (magic)	1d8	+10 ft.
6th	+4	+5	+8	+8	Bonus feat, improved uncanny dodge	1d8	+20 ft.
7th	+5	+6	+9	+9	Diamond body	1d8	+20 ft.
8th	+6/+1	+7	+10	+10	Tongue of the sun and moon	1d10	+20 ft.
9th	+6/+1	+7	+11	+11	Improved evasion	1d10	+30 ft.
10th	+7/+2	+8	+12	+12	Greater uncanny dodge, <i>ki</i> strike (lawful)	1d10	+30 ft.
11th	+8/+3	+9	+13	+13	Abundant step	1d10	+30 ft.
12th	+9/+4	+10	+14	+14	Diamond soul	2d6	+40 ft.
13th	+9/+4	+10	+15	+15	Quivering palm	2d6	+40 ft.
14th	+10/+5	+11	+16	+16	Empty step	2d6	+40 ft.
15th	+11/+6/+1	+12	+17	+17	Timeless body	2d6	+50 ft.
16th	+12/+7/+2	+13	+18	+18	<i>Ki</i> strike (adamantine)	2d8	+50 ft.
17th	+12/+7/+2	+13	+19	+19	Moment of perfection	2d8	+50 ft.
18th	+13/+8/+3	+14	+20	+20	Empty body	2d8	+60 ft.
19th	+14/+9/+4	+15	+21	+21	Empty soul	2d8	+60 ft.
20th	+15/+10/+5	+16	+22	+22	<i>Ki</i> strike (epic), perfect self	2d10	+60 ft.

creature that doesn't have similar damage reduction.

Slow Fall (Ex): At 20th level, the monk can use a nearby object to slow her descent and fall any distance without harm.

2.1.6 Paladin

Spells: The paladin continues to gain new spells known as she gains in level.

Table 2.12: Paladin Spells Known

Level	Spell Level			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	1	—	—	—
5th	2	—	—	—
6th	2	—	—	—
7th	3	—	—	—
8th	3	1	—	—
9th	3	2	—	—
10th	4	2	—	—
11th	4	2	—	—
12th	4	3	1	—
13th	4	3	2	—
14th	4	3	2	—
15th	4	3	2	—
16th	4	3	3	1
17th	4	3	3	2
18th	4	3	3	2
19th	4	3	3	2
20th	4	3	3	3

Improved Smiting (Su): At 8th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Dazing: The paladin's smite shatters her foe's ability to concentrate. A creature struck by the smite must make a Fortitude save to avoid being dazed for one round.

Impeding: The paladin's smite traps her foe in place, unable to escape her wrath. A creature struck by the smite must make a Reflex save to avoid having all its movement speeds reduced to 5 feet for one round.

Coercing: The paladin's smite forces her foe to join the cause of righteousness, if only for a moment. A creature struck by the smite must make a Will save or else be affected by a *suggestion*, as the spell, of the paladin's choice. The effect lasts for one round.

At 11th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Axiomatic: The paladin's smite is filled with exceptionally lawful divine energy. The attack ignores all damage reduction of chaotic creatures. Aberrations and chaotic outsiders take extra damage equal to twice the paladin's level.

At 14th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Dispelling: The paladin's smite strips away her foe's magical protections. A creature struck by the smite is subject to a targeted *dispel magic* with a bonus equal to the paladin's level.

At 17th level, the paladin adds the following improved smiting ability to the list of those that can be selected.

Brilliant: The paladin's smite cannot be turned aside by mortal defenses. The smite is made against the enemy's touch armor class.

Aura of Resolve (Su): At 6th level, the paladin becomes immune to charm effects. Each ally within 10 feet of her gains a +4 enhancement bonus on saving throws against charm effects.

Holy Ward (Sp): A paladin is first and foremost a defender of her allies, and relies upon *shield other* to defend her allies against harm from threats she cannot block with her skill at arms. A paladin of 6th level or higher who spends at least 10 points of healing from

Table 2.11: The Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+1	+3	+0	+3	Aura of good, discernment (evil), smite evil	—	—	—	—
2nd	+2	+4	+1	+4	Improved smite, lay on hands	—	—	—	—
3rd	+3	+5	+1	+5	Aura of courage, bulwark of defense, divine health	—	—	—	—
4th	+4	+6	+2	+6	Divine grace	1	—	—	—
5th	+5	+7	+2	+7	Discernment (chaos), improved smite	2	—	—	—
6th	+6/+1	+8	+3	+8	Aura of resolve, holy ward	3	—	—	—
7th	+7/+2	+9	+3	+9	Smite chaos	3	—	—	—
8th	+8/+3	+10	+4	+10	Improved smite	3	1	—	—
9th	+9/+4	+11	+4	+11	Aura of determination, improved bulwark of defense	3	2	—	—
10th	+10/+5	+12	+5	+12	Discernment (lies), pass judgment	3	3	—	—
11th	+11/+6/+1	+13	+5	+13	Improved smite	4	3	—	—
12th	+12/+7/+2	+14	+6	+14	Aura of protection	4	3	1	—
13th	+13/+8/+3	+15	+6	+15	Forgiving smite	4	3	2	—
14th	+14/+9/+4	+16	+7	+16	Improved smite	4	3	3	—
15th	+15/+10/+5	+17	+7	+17	Aura of warding	4	4	3	—
16th	+16/+11/+6/+1	+18	+8	+18	Glory of the martyr	4	4	3	1
17th	+17/+12/+7/+2	+19	+8	+19	Improved smite	4	4	3	2
18th	+18/+13/+8/+3	+20	+9	+20	Greater aura of warding	4	4	3	3
19th	+19/+14/+9/+4	+21	+9	+21	Martyr's retribution	4	4	4	3
20th	+20/+15/+10/+5	+22	+10	+22	Greater smite, improved smite	4	4	4	4

her lay on hands ability in a single round can bestow a *shield other* effect on the healed ally, using her paladin level as her caster level.

Smite Chaos (Su): At 7th level, the paladin gains the ability to smite chaotic creatures as well as evil creatures with her smite ability, but she must choose which to smite before making the attack. If the paladin attempts to smite a chaotic creature, and that creature is not chaotic, the smite attack deals no damage at all (not even normal weapon damage), but the use of the ability is still spent.

Aura of Determination (Su): At 9th level, the paladin becomes immune to compulsion effects. Each ally within 10 feet of her gains a +4 enhancement bonus on saving throws against compulsion effects.

Discernment (Su): At 10th level, the paladin may also identify lies in the range of his discernment ability, as the *discern lies* spell.

Pass Judgment (Su): At 10th level, the paladin gains the ability to freely pass judgment on those she deems unworthy. As a swift action, she may pass judgment on a creature within 100 feet of her once per day. The creature is treated as being evil, chaotic, or both, at the paladin's discretion, in place of their original alignment. This effect lasts for one day per paladin level, or until the paladin changes her mind about the subject (a free action). This does not change the creature's actions or behavior, but the creature is subject to smite evil or smite chaos, would register as evil under the inspection of a *detect evil* spell, and so on.

No saving throw is allowed against this effect, and it cannot be dispelled, but a *remove curse*, *miracle*, or *wish* spell can remove it. The paladin can use this ability an additional time per day at 13th level and every odd level thereafter. A paladin should be careful when using this ability, as persecution of the innocent can lead overzealous paladins to fall.

Aura of Protection (Su): At 12th level, the paladin continuously radiates a *magic circle against evil*, as the spell.

Forgiving Smite (Su): At 13th level, if a paladin smites a creature who is not evil or chaotic, the smite attempt is not wasted.

Glory of the Martyr (Su): At 14th level, if the paladin dies while fighting evil or protecting her allies, her fallen body erupts in a burst of positive energy, granting all her allies within 100 feet the benefit of a *heal* spell.

Aura of Warding (Su): At 15th level, the paladin continuously radiates a *lesser globe of invulnerability*, as the spell. The effect travels with the paladin.

Mighty Aura (Su): At 16th level, the radius of a paladin's auras expands to 20 feet.

Greater Aura of Warding (Su): At 18th level, the paladin radiates a *globe of invulnerability*, as the spell, instead of a *lesser globe of invulnerability*. The effect continues to travel with the paladin.

Martyr's Retribution (Su): At 19th level, if the paladin dies while fighting evil or protecting her allies, she can choose to make the explosion of positive energy from her glory of the martyr ability painful to her foes. If she does, her body is almost completely consumed by holy power, preventing her from being raised with *raise dead* and similar effects that require a body. This has two effects. First, a *sunburst* spell immediately takes effect over the area where the paladin fell. Second, a *storm of vengeance* spell begins to take effect, centered on the same area. The spell lasts for 10 rounds, and the lightning strikes focus on the paladin's enemies. Both of these effects harm only the paladin's foes, and do no damage to her allies. However, her allies' vision is still impeded by the *storm of vengeance*.

Greater Smite (Su): At 20th level, the paladin can apply two improved smiting abilities to every smite attack she makes.

Table 2.13: The Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+3	+1	+1	Quarry +2, Track, wild speech
2nd	+2	+4	+2	+2	Danger sense, favored terrain
3rd	+3	+5	+3	+3	Ranger lore
4th	+4	+6	+4	+4	Low-light vision, tracking expert
5th	+5	+7	+4	+4	Free stride, tenacious hunter
6th	+6/+1	+8	+5	+5	Favored terrain, ranger lore
7th	+7/+2	+9	+6	+6	Guide
8th	+8/+3	+10	+7	+7	Darkvision, quarry +3
9th	+9/+4	+11	+7	+7	Ranger lore
10th	+10/+5	+12	+8	+8	Favored terrain (planar)
11th	+11/+6/+1	+13	+9	+9	Hidden hunter
12th	+12/+7/+2	+14	+10	+10	Blindsense, advanced lore
13th	+13/+8/+3	+15	+10	+10	Terrain mastery
14th	+14/+9/+4	+16	+11	+11	Favored terrain (planar), quarry +4
15th	+15/+10/+5	+17	+12	+12	Advanced ranger lore
16th	+16/+11/+6/+1	+18	+13	+13	Blindsight
17th	+17/+12/+7/+2	+19	+13	+14	Terrain mastery, unerring hunter
18th	+18/+13/+8/+3	+20	+14	+14	Advanced ranger lore, favored terrain (planar)
19th	+19/+14/+9/+4	+21	+15	+15	Perfect stride
20th	+20/+15/+10/+5	+22	+16	+16	Quarry +5, truesight

2.1.7 Ranger

Favored Terrain (Ex): At 6th level, and every four levels thereafter, the ranger gains an additional favored terrain.

Ranger Lore (Ex): At 6th level, and every 3 levels thereafter, the ranger gains an additional ranger lore ability.

Guide (Ex): At 7th level, whenever the ranger is in his favored terrain, all allies that can see and hear the ranger gain his favored terrain bonuses in that terrain as well.

Darkvision (Ex): At 8th level, a ranger's sight improves again, and he gains the ability to see even when there is no light at all. He gains darkvision out to 60 feet, as the dwarf ability. If he already has darkvision, he increases its range by 60 feet.

Greater Combat Style (Ex): At 10th level, a ranger's aptitude in combat improves again. He is treated as having the Ambidexterity feat (page ??) and the Manyshot feat (page ??), even if he does not have the normal prerequisites for those feats.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Favored Terrain (Planar) (Ex): After 10th level, a ranger may choose any plane as a favored terrain in addition to his normal

options whenever he gains a new favored terrain. He is immune to any hostile planar effects from any plane he has chosen as favored terrain. In addition, he gains a +2 competence bonus to Knowledge checks relating to the plane and is always treated as trained in Knowledge (planar) for the purpose of such checks.

Hidden Hunter (Su): At 11th level, the ranger becomes even more difficult for his quarry to detect. He adds his quarry bonus to his Stealth checks against his quarry. In addition, he continuously benefits from the effect of the *nondeception* spell against all attempts that his quarry makes to detect him magically. The effect uses a caster level equal to his ranger level.

Advanced Ranger Lore: After 12th level, the ranger can choose an advanced ranger lore in place of a regular ranger lore. All advanced lore abilities are extraordinary abilities unless otherwise indicated. His options for advanced ranger lores are listed below.

Camouflage: The ranger can use the Hide skill in any of his favored terrains, even if the terrain does not grant cover or concealment.

Combat Style Mastery: The ranger's abilities with traditional ranger combat styles reach their peak. When using a ranged weapon, he can take a move action to study the weak points of a foe within one range increment. If he does, the next attack he makes against that foe, if it is made in the same turn, is made as a ranged touch attack. When wielding two weapons at once, he gains the pounce ability, allowing him to take a full attack action at the end of a charge.

The ranger must have the greater combat style lore to choose this lore. The benefits apply only if the ranger is wearing light or no armor.

Greater Combat Style: The ranger's abilities with traditional ranger combat styles improves again. He gains the Two-Weapon Rend and Manyshot feats if he meets the prerequisites. He must have the improved combat style lore to choose this lore. The benefits of this lore only apply if the ranger is wearing light or no armor.

Hail of Arrows: A number of times per day equal to 1 + half the ranger's Constitution, he may take a full-round action to fire a single arrow at every enemy within a Medium (20 ft.) radius. All enemies must be within one range increment of the ranger. This lore can be used with any ranged weapon that the ranger is capable of making a full attack with.

Improved Evasion: The ranger's ability to avoid damage improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion.

Storm of Blades: A number of times per day equal to 1 + half the ranger's Constitution, he may take a standard action to make a single melee attack against every enemy he threatens.

Blindsense (Ex): At 12th level, a ranger's perceptions are so finely honed that he can sense his enemies without seeing them. He gains the blindsense ability out to 60 feet. This ability allows him to sense the presence and location of objects and foes within 60 feet without seeing them. If he already has the blindsense ability, he increases its range by 60 feet.

Terrain Mastery (Ex): At 13th level, a ranger gains a greater degree of mastery over some of his favored terrains. He chooses a single kind of terrain that he has already chosen as a favored terrain. At 17th level, he chooses an additional kind of terrain to master.

While in that terrain, his competence bonuses on Perception,

Stealth, and Survival checks increase to +4. In addition, he gains another ability based on that terrain that is constantly active, whether or not he is currently in the terrain. The options for terrain masteries are given below.

Aquatic: The ranger does not suffer penalties for fighting and moving underwater.

Cold: The ranger gains cold damage reduction 30.

Desert: The ranger becomes immune to fatigue.

Forest: The ranger may use his wild speech ability to communicate with plants, as the druid ability.

Mountains: The ranger is always treated as if he had a running start when making Jump checks. In addition, he takes only half damage from falling damage.

Plains: The ranger gains a +10 competence bonus to his land speed.

Swamp: The ranger becomes immune to nausea.

Underground: The ranger increases the range of his darkvision and blindsense by 60 feet.

Urban: The ranger can treat cities as being natural terrain for the purpose of his camouflage and hide in plain sight abilities.

Blindsight (Ex): At 16th level, a ranger gains the ability to “see” perfectly without his eyes in a 60 foot radius around him. With this ability, he can fight just as well with his eyes closed as with them open. If he already has the blindsight ability, he increases its range by 60 feet.

Unerring Hunter (Su): At 17th level, a ranger’s ability to hunt down his quarry improves to supernatural levels. Once per day, the ranger may concentrate for a full round to duplicate the effects of the *discern location* spell targeted at his quarry.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed. He still needs cover or concealment to hide.

Perfect Stride (Su): At 19th level, a ranger’s ability to surpass obstacles becomes unparalleled. He constantly acts as if he were under the effect of a *freedom* spell, except that it does not allow him to act normally underwater.

Truesight (Su): At 20th level, a ranger’s perceptions are accurate enough to defeat even powerful magic. He gains the ability to see all things as they actually are, as the *true seeing* spell, out to a range of 60 feet.

2.1.8 Rogue

Improved Uncanny Dodge (Ex): At 6th level and higher, a rogue can no longer be overwhelmed as easily; she can react to multiple opponents as easily as she can react to a single attacker. The rogue is always treated as being threatened by two fewer creatures than she actually is for the purpose of determining overwhelm penalties.

If a character already has uncanny dodge (see above) from a second class and gains improved uncanny dodge, the character stacks those levels to determine if she should gain greater uncanny dodge, and to determine the minimum level a rogue must be to sneak attack the character.

Combat Tricks: The rogue gains an additional combat trick at 7th level and every three levels thereafter.

Skill Tricks: The rogue gains an additional skill trick at 8th level and every three levels thereafter.

Greater Uncanny Dodge (Ex): At 10th level and higher, a rogue

can no longer be overwhelmed, regardless of the number of foes surrounding her.

Advanced Skill Trick: At 11th level, and every three levels thereafter, the rogue may choose any of the following advanced skill tricks in addition to her other options for skill tricks. All advanced skill tricks are (Ex) abilities unless otherwise noted.

Disable Spell (Su): The rogue can use Devices to dispel any currently active spell as if it were a magical trap. Doing so requires a full-round action that provokes attacks of opportunity. The DC to disable the spell is equal to 10 + the caster level of the spell + the level of the spell. If the spell is not subject to *dispel magic*, it cannot be dispelled using this ability.

Exemplar: The rogue must choose one skill that she already has Skill Focus in. The skill must be on the rogue class skill list. She gains a +6 competence bonus with the skill.

Hide in Plain Sight: The rogue can use the Hide even while being observed. She still needs cover or concealment to hide.

Rogue’s Luck: Three times per day, the rogue can reroll any skill check. A single roll can never be rerolled more than once.

Skill Mastery: The rogue gains the Skill Mastery feat in a number of skills equal to 1 + half her Intelligence (minimum 1). Each skill must be on the rogue class skill list.

Advanced Combat Trick: At 12th level, and every three levels thereafter, the rogue may choose any of the following advanced combat tricks in addition to her other options for combat tricks. All advanced combat tricks are (Ex) abilities unless otherwise noted.

Assassination: To use this ability, the rogue must spend a full round studying a foe has not noticed her and who is not in combat. If she make a melee ambush attack on her next turn against that target, her attack deals maximum damage. If the target becomes aware of her presence before she attacks, this ability has no benefit.

Crippling Ambush: A rogue with this trick can ambush attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her ambush attacks 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. If the rogue has no ambush attacks, she may use crippling strike as an ambush attack.

Defensive Roll: The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. A number of times per day equal to half the rogue’s Wisdom, 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, and the damage is nonlethal; 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 flat-footed, she can’t use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue’s evasion ability does not apply to the defensive roll.

Distant Precision: The rogue has no range limit on her sneak attacks. A rogue must have selected the extended precision combat trick before choosing this trick.

Improved Evasion: This talent works like evasion, except that the rogue also takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Table 2.14: The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+3	+0	Sneak attack +1d6
2nd	+1	+1	+4	+1	Uncanny dodge, skill trick, danger sense
3rd	+2	+1	+5	+1	Ambush attack +1d6
4th	+3	+2	+6	+2	Evasion, combat trick
5th	+3	+2	+7	+2	Skill trick, sneak attack +2d6
6th	+4	+3	+8	+3	Improved uncanny dodge
7th	+5	+3	+9	+3	Ambush attack +2d6, combat trick
8th	+6/+1	+4	+10	+4	Skill trick
9th	+6/+1	+4	+11	+4	Sneak attack +3d6
10th	+7/+2	+5	+12	+5	Greater uncanny dodge, combat trick
11th	+8/+3	+5	+13	+5	Advanced skill trick, ambush attack +3d6
12th	+9/+4	+6	+14	+6	Jack of all trades
13th	+9/+4	+6	+15	+6	Sneak attack +4d6, advanced combat trick
14th	+10/+5	+7	+16	+7	Advanced skill trick
15th	+11/+6/+1	+7	+17	+7	Ambush attack +4d6
16th	+12/+7/+2	+8	+18	+8	Advanced combat trick
17th	+12/+7/+2	+8	+19	+8	Advanced skill trick, sneak attack +5d6
18th	+13/+8/+3	+9	+20	+9	Master of all trades
19th	+14/+9/+4	+9	+21	+9	Advanced combat trick, ambush attack +5d6
20th	+15/+10/+5	+10	+22	+10	Ambush master, advanced skill trick

Opportunist: 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 one of the rogue's attacks of opportunity for that round.

Slippery Mind: This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by a mind-affecting 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.

Jack of All Trades (Ex): At 16th level, a rogue treats all skills as class skills.

Master of All Trades (Ex): At 18th level, a rogue is treated as having at least one skill point in all skills, except for trained-only skills. These "phantom" skill points give her ranks in the skills normally, but do not otherwise count as skill points.

Ambush Master (Ex): A 20th level rogue has achieved such a mastery of tricky combat that she can combine the effects of two different ambush tricks into a single ambush attack.

2.1.9 Sorcerer

Spells: A sorcerer gains additional spells as he increases in level.

Improved Spellblend (Ex): At 8th level, a sorcerer may combine two spells together. As a full-round action, the sorcerer may cast two spells at once, resolving each spell's effects separately. The spells cast in this way must be at least three spell levels apart, such as a 1st-level spell and a 4th-level spell. In addition, one of the two spells must affect only the sorcerer. Using improved spellblend costs a spell slot of one level higher than the highest level spell being cast.

Versatile Spellblend (Ex): At 12th level, a sorcerer may combine any two spells together. When using spellblend or improved spellblend, the sorcerer may cast any spells, regardless of whether they affect only the sorcerer. However, using versatile spellblend

Table 2.16: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

costs a spell slot of two levels higher than the highest level spell being cast.

Spellsurge (Ex): At 16th level, a sorcerer may enter a trance-like state once per day in which he can surpass his normal limits. A spellsurge trance lasts for one minute. During the trance, the sorcerer may use his versatile spellblend ability by expending a spell slot of one level lower than the highest level spell being cast. However, the sorcerer is forced to expel the arcane energy welling up inside him, and is forced to use his versatile spellblend ability with all of his actions. The sorcerer can suppress this effect for a

Table 2.15: The Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+3	Arcane invocation, Rapid Metamagic, versatile spellcaster
2nd	+1	+1	+1	+4	Arcane invocation
3rd	+1	+1	+1	+5	Expanded spell knowledge
4th	+2	+2	+2	+6	Spellblend
5th	+2	+2	+2	+7	Expanded spell knowledge
6th	+3	+3	+3	+8	—
7th	+3	+3	+3	+9	Expanded spell knowledge
8th	+4	+4	+4	+10	Improved spellblend
9th	+4	+4	+4	+11	Expanded spell knowledge
10th	+5	+5	+5	+12	—
11th	+5	+5	+5	+13	Expanded spell knowledge
12th	+6/+1	+6	+6	+14	Versatile spellblend
13th	+6/+1	+6	+6	+15	Expanded spell knowledge
14th	+7/+2	+7	+7	+16	—
15th	+7/+2	+7	+7	+17	Expanded spell knowledge
16th	+8/+3	+8	+8	+18	Spellsurge
17th	+8/+3	+8	+8	+19	Expanded spell knowledge
18th	+9/+4	+9	+9	+20	—
19th	+9/+4	+9	+9	+21	Expanded spell knowledge
20th	+10/+5	+10	+10	+22	Improved spellsurge

Table 2.17: Sorcerer Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—
6th	4	2	1	—	—	—	—	—	—
7th	4	3	2	—	—	—	—	—	—
8th	4	3	2	1	—	—	—	—	—
9th	4	3	3	2	—	—	—	—	—
10th	4	3	3	2	1	—	—	—	—
11th	4	3	3	3	2	—	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	3	2	—	—	—
14th	4	3	3	3	3	2	1	—	—
15th	4	3	3	3	3	3	2	—	—
16th	4	3	3	3	3	3	2	1	—
17th	4	3	3	3	3	3	2	2	—
18th	4	3	3	3	3	3	2	2	1
19th	4	3	3	3	3	3	2	2	2
20th	4	3	3	3	3	3	2	2	2

round with a DC 30 Will save, but he takes nonlethal damage equal to his caster level if he does so.

At 19th level, a sorcerer can enter a spellsurge trance an additional time per day.

Improved Spellsurge (Ex): At 20th level, a sorcerer in a spellsurge trance can use his spellblend ability as a standard action instead of as a full-round action.

2.1.10 Spellwarped

Spellwarped Aspect (Su): At 7th level, and every four levels thereafter, the spellwarped gains an additional spellwarped aspect.

Table 2.18: The Spellwarped

Level	Base Attack Bonus	Good Save ¹	Normal Saves ¹	Special
1st	+0	+2	+1	Innate magic, invoke power, spellwarp pool
2nd	+1	+3	+2	Spellwarped body, surge of power
3rd	+2	+4	+3	Attuned senses, spellwarped aspect
4th	+3	+5	+4	Invoke power, resist magic
5th	+3	+6	+4	Manipulate magic
6th	+4	+7	+5	Invoke power
7th	+5	+8	+6	Spellwarped aspect
8th	+6/+1	+9	+7	Invoke power
9th	+6/+1	+10	+7	Spell resistance
10th	+7/+2	+11	+8	Invoke power
11th	+8/+3	+12	+9	Spellwarped aspect
12th	+9/+4	+13	+10	Invoke power
13th	+9/+4	+14	+10	Improved manipulate magic
14th	+10/+5	+15	+11	Invoke power
15th	+11/+6/+1	+16	+12	Spellwarped aspect
16th	+12/+7/+2	+17	+13	Invoke power
17th	+12/+7/+2	+19	+13	Mass surge of power
18th	+13/+8/+3	+20	+14	Invoke power
19th	+14/+9/+4	+21	+15	Permanent surge of power, spellwarped aspect
20th	+15/+10/+5	+22	+16	Invoke power

¹ Each spellwarped has a good save determined by his choice of innate magic.

He may choose more advanced spellwarped aspects that have level requirements, as indicated below.

General:

7th – Accelerated Recovery: The spellwarped regains spellwarp

points once per 10 minutes, rather than once per hour.

11th – Improved Attune Senses: The spellwarped can constantly gain the benefit of his Attuned Senses ability. He can toggle his enhanced senses on or off as a swift action.

Alteration:

7th – Alter Movement: The spellwarped gains his choice of the Legendary Balance, Legendary Climber, Legendary Leaper, or Legendary Swimmer feats, even if he does not meet the prerequisites. He may select this aspect multiple times, choosing a different bonus feat each time.

7th – Alter Size: When the spellwarped uses his surge of power, he can increase or decrease by a size category, as he chooses. This is a size-affecting effect, and does not stack with other size-affecting effects.

Pyromancy:

11th – Improved Flameheart: The spellwarped's flameheart power lasts for 5 rounds.

Telekinesis:

7th – Shieldbearer: The spellwarped may wield shields, except tower shields, telekinetically. The shield floats in his square, granting him its AC bonus. He does not need a free hand to wield the shield and suffers no armor check penalty or arcane spell failure from it. The shield follows him as he moves. If it is forcibly removed from his square, he loses control over it and it falls to the ground.

11th – Mind Armory: The spellwarped may control a number of weapons equal to half his Intelligence with his mind blade ability. This does not allow him to make additional attacks per round, but he may attack interchangeably with any weapon he controls. Each weapon threatens an area and contributes to overwhelm penalties, just as with his normal mind blade ability.

Temporal:

7th – Accelerate Attack: While his surge of power is active, the spellwarped can make an additional attack at his full attack bonus when making a full attack.

Spell Resistance (Ex): At 9th level, the magic within the spellwarped allows him to completely ignore other magic, granting him spell resistance. A creature with spell resistance may always make a saving throw when a spell is cast on it. The saving throw type is indicated by the spell. If it succeeds, the spell has no effect on it.

Improved Manipulate Magic (Su): At 13th level, the spellwarped can use his manipulate magic ability to affect any ally within Medium (100 ft.) range of him.

Mass Surge of Power (Su): At 17th level, the spellwarped can share the benefits of his surge of power with his allies. When he uses his surge of power, he can also affect up to five additional creatures within Medium (100 ft.) range of him.

Permanent Surge of Power (Su): At 19th level, the spellwarped can maintain the full power of his innate magic without limit. He can gain the effects of his surge of power indefinitely. He may toggle the ability on or off as a swift action at will, without expending spellwarp points. This does not allow him to activate his mass surge of power ability at will, and his allies only gain the benefits for 5 rounds.

Spellwarped Powers

As the spellwarped increases in level, he may choose more ad-

vanced spellwarped powers, listed below.

Alteration Powers

8th – Body Bludgeon: The spellwarped elongates and distorts a part of his body and strikes a foe with it. The foe must be within his reach, as if he were wielding a reach weapon. He must make an attack roll against the foe's AC. If he hits, he deals 1d6 bludgeoning damage per spellwarped level + his Strength. In addition, whether he hits or misses, he may make a bull rush attack on the creature that does not provoke attacks of opportunity. He need not move with the creature to push it back.

8th – Enlargement: This power functions like the *enlarge person* spell, except that it can affect creatures of any type.

10th – Heal Wounds: As a standard action, the spellwarped can spend two spellwarp points to remove his own injuries by transforming himself into a healthier version of his body. He heals 1d6 points of damage per spellwarped level. This also removes any of the following conditions: blinded, diseased, exhausted, fatigued, nauseated, sickened, and poisoned.

12th – Baleful Polymorph: This attack functions like the *baleful polymorph* spell.

14th – Flight: As a swift action, the spellwarped can grow wings to fly for 5 rounds. His fly speed is equal to his base land speed, and his maneuverability is good. At the end of the duration, the wings are subsumed back into his body. This ability is draining to use, and the spellwarped must wait for five minutes after using it before he can use it again.

16th – Bludgeon the Horde: This attack functions like the body bludgeon attack, except that he may attack all foes within his reach, as if he were wielding a reach weapon. He deals 1d6 bludgeoning damage per two spellwarped levels + his Strength to each foe.

18th – :

20th – :

Pyromancy Powers

8th – Conflagration: The spellwarped release a powerful explosion of flame. All creatures within a Medium (20 ft.) radius spread of him take 1d8 fire damage per two spellwarped levels. A successful Reflex save halves the damage.

10th – Fire Shield: As a standard action, the spellwarped can wreath himself in flame for 5 rounds. Any creature that hits him with its body or a melee weapon takes 1d6 fire damage per two spellwarped levels. Each individual creature can take this damage only once per round.

12th – :

14th – Flameheart: As a standard action, the spellwarped can become a being of pure fire for 1 round. In this form, he is immune to physical damage and can pass through openings as small as one inch at no movement penalty. However, he cannot attack normally or use any of his items, as they meld into his body. He may invoke any of his spellwarped powers normally. In this form, he can make a touch attack as a standard action to deal 1d6 points of fire damage per spellwarped level.

14th – Firestride: As a move action, the spellwarped can may teleport to any active flame of at least Tiny size within Medium (100 ft.) range. When he does so, he immolates himself and disappears into a pile of ash before stepping out from the flame unharmed. An ordinary torch is sufficient flame to teleport to, but not a candle.

16th – :

18th – Phoenix Revival: When the spellwarped takes critical damage, he may spend five spellwarp points as an immediate action, even if the critical damage would be sufficient to kill him. If he does, he ignores the critical damage he just took and dissolves into a pile of ash for 5 rounds. During this time, he can take no actions. If the pile of ash remains intact after 5 rounds, the spellwarped is restored to his normal body, with zero hit points but with all critical damage healed. However, if the pile of ash is dispersed, the spellwarped dies. The ash cannot be harmed by fire damage, and if the pile of ash would take at least 10 points of fire damage during a round, the spellwarped returns one round sooner. The spellwarped may take his normal actions immediately after being restored.

20th – Immolate: The spellwarped consumes the body of a foe within Close (30 ft.) range in flames from the inside out. It takes 1d6 points of fire damage per spellwarped level, and if it is bloodied after it takes this damage, it immediately dies. A successful Fortitude save halves the damage and leaves a bloodied creature with 0 hit points.

Telekinesis Powers

8th – :

10th – Telekinetic Force: This power functions like the *telekinetic force* spell, using his Intelligence as his casting attribute.

12th – Strangle: The spellwarped crushes the windpipe of a foe within Close (30 ft.) range using his mind, dealing 1d6 damage per spellwarped level. A creature bloodied after the damage is dealt is nauseated and immobilized for 1 round. A successful Fortitude save halves the damage and negates the nausea. The spellwarped can maintain concentration on the ability as a standard action to deal additional damage and extend the duration of the nausea by 1 round, spending one spellwarp point per round.

14th – :

16th – :

18th – :

20th – Mass Strangle: This attack functions like the strangle attack, except that the spellwarped can affect any creatures within a Small (10 ft.) radius.

Temporal Powers

8th – Pause Time: The spellwarped completely stops time for a single creature within Close (30 ft.) range for 5 rounds. A successful Will save negates the effect. The affected creature can take no actions and cannot be moved, damaged, or even affected in any way until the effect ends.

10th – :

12th – Swift Acceleration: This power functions like the brief acceleration power, except that it can be used as a swift action.

12th – Timestream: The spellwarped manipulates time in a Large (50 ft.) line that extends out from him for 5 rounds. All creatures and objects that pass through the line are slowed for 1 round, with no saving throw allowed. The spellwarped can exclude his allies from the effect. The timestream is virtually invisible, requiring a DC 30 Perception check to notice in a clear environment, though objects passing through the effect can make it obvious.

14th – :

16th – Flash Step: As a swift action, the spellwarped can accelerate himself to immense speed, allowing him to take a run action.

He does not provoke attacks of opportunity for the movement, and is not flat-footed after running. After using this ability, the spellwarped must wait 5 rounds before he can use it again.

16th – Time Reversal: As a swift action, the spellwarped can spend a spellwarp point to create a “time lock.” The time lock persists for one round. As a standard action, he can bring a creature backwards through time to the point at which the time lock was created. A Will save negates this effect. An affected creature is perfectly restored to the point immediately after the time lock was created. The effects of any actions that the creature took in the intervening time are undone, any damage it dealt or took is removed, it is restored to its original location, and the creature is restored in all other ways, just as if the intervening time had never occurred. The spellwarped cannot reverse time for himself in this way.

18th – Time Stop: As a standard action, the spellwarped can spend three spellwarp points to step into an alternate timestream, causing him to speed up so greatly that all other creatures seem frozen. He can take a single round of actions in this alternate timestream. All creatures he attacks are treated as helpless, but he cannot perform a coup de grace or similar ability; such an act requires more care and precision than is possible with such immense speed. After using this ability, he must wait 5 rounds before he can use it again.

20th – Sever Time: The spellwarped completely stops time for a single creature for 5 rounds. This attack functions like the pause time power, except that no saving throw is allowed.

2.1.11 Wizard

Alignment: Any.

Spells: A wizard gains additional spells per day and spells known as she increases in level.

Table 2.20: Spells per Day

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Improved Spell Sequencer (Ex): At 8th level, a wizard gains the ability to create a sequence of two spells which she can cast rapidly later. To create an improved spell sequencer, the wizard must

Table 2.19: The Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+3	Arcane invocation, ritual master
2nd	+1	+1	+1	+4	Arcane invocation, Scribe Scroll
3rd	+1	+1	+1	+5	Arcane insight
4th	+2	+2	+2	+6	Spell sequencer
5th	+2	+2	+2	+7	Arcane attunement (1 item), arcane insight
6th	+3	+3	+3	+8	—
7th	+3	+3	+3	+9	Arcane insight
8th	+4	+4	+4	+10	Improved spell sequencer
9th	+4	+4	+4	+11	Arcane insight
10th	+5	+5	+5	+12	Arcane attunement (2 items)
11th	+5	+5	+5	+13	Arcane insight
12th	+6/+1	+6	+6	+14	Contingency
13th	+6/+1	+6	+6	+15	Arcane insight
14th	+7/+2	+7	+7	+16	—
15th	+7/+2	+7	+7	+17	Arcane attunement (3 items), arcane insight
16th	+8/+3	+8	+8	+18	Versatile spell sequencer
17th	+8/+3	+8	+8	+19	Arcane insight
18th	+9/+4	+9	+9	+20	—
19th	+9/+4	+9	+9	+21	Arcane insight
20th	+10/+5	+10	+10	+22	Arcane attunement (4 items), chain contingency

Table 2.21: Wizard Spells Known

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—
6th	4	2	1	—	—	—	—	—	—
7th	4	3	2	—	—	—	—	—	—
8th	4	3	2	1	—	—	—	—	—
9th	4	3	3	2	—	—	—	—	—
10th	4	3	3	2	1	—	—	—	—
11th	4	3	3	3	2	—	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	3	2	—	—	—
14th	4	3	3	3	3	2	1	—	—
15th	4	3	3	3	3	3	2	—	—
16th	4	3	3	3	3	3	2	1	—
17th	4	3	3	3	3	3	2	2	—
18th	4	3	3	3	3	3	2	2	1
19th	4	3	3	3	3	3	2	2	2
20th	4	3	3	3	3	3	2	2	2

cast two spells, one of which affects only herself. The spells must be at least three levels apart. Neither has any effect immediately, the wizard may later use a full-round action to cast both spells at once.

The wizard may have only one spell sequencer or improved spell sequencer active at any time.

Arcane Attunement (Su): At 10th level, and every five levels thereafter, the wizard gains the ability to attune herself to an additional item.

2.2 Character Advancement

Table 2.22: Character Advancement and Level-Dependent Bonuses

Character level	XP	Feats	Attribute Increases ¹
1st	0	1st	—
2nd	2,000	—	1st
3rd	5,000	2nd	—
4th	9,000	—	2nd
5th	15,000	3rd	—
6th	23,000	—	3rd
7th	35,000	4th	—
8th	51,000	—	4th
9th	75,000	5th	—
10th	105,000	—	5th
11th	155,000	6th	—
12th	220,000	—	6th
13th	315,000	7th	—
14th	445,000	—	7th
15th	635,000	8th	—
16th	890,000	—	8th
17th	1,300,000	9th	—
18th	1,800,000	—	9th
19th	2,550,000	10th	—
20th	3,600,000	—	10th

1. The same attribute cannot be increased twice in a row.

Chapter 3

Advanced Feats

3.0.1 General Feats

Mental Fortress [General]

Prerequisite: Charisma 9 or base Will save +18.

Benefit: You become immune to hostile mind-affecting effects.

3.0.2 Class Feats

Improved Channeling [Class]

Prerequisite: Channel energy 3d6.

Benefit: You gain a +2 competence bonus to your effective cleric level when channeling energy.

3.0.3 Magic Feats

Empathic Casting [Magic, Style]

Prerequisite: Ability to cast an Enchantment (Emotion) spell of at least 3rd level.

Benefit: While using this style, you gain a +2 competence bonus to caster level with mind-affecting spells. In exchange, you take a –2 penalty to Will saves. At magic level 10th, and every 5 magic levels after that, you increase the bonus and penalty by 1.

Retributive Counterspell [Magic]

Prerequisites: Ability to cast 4th level spells.

Benefit: As part of the action to counter a spell, you may expend an Abjuration (Negation) spell of 4th level or higher. If you do, the counterspelled spell is turned back on the caster as if it were affected by the *spell turning* spell. If it cannot be affected by *spell turning*, such as if it is a spell that only affects the caster, it is simply countered as normal.

Spell Specialization [Magic]

Choose a school of magic or a spell descriptor to which you already have applied the Spell Focus feat.

Prerequisite: Magic level 8th, Spell Focus.

Benefit: You gain a +4 competence bonus to your caster level when casting spells and using spell-like abilities from the school of magic or with the spell descriptor you select. In exchange, you take a –2 penalty to caster level with all other spells and spell-like abilities.

Wardwalker [Magic]

Prerequisite: Ability to cast an Abjuration (Warding) spell of at least 3rd level.

Benefit: When you trigger an Abjuration (Warding) spell, it does not take effect until one round after you triggered it, giving you time

to escape.

3.0.4 Skill Feats

Legendary Balance [Skill]

Prerequisite: Acrobatics 13 ranks

Benefit: You can balance on surfaces that cannot support your weight. The DC is 30 for liquids such as water, 35 for dense gases and raw energy, and 40 for ordinary air. While balancing in this way, you must take a move action each round to continue moving; you cannot remain in the same place in consecutive rounds, or you will fall. The DC increases by 2 for each consecutive round that you spend balancing in this way.

Legendary Climber [Skill]

Prerequisite: Climb 13 ranks.

Benefit: You gain a climb speed equal to your land speed. This grants several benefits.

- You can always take 10 on Climb checks, even when rushed, endangered, or distracted.
- You gain a +5 competence bonus on Climb checks.
- A successful Climb check allows you to move a distance equal to your climb speed.

In addition, you can now climb surfaces that are perfectly smooth. The DC is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling.

Legendary Craftsman [Skill]

Prerequisite: Craft (any) 13 ranks.

Benefit: You can craft items with whatever materials you have on hand. When making an item, if your Craft check is 30 or higher, you use half the costly material components to make the item, replacing them with other, less expensive components. For every 10 points by which the check exceeds 30, you halve the required material components again. This only applies once per item; use the highest result achieved while making that item.

This feat does not affect the material components required to craft magical items.

Legendary Devicesmith [Skill]

Prerequisite: Devices 13 ranks.

Benefit: You can disable spell effects on objects or areas as if they were merely complex devices. You can make a Devices check against an active spell effect within 5 feet of you. If your check result is 30 or higher, it may dispel the effect. The DC to dispel the effect is equal to 20 + the spell's caster level. Failure indicates that

Table 3.1: General Feats

General Feats	Prerequisites	Benefit
Mental Fortress	Cha 9 or base Will save +18	Immune to hostile mind-affecting effects

Table 3.2: Class Feats

Class Feats	Prerequisites	Benefit
Improved Channeling	Channel energy 3d6	+2 level when channeling energy

Table 3.3: Magic Feats

Magic Feats	Prerequisites	Benefit	Feat Type
Empathic Casting	3rd level Enchantment (Emotion) spell	Trade Will saves for caster level with mind-affecting spells	Style
Mass Transporter	5th level Conjuraton (Translocation) spell	Transport many creatures at once	—
Residual Beguilement	3rd level Enchantment (Beguilement) spell	Gain Persuasion bonus after casting a spell	—
Retributive Counterspell	4th level spells	Countered spells rebound on original caster	—
Spell Specialization	Magic level 8th, Spell Focus	+4 caster level with specific type of magic, –2 penalty with other types.	
Wardwalker	3rd level Abjuration (Warding) spell	Wards you encounter trigger one round late	

Table 3.4: Skill Feats

Skill Feats	Prerequisites	Benefit
Legendary Balance	Acrobatics 13 ranks	Balance on impossible surfaces
Legendary Climber	Climb 13 ranks	Gain climb speed, climb on impossible surfaces
Legendary Craftsman	Craft 13 ranks	Craft items with fewer material components
Legendary Devicesmith	Devices 13 ranks	Disable active spell effects
Legendary Disguise	Disguise 13 ranks	Alter magical auras with disguise
Legendary Escapist	Escape Artist 13 ranks	Escape from magical effects
Legendary Liar	Bluff 13 ranks	Lies become undetectable by magic
Legendary Tumbler	Acrobatics 13 ranks	Tumble through enemies without provoking
Skill Mastery ¹	Any skill 10 ranks	Always take 10 on skill checks
Veteran's Knowledge	Base attack bonus +8	Identify monsters without Knowledge

¹ You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it has a different effect.

Table 3.5: Performance Feats

Performance Feats	Prerequisites	Benefit
Dual Performance	Perform 14 ranks, any three Performance feats	Sustain two performances at once
Suggestive Performance	Perform 10 ranks, Fascinating Performance	Suggest action to fascinated creatures
Freeing Performance	Perform 12 ranks	Dispel magical effects on ally
Inspire Greatness	Perform 12 ranks	Grant allies bonuses to saving throws and AC
Inspire Heroics	Perform 18 ranks	Grant allies temporary hit points and extra attack
Rapid Performance	Perform 14 ranks, any three Performance feats	Perform as a swift action

the spell is not dispelled.

You must be aware of a spell to disable it, either through the Spellcraft skill or because the effect is noticeable. You cannot disable spell effects on creatures.

Legendary Disguise [Skill]

Prerequisite: Disguise 13 ranks.

Benefit: Your disguises can change the magic on a creature.

When you make a Disguise check, if the result is 30 or higher, you can decide how that creature and any items on the creature appear when examined by divination spells. For example, you could cause all of its equipment to appear nonmagical, or you could cause it to have a strong aura of good when examined with *detect good*. You cannot create an aura of overwhelming strength with this skill.

Table 3.6: Combat Feats

Combat Feats	Prerequisites	Benefit	Feat Type
Bewildering Strike	Base attack bonus +8	Attack bewilders foe	Strike
Contingent Counter	Int 3, base attack bonus +8	Prepare to attack when attack misses you	Reaction
Driving Assault	Str 5, base attack bonus +8	Bull rushed foe provokes attack from you	Power, Maneuver
Eye of the Storm	Base attack bonus +8	You are more difficult to overwhelm	Awareness, Defense
Heartseeker	Base attack bonus +8	Trade attack bonus to double critical threat range	Style
Immobilizing Strike	Base attack bonus +8	Melee attack prevents foe from moving	Strike
Inescapable Bulwark of Defense	Base attack bonus +8, Bulwark of Defense	Enemies cannot avoid provoking attacks of opportunity	Reaction, Style
Intimidating Strike	Base attack bonus +8, Intimidate 8 ranks	Attack lets you intimidate struck foe	Strike
Overwhelming Force	Str 5, base attack bonus +8	Apply full Strength to damage when using two hands	Power
Perfect Shot	Dex 5, base attack bonus +8	Ignore less than total cover/concealment on ranged attacks	Precision, Style
Pierce Wings	Base attack bonus +8	Ranged attack removes foe's ability to fly	Strike
Sickening Strike	Base attack bonus +8	Attack sickens foe	Strike
Tactical Prediction	Int 3, Base attack bonus +8	Predict foe's next action	Awareness
Wall Slam	Str 5, base attack bonus +8	Slam opponent into wall to deal bonus damage	Maneuver, Power

Table 3.7: Combat Feats

Combat Feats	Prerequisites	Benefit	Feat Type
Confusing Strike	Base attack bonus +12	Attack confuses bloodied foe	Strike
Contingent Attack	Int 5, base attack bonus +12	Prepare to attack as immediate action	Reaction
Legendary Awareness	Base attack bonus +12, any three Awareness feats	Immune to overwhelm	Awareness
Legendary Finesse	Base attack bonus +12, any three Finesse feats	Add half Dexterity to damage	Finesse
Legendary Maneuver Master	Base attack bonus +12, any three Maneuver feats	Never provoke, deal damage with very successful maneuvers	Maneuver
Legendary Mobility	Base attack bonus +12, any three Mobility feats	Movement does not provoke	Mobility
Legendary Mounted Warrior	Base attack bonus +12, any three Mounted feats	Share damage with mount	Mounted
Legendary Power	Base attack bonus +12, any three Power feats	Wield weapons as if they were less encumbering	Power
Legendary Precision	Base attack bonus +12, any three Precision feats	Very accurate hits deal maximum damage	Precision
Legendary Style	Base attack bonus +12, any three Style feats	Use two styles at once	—
Manyshot	Dex 7, base attack bonus +12	Shoot two projectiles simultaneously	Precision, Style
Master Tactician	Int 3, base attack bonus +12	Ready full-round actions with allies	Reaction
Penetrating Strike	Base attack bonus +12	Attack removes foe's damage reduction	Style
Whirlwind Attack	Dex 5, base attack bonus +12	One melee attack against each opponent within reach	
Counterstorm	Base attack bonus +16	Foes that miss you provoke	Reaction, Style
Demolishing Strike	Base attack bonus +16	Attack deals double damage	Strike
Executioner	Base attack bonus +16, any five Reaction feats	Gain free attacks against foes near death	Reaction

Table 3.8: Metamagic Feats

Metamagic Feats	Prerequisites	Spell Level Increase	Benefit
Quicken Spell	Caster level 6th	+2	Cast spell as swift action, but lose next action
Reach Spell	Caster level 6th	+2	Cast touch spell at Close range
Shape Spell	Caster level 6th	+2	Exclude areas within spell's area
Widen Spell	Caster level 8th	+3	Double spell's area

Table 3.9: Item Creation Feats

Item Creation Feats	Prerequisites	Benefit
Imbuement Admixture	Magic level 6th	Combine multiple spells to create items
Versatile Crafter	Craft (any) 10 ranks	Craft items from many subschools

Table 3.10: Surge Feats

Surge Feats	Prerequisites	Benefit
Alacritous Surge	16th level, Dex 7	Briefly gain effects of <i>haste</i>
Deathless Surge	12th level, Cha 5	Briefly gain effects of <i>death ward</i>
Freeing Surge	16th level, Dex 7	Briefly gain effects of <i>freedom</i>
Healing Surge	8th level, Con 3	Heal damage three times per day
Prescient Surge	12th level, Wis 5	Roll twice three times per day
Restorative Surge	8th level, Con 3	Heal ability damage three times per day
Shattering Surge	8th level, Str 3	<i>Shatter</i> struck object three times per day
Surge of Speed	8th level, Dex 3	Briefly gain effects of <i>expeditious retreat</i>

Anyone using divination magic on the creature must make a caster level check with a DC equal to your Disguise check in order to perceive the truth. Regardless of the result of the check, the caster is not aware that the check was made.

Legendary Escapist [Skill]

Prerequisite: Escape Artist 13 ranks.

Benefit: You can attempt to escape from magic itself, slipping hostile spells off of your body so they dissipate harmlessly. As a standard action, you can make an Escape Artist check to throw off magical effects on you. If the result is 30 or higher, it may dispel the effect. The DC to dispel the effect is equal to 20 + the effect's caster level. Failure indicates that the spell is not dispelled.

You must be aware of a spell to disable it, either through the Spellcraft skill or because the effect is noticeable. You can only dispel spell effects which target you directly, not area effects which include you. If a spell targets multiple creatures, you can only remove its effects on you.

Legendary Handler [Skill]

Prerequisite: Creature Handling 13 ranks.

Benefit: You gain two abilities to help you handle creatures. When pacifying a creature, if your check result is 30 or higher, you may convince it to perform a trick of your choice instead of simply pacifying it, whether or not it knows the trick.

In addition, when training a creature, if your check result is 30 or higher, you can train it in only a hour. The creature remembers the trick just as if you had spent the full amount of time training it.

Legendary Healer [Skill]

Prerequisite: Heal 13 ranks.

Benefit: A number of times per day equal to 3 + half your Wis-

dom, you may take a standard action to make a Heal check on a creature you can touch. The creature heals hit points equal to twice your check result. For every twenty hit points you would restore, you can instead cure one point of critical damage.

Legendary Intimidation [Skill]

Prerequisite: Intimidate 13 ranks.

Benefit: When you demoralize an opponent, if your check result exceeds 30, the creature is frightened instead of being shaken.

Legendary Leaper [Skill]

Prerequisite: Athletics 13 ranks.

Benefit: You are always treated as having a running start when jumping. When jumping, if your check result is 30 or higher, you can take a standard action at the midpoint of the jump.

Legendary Liar [Skill]

Prerequisite: Bluff 13 ranks.

Benefit: Your lies can fool even magic. When you make a Bluff check, if the result is 30 or higher, anyone using magic to reveal or prevent lies must make a caster level check with a DC equal to your Bluff check in order to affect your lie. Regardless of the result of the check, the caster is not aware that the check was made.

Legendary Swimmer [Skill]

Prerequisite: Swim 13 ranks.

Benefit: You gain a swim speed equal to your land speed. This grants several benefits.

- You can always take 10 on Swim checks, even when rushed, endangered, or distracted.
- You gain a +5 competence bonus on Swim checks.
- A successful Swim check allows you to move a distance equal

to your swim speed.

When swimming, if your check result is 30 or higher, you do not suffer any penalties to melee attack rolls, checks, or armor class for being underwater. You can make a Swim check as a swift action to gain this benefit in a round when you do not make a Swim check to move.

Legendary Tumbler [Skill]

Prerequisite: Acrobatics 13 ranks.

Benefit: When tumbling, if your check result is 30 or higher, you gain two benefits. First, you do not provoke attacks of opportunity for that movement. Second, you can tumble through areas occupied by enemies as if they were unoccupied.

Skill Mastery [Skill]

Choose a skill.

Prerequisite: 10 ranks in the chosen skill.

Benefit: When making a skill check with your chosen skill, you may take 10 even if stress and distraction would normally prevent you from doing so. When you take 10, you treat any roll of less than 10 as if it were a 10.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Veteran's Experience [Skill]

Prerequisite: Base attack bonus +8

Benefit: You can use your battlefield experience in place of learned knowledge to identify monsters. When attempting to identify a monster, you may roll your base attack bonus + your Intelligence. A successful check gives you the same information as a Knowledge check would.

3.0.5 Performance Feats

Dual Performance [Performance, Skill]

Prerequisites: Perform 14 ranks, any three Performance feats.

Benefit: You can sustain two performances as part of the same swift action. You take a -10 penalty to other Perform checks while sustaining two performances at once.

Freeing Performance [Performance, Skill]

Prerequisite: Perform 12 ranks.

Benefit: By spending a minute performing continuously, you can make a DC 28 Perform check to free an ally within Medium (100 ft.) range from hostile magic. This creates an effect similar to the *break enchantment* spell, with a caster level equal to your Perform ranks.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

Inspire Greatness [Performance, Skill]

Prerequisite: Perform 12 ranks.

Benefit: As a standard action, you can make a DC 24 Perform check to inspire greatness in allies within Medium (100 ft.) range of you, including yourself. You can affect one creature per two Perform ranks you have. The affected creatures gain a +4 enhancement bonus to saving throws and dodge modifier. This bonus increases to +5 at

20 Perform ranks.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted. This is a mind-affecting ability.

Inspire Heroics [Performance, Skill]

Prerequisite: Perform 18 ranks.

Benefit: As a standard action, you can make a DC 32 Perform check to inspire heroics in allies within Medium (100 ft.) range of you, including yourself. You can affect one creature per two Perform ranks you have. All affected creatures gain temporary hit points equal to your check result and can take an extra attack at a -5 penalty when making a full attack. This extra attack is not cumulative with similar effects. You can sustain the performance as a swift action.

Rapid Performance [Performance, Skill]

Prerequisite: Perform 14 ranks, any three Performance feats.

Benefit: You can use performance feats as a swift action by taking a -5 penalty on the Perform check to activate the feat.

Suggestive Performance [Performance, Skill]

Prerequisite: Perform 10 ranks, Fascinating Performance.

Benefit: As a swift action, you can make a DC 20 Perform check to suggest an action to a single creature you are currently fascinating with the Fascinating Performance feat. This functions as the *suggestion* spell, with a saving throw DC equal to your Perform check. You can affect an additional creature at 12 Perform ranks and every 2 Perform ranks thereafter.

You can use any combination of performance feats you possess a number of times per day equal to the number of performance feats you have + half your Charisma. If you fail the Perform check, the use of the ability is wasted.

3.0.6 Combat Feats

Cleaving Stride [Combat]

Prerequisites: Str 3, base attack bonus +8, Cleave.

Benefit: If you move to attack a foe, including by charging, and deal enough damage to drop it during your attack, you can continue your movement (if you have any movement remaining) to attack another foe. You may take your extra attack from the Cleave feat before or after continuing your movement.

Contingent Attack [Combat, Reaction]

Prerequisite: Int 5, base attack bonus +12.

Benefit: As a full-round action, you may concentrate to prepare a single attack as a contingent action. You may choose any trigger for the contingent action.

Contingent actions depend on a trigger condition. If the trigger condition occurs and you have a contingent action prepared, you may take the contingent action as an immediate action. A contingent action remains prepared until you rest.

Contingent Counter [Combat, Reaction]

Prerequisite: Int 3, base attack bonus +8.

Benefit: As a full-round action, you may concentrate to prepare a single attack as a contingent action. The action triggers when an

opponent misses you with a melee attack.

Contingent actions depend on a trigger condition. If the trigger condition occurs and you have a contingent action prepared, you may take the contingent action as an immediate action. A contingent action remains prepared until you rest.

Counterstorm [Combat, Reaction, Style]

Prerequisite: Base attack bonus +16.

Benefit: Whenever an opponent misses you with a melee attack, it provokes an attack of opportunity from you.

Driving Assault [Combat, Maneuver, Power]

Prerequisite: Str 5, base attack bonus +8.

Benefit: When you make a bull rush attack, if you succeed, your opponent provokes an attack of opportunity from you.

Eye of the Storm [Awareness, Combat, Defense]

Prerequisite: Base attack bonus +8.

Benefit: You are considered to be threatened by one fewer creature than you actually are for the purpose of determining overwhelm penalties.

Executioner [Combat, Reaction]

Prerequisites: Base attack bonus +16, any five Reaction feats.

Benefit: Whenever a foe you threaten becomes staggered by dropping to 0 hit points, it provokes an attack of opportunity from you.

Legendary Awareness [Awareness, Combat]

Prerequisite: Base attack bonus +12, any three Awareness feats.

Benefit: You cannot be overwhelmed, and never suffer overwhelm penalties. This ability can prevent rogues from sneak attacking you.

Legendary Finesse [Combat, Finesse]

Prerequisite: Base attack bonus +12, any three Finesse feats.

Benefit: You can add half your Dexterity to damage with ranged and melee attacks. This is added in addition to half your Strength (if applicable).

Legendary Maneuver Master [Combat]

Prerequisite: Base attack bonus +12, any three Maneuver feats.

Benefit: You never provoke an attack of opportunity for failing a combat maneuver. In addition, if you succeed at a combat maneuver attack by 10 or more, you deal normal damage with the weapon used to perform the maneuver in addition to gaining the successful effects of the maneuver. If the maneuver was performed without a weapon, you deal damage equivalent to an unarmed attack.

Legendary Mobility [Combat, Mobility]

Prerequisite: Base attack bonus +12, any three Mobility feats.

Benefit: You do not provoke attacks of opportunity when you move.

Legendary Mounted Warrior [Combat, Mounted]

Prerequisite: Base attack bonus +12, any three Mounted feats, Ride 10 ranks.

Benefit: When you take damage, you may choose to have your mount suffer half the damage instead of you (rounded down). Like-

wise, when your mount takes damage, you may choose to suffer half of that damage instead of your mount (rounded down).

Legendary Power [Combat, Power]

Prerequisites: Base attack bonus +12, any three Power feats.

Benefit: You can use weapons as if they were one category less encumbering than they actually are. The weapon encumbrance categories are light, medium, and heavy. For example, you can use a greatsword as a medium weapon in one hand without suffering any penalties.

Legendary Precision [Combat, Precision]

Prerequisite: Base attack bonus +12, any three Precision feats.

Benefit: When attacking, if you hit your opponent by 10 or more, you deal maximum damage with your weapon. If the attack is a critical threat, you automatically confirm the threat.

Legendary Reaction [Combat, Reaction]

Prerequisite: Base attack bonus +12, any three Reaction feats.

Benefit: You cannot be caught flat-footed, and always retain your Dexterity, dodge, and shield modifiers to armor class. This ability can prevent rogues from sneak attacking you.

Legendary Style [Combat]

Prerequisite: Base attack bonus +12, any three Style feats.

Benefit: You may have two styles active at once. Both styles can be changed as part of the same swift action.

Master Tactician [Combat]

Prerequisite: Intelligence 3, base attack bonus +12.

Benefit: As a full-round action, you can ready a full-round action or a move action and a standard action. In addition, when you ready a full-round action, allies within 30 feet of you can also ready the same full-round action on their next turn, provided that you have not taken the action yet.

Overwhelming Force [Combat]

Prerequisite: Str 5, base attack bonus +8

Benefit: You add your full Strength to damage when wielding a medium or large melee weapon in two hands.

Normal: Without this feat, you add half your Strength to damage.

Tactical Prediction [Combat]

Prerequisites: Intelligence 3, Base attack bonus +8

Benefit: You can attempt to predict what your opponent will do. As a swift action, you can make a special check with a bonus equal to your base attack bonus + your Intelligence + 2 per round you have seen the creature fight. The DC is equal to 15 + the creature's CR. If you succeed, you learn what the creature is planning to do during its next turn. Of course, it can change its plans, particularly if it hears you tell your allies what it will do.

Wall Slam [Combat, Maneuver, Power]

Prerequisite: Str 5, base attack bonus +8

Benefit: If you bull rush an opponent into a wall or other solid object, he takes d6 damage + half your Strength and provokes attacks of opportunity from all threatening creatures, including you.

Weapon Specialization [Combat]

Choose one weapon group for which you have already selected the Weapon Focus feat.

Prerequisites: Base attack bonus +8, proficiency with selected weapon group, Weapon Focus with selected weapon group.

Benefit: You gain a special ability based on the weapon group chosen. These special abilities only function when you are making attacks with weapons from your chosen weapon group.

- **Armor weapons:** If you attack with armor weapons during your turn, you gain a +2 circumstance bonus to AC against melee attacks for 1 round.
- **Axes:** You gain a +2 circumstance bonus to attack against foes with an armor bonus to AC.
- **Blades, heavy:** You gain a +2 circumstance bonus to attack foes without an armor bonus to AC.
- **Blades, light:** You gain a +2 circumstance bonus to attack flat-footed or overwhelmed foes.
- **Blunt weapons:** When you deal damage to a creature, it takes a –2 penalty to all saving throws for 1 round. This penalty replaces the penalty from Weapon Focus, and it is not cumulative with itself.
- **Bows:** You can ignore cover (but not total cover) provided by creatures and objects that are at least ten feet away from both you and your target.
- **Crossbows:** You can fire crossbows at targets adjacent to you without provoking attacks of opportunity.
- **Flexible weapons:** The first time you perform a combat maneuver with a flexible weapon in an encounter, your opponent is flat-footed against your attack.
- **Headed weapons:** You increase your critical threat range by 1. This is applied after any effects that multiply your threat range.
- **Monk weapons:** ??
- **Polearms:** When making melee attacks, you can ignore cover provided by creatures.
- **Spears:** If an opponent charges you, he provokes an attack of opportunity from you.
- **Thrown weapons:** When you attack, you can take a –4 penalty to attack in order to strike two adjacent targets with the same thrown weapon. You make one attack roll and apply the result to the AC of both targets. If you get a critical hit, only the primary target is suffers the critical hit.

3.0.7 Combat Style Feats

Heartseeker [Combat, Style]

Prerequisite: Base attack bonus +8.

Benefit: You double your critical threat range with any weapon you wield. In exchange, you take a –2 penalty to attack rolls which are not critical threats or threat confirmations. This does not stack with any other effects which increase threat range.

Inescapable [Combat, Style]

Prerequisite: Base attack bonus +8.

Benefit: Foes that attack you or take a withdraw action away from you still provoke attacks of opportunity when they move away from you. In exchange, you take a –2 penalty to AC.

Manyslot [Combat, Style]

Prerequisites: Dex 7, base attack bonus +12.

Benefit: When you attack with a light thrown weapon or projectile weapon (except crossbows), you may make a flurry attack with two projectiles or weapons at once. If the attack hits, the first projectile hits. If the attack hits by 5 or more, both projectiles hit. As normal for flurry attacks, apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage reduction and resistances apply once to the total damage dealt.

Style Requirement: Must full attack with a non-crossbow projectile weapon each round.

Perfect Shot [Combat, Style]

Prerequisites: Dex 5, Precise Shot, base attack bonus +8.

Benefit: Your ranged attacks ignore cover and concealment, except total cover and total concealment. In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

You must spend a full-round action to make a full attack while in this style. You can make a single attack as a standard action.

Whirlwind Attack [Combat, Style]

Prerequisites: Dex 5, base attack bonus +12

Benefit: As a full-round action, you can make one melee attack at your full base attack bonus against each opponent you threaten. This is considered a full attack, and replaces any other attacks you would normally make, whether from base attack bonus or spells such as *haste*.

3.0.8 Strike Feats

Bewildering Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Will save to avoid being bewildered for 5 rounds. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Confusing Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you attack, you may take a –6 penalty to hit. If you deal damage, and your foe is bloodied after your damage is dealt, it must make a Will save to avoid being confused for 1 round. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Each turn, a confused creature has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. 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 foe confused by this effect does not automatically attack you on its next turn, even though you attacked it.

Demolishing Strike [Combat, Strike]

Prerequisite: Base attack bonus +16.

Benefit: When you attack, you may take a –8 penalty to hit. If you hit, you deal double damage. You cannot make more than one Strike each round.

Intimidating Strike [Combat, Strike]

Prerequisites: Base attack bonus +8, Intimidate 8 ranks.

Benefit: When you attack, you may take a penalty to hit of –4 or greater. If you deal damage, you may make an Intimidate check as an immediate action to demoralize the foe you struck if it is within 30 feet of you. You gain a circumstance bonus to your Intimidate equal to the penalty you took to hit. You cannot make more than one Strike each round.

Immobilizing Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack with a melee weapon, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Fortitude save or lose its ability to move for 1 round. It can defend itself and act normally, but it cannot move from its current location. Flying creatures must immediately land, but do not crash. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Killing Blow [Combat, Strike]

Prerequisite: Base attack bonus +16.

Benefit: When you attack, you may take a –8 penalty to hit. If you deal damage, and your foe is bloodied after your damage is dealt, it must make a Fortitude save or die. This is a death effect. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Nauseating Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you attack, you may take a –6 penalty to hit. If you deal damage, and your foe is bloodied after your damage is dealt, it must make a Fortitude save to avoid being nauseated for 1 round. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

Penetrating Strike [Combat, Strike]

Prerequisite: Base attack bonus +12.

Benefit: When you attack, you may take a –6 penalty to hit. If you deal damage, the foe struck must make a Fortitude save or lose its damage reduction for 5 rounds. The DC is equal to 10 + your base attack bonus + your Strength. You cannot make more than one Strike each round.

Pierce Wings [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack with a ranged weapon, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Fortitude save or lose its ability to fly for 1 round. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). This only affects creatures who use wings or other physical means to fly, and has no effect on creatures with magical or supernatural flight. You cannot make more than one Strike each

round.

Sickening Strike [Combat, Strike]

Prerequisite: Base attack bonus +8.

Benefit: When you attack, you may take a –4 penalty to hit. If you deal damage, the foe struck must make a Fortitude save to avoid being sickened for 5 rounds. The DC is equal to 10 + your base attack bonus + your attack attribute (Strength or Dexterity). You cannot make more than one Strike each round.

3.0.9 Metamagic Feats

Improved Imbued Spellstrike [Metamagic]

Prerequisite: Ability to cast 2nd level spells, Imbued Strike.

Benefit: This metamagic functions like Imbued Strike, except that the imbue lasts for 5 minutes if you have not struck a foe. If the weapon leaves your hands or if you cast another spell, the imbue fades away without effect.

An improved imbued spellstrike uses up a spell slot two levels higher than the spell's actual level.

Quickened Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. However, casting a quickened spell is mentally exhausting. In the turn after you cast it, you lose your standard action. You may cast only one quickened spell per round. A spell whose casting time is more than 1 standard action cannot be quickened. A quickened spell uses up a spell slot two levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: All spellcasters cast a quickened spell as a swift action, even if they would normally increase the casting time of spells with metamagic applied. This is an exception to the general rule that applying metamagic increases the casting time of a spell.

Reach Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

Benefit: When casting a reach spell, you can use a spell with a range of touch on a target within Close (30 ft.) range. You must succeed on a ranged touch attack. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Shape Spell [Metamagic]

Prerequisite: Ability to cast 3rd level spells.

Benefit: When casting a shaped spell, you can exclude any number of 5-foot cubes within the spell's area. This allows you to prevent the spell from affecting your allies, while still allowing it to affect your enemies. The area affected by the spell must be contiguous.

Only area spells can be shaped. A shaped spell uses a spell slot two levels higher than the spell's original level.

Widen Spell [Metamagic]

Prerequisite: Ability to cast 4th level spells.

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three

levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

3.0.10 Item Creation Feats

Imbuement Admixture [Item Creation]

Prerequisite: Magic level 6th

Benefit: You can blend two spells together to create magic items.

Versatile Crafter [Item Creation]

Prerequisite: Craft (any) 10 ranks.

Benefit: You learn how to make items from one subschool for every two ranks you have in each Craft skill. See the Craft skill description for details.

Normal: You learn how to make items from one subschool for every five ranks you have in each Craft skill.

3.0.11 Surge Feats

Alacritous Surge [Surge]

Prerequisite: 16th level, Dex 7

Benefit: You may gain the benefits of the *haste* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Deathless Surge [Surge]

Prerequisite: 12th level, Cha 5

Benefit: You may gain the benefits of the *death ward* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Freeing Surge [Surge]

Prerequisite: 16th level, Dex 7

Benefit: You may gain the benefits of the *freedom* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Healing Surge [Surge]

Prerequisite: 8th level, Con 3

Benefit: Three times per day, you may heal 4d6 points of damage as a standard action. This healing increases by 1d6 at 10th level and at every 2 levels thereafter.

Prescient Surge [Awareness, Surge]

Prerequisite: 12th level, Wis 5

Benefit: Three times per day, you may roll twice on any single attack roll, opposed check, or saving throw. You must decide to use this ability before making the roll. Activating this ability is an immediate action.

Restorative Surge [Surge]

Prerequisite: 8th level, Con 3

Benefit: Three times per day, you may heal two points of ability damage as a swift action. This healing increases by 1 at 12th level and every 4 levels thereafter.

Shattering Surge [Power, Surge]

Prerequisite: 8th level, Str 3

Benefit: Three times per day, when you successfully attempt to sunder an object, you may cause it to be affected as if by the targeted version of the *shatter* spell with a caster level equal to your level. Activating this ability is an immediate action.

Surge of Speed [Surge]

Prerequisite: 8th level, Dex 3

Benefit: You may gain the benefits of the *expeditious retreat* spell for up to 5 rounds each day. Activating this ability is a swift action, and it lasts until you will it to stop (a free action) or until the duration expires.

Chapter 4

Magic Item Basics

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

4.1 Magic Item Types

Magic items are divided into two broad categories:

- Apparel items provide access to their powers while worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Implements provide access to their powers when wielded. A *flaming longsword* and a *wand of fire* are implements.
- Tools provide access to their powers when used in some way. A *bag of holding* is a tool.

Apparel: There are a wide variety of magic items, but there is a limit to how many apparel items a character can wear at any given time. For humanoid-shaped creatures, there are four core areas on the body that can hold magic items: the arms, the head, the torso, and the legs. A creature can wear only one item in the hands, arms, and legs, but it can use two torso items, provided that they are not identical (such as two belts). In addition, it can wear a suit of armor and two magic rings (one on each hand), for a total of eight item slots. Any additional items worn do not function.

Creatures with non-humanoid body structures may have different arrangement of items. For example, a wolf would be able to wear items on its head, its torso, and on two different sets of legs. Regardless of body shape or size, most creatures may not have more than eight item slots, and many have fewer. A list of common items and their placement on the body is given below.

- Arm items:
 - Bracers, bracelets, gauntlets, and gloves.
- Armor
- Head items:
 - Hats, headbands, and helmets
- Leg items:
 - Boots and shoes.
- Rings
- Torso items:
 - Amulets, belts, cloaks, mantles, necklaces, robes, shirts, and vests.

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional equipped items beyond those listed above have no effect.

A rare few apparel items can be “worn” without taking up space on a character’s body. The description of an item indicates when it has this property.

Implements: The most common implements are weapons and shields. Spellcasters also often use wands and staves to enhance their power.

Tools: Tools can come in many varieties.

4.2 Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means wearing or holding the item.

4.2.1 Activation Methods

Magic items can be activated in one of four ways:

- Command word
- Specific action
- Spell completion
- Triggered

These methods are described below.

Command Word: A character must speak a special word defined by the item to activate it. Unless otherwise stated, activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Specific Action: A character must perform a specific action defined by the item to activate it. For example, a creature might need to drink the item, wrap its cloak around itself, or perform some other task. The activation time for such items can be varied. Unless otherwise stated, activating a specific action magic item is a standard action and does not provoke attacks of opportunity.

Spell Completion: A character must complete a spell defined by the item to activate it. Unless otherwise stated, activating a spell completion magic item is a standard action and provokes attacks of opportunity as normal for casting. Both verbal and somatic components may be required, as appropriate to the spell to be completed.

In order to activate a spell completion item, a character must be able to cast spells of that level and he must have that spell on his spell list.

Triggered: A creature must fulfill some triggering condition defined by the item to activate it. For example, a triggered magic item might activate when a character strikes a foe, is damaged, or is affected by a particular kind of magic. Unless otherwise stated, activating a triggered item is an immediate action that does not provoke attacks of opportunity. It is done completely mentally, requiring no physical action, so it can be done even while paralyzed. Some triggered items activate automatically, without requiring an action of any kind.

4.3 Magic Item Effects

Most magic items either provide numerical bonuses or emulate the effect of a spell in some way.

4.3.1 Scaling Bonuses

A number of magic items provide direct numerical bonuses to a particular aspect of a character. For some items, the bonus inherently provided by the item is the minimum bonus it grants. For example, a +2 *longsword* grants a +2 bonus to attack and damage to any character, even a 1st level character. However, a character of legendary might can draw more power from the same item. Any scaling item provides at +1 bonus when worn by a character of at least 4th level. This bonus increases to +2 at 8th level, to +3 at 12th level, to +4 at 16th level, and finally to +5 at 20th level. If an item scales, it is noted in its description.

Only class levels are considered when determining the scaling bonus of an item. Hit Values of any other type are not included.

4.3.2 Saving Throws

If a magic item allows a saving throw against its effects, the DC is listed in the item’s description. Typically, the DC is equal to 10 + 1/2 the caster level of the item + the minimum attribute required to cast that level of spell.

4.4 Magic Item Description Format

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a –5 penalty for the item’s effective Dexterity of –5. If a creature holds the item, use the creature’s Dexterity in place of the –5 penalty.

Some individual items, notably those that simply store spells and nothing else, don’t get full-blown descriptions. Reference the spell’s description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

- **Aura:** Most of the time, a Spellcraft check will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item’s notational entry. See the Spellcraft skill for details.
- **Caster Level:** The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item’s saving throw bonus, as well as other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a dispel magic spell or similar situation. This information is given in the form “CL x,” where “CL” is an abbreviation for caster level and “x” is a number representing the caster level itself.
For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored

spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator’s caster level must be as high as the item’s caster level (and prerequisites may effectively put a higher minimum on the creator’s level).

- **Requirements:** The qualifications that must be met to create the item, described in Creating Magic Items, page ??.
- **Market Price:** This gold piece value, given following the word “Price,” represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components.
- **Cost to Create:** The next part of a notational entry is the cost in gp to create the item, given following the word “Cost.” This information appears only for items with components which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.
Items without components do not have a “Cost” entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price.
- **Weight:** The notational entry for many wondrous items ends with a value for the item’s weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

4.5 Arms and Armor

4.5.1 Armor and Shields

Magic body armor and shields protect the wearer to a greater extent than their nonmagical equivalents. They always provide a scaling enhancement bonus to a character’s armor modifier or shield modifier to AC; see Scaling Bonuses, page ?? for details. In addition to an enhancement bonus, armor may have special abilities or be made of an unusual material.

Body armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Armor Prices: The prices of enhancement bonuses to armor are listed in Table ??: Magic Armor and Shields. If armor has a special ability, the price of the special ability is added to the price of the armor. The number of special abilities on the armor cannot exceed the enhancement bonus of the armor. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the armor.

Table 4.1: Magic Armor and Shields

Minimum Enhancement Bonus	Base Price	Item Level
+1 armor/shield	1,000 gp	4th
+2 armor/shield	4,000 gp	6th
+3 armor/shield	9,000 gp	9th
+4 armor/shield	16,000 gp	12th
+5 armor/shield	25,000 gp	14th

Caster Level for Armor and Shields: The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has

both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. However, a shield can be enhanced as a weapon.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield's hardness and +10 to its hit points.

Activation: A character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields - by wearing them. Special abilities on body armor are usually activated if the character is struck or damaged, while special abilities on shields are usually activated if the character avoids an attack.

Table 4.2: Armor Special Abilities

Special Ability	Cost	Item Level	Location
Energy Resistance, Minor	1,000 gp	4th	Armor
Flaming Burst	2,000 gp	5th	Armor, Shield
Freezing Burst	2,000 gp	5th	Armor, Shield
Energy Resistance, Major	4,000 gp	6th	Armor
Shocking Burst	4,500 gp	7th	Armor, Shield
Spell Resistance	25,000 gp	14th	Armor

Energy Resistance, Minor

Price (Level): 1,000 gp (4th)

Body Location: Armor

Aura, Caster Level: Faint Abjuration (Shielding), 4th

Activation: Immediate (triggered) 3/day

When you take energy damage, you can activate this armor to reduce the damage by 10.

Creation Requirements: Abjuration (Shielding) 1; caster level 2nd or (as armor) 8

Energy Resistance

Price (Level): 4,000 gp (6th)

Body Location: Armor

Aura, Caster Level: Moderate Abjuration (Shielding), 8th

Activation: Immediate (triggered) 3/day

When you take energy damage, you can activate this armor to reduce the damage by 20.

Creation Requirements: Abjuration (Shielding) 2; caster level 8th or (as armor) 12

Flaming Burst

Price (Level): 2,000 gp (5th)

Body Location: Armor, Shield

Aura, Caster Level: Faint Evocation (Energy) [Fire], 4th

Activation: Immediate (triggered) 1/day

When you are struck or missed by a melee attack, you can trigger a burst of flames which sear towards the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, your foe is ignited for 5 rounds or until it puts out the flames, which requires a move action and a DC 15 Reflex save. While ignited, it takes d6 fire damage each round and is vulnerable, causing it to take a -2 penalty to attack rolls, saving

throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or (as armor) 8

Freezing Burst

Price (Level): 2,000 gp (5th)

Body Location: Armor, Shield

Aura, Caster Level: Faint Evocation (Energy) [Cold], 4th

Activation: Immediate (triggered) 1/day

When you are struck or missed by a melee attack, you can trigger a frigid burst against the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, your foe is fatigued for 5 rounds. While fatigued, it can neither run nor charge and is vulnerable, giving it a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or (as armor) 8

Shocking Burst

Price (Level): 4,500 gp (7th)

Body Location: Armor, Shield

Aura, Caster Level: Faint Evocation (Energy) [Electricity], 6th

Activation: Immediate (triggered) 1/day

Saving Throw: Fortitude DC 16

When you are struck or missed by a melee attack, you can trigger a powerful jolt of electricity that zaps the foe that attacked you. Body armor triggers if the attack hits, and shields trigger if the attack misses.

If you activate the item, your foe is staggered for 5 rounds if it fails a Fortitude save. While staggered, it may take a single move action or standard action each round, but not both. It cannot take full-round actions, but it may take swift actions. In addition, it is vulnerable, causing it to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 3; caster level 6th or (as armor) 10

Spell Resistance

Price (Level): 25,000 gp (14th)

Body Location: Armor

Aura, Caster Level: Moderate Abjuration (Shielding), 10th

Activation: Standard (specific action) 1/day

By crouching low and striking the ground with your fist, you command your armor to grant you spell resistance. The spell resistance lasts for as long as you remain crouching, and for 5 rounds thereafter. You can move at half speed while crouching.

During that time, you may always make a saving throw when a spell is cast on you. If you succeed, the spell has no effect on you. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Creation Requirements: Abjuration (Shielding) 5; caster level 10th or (as armor) 14

4.5.2 Weapons

Magic weapons improve a character's combat abilities. They always provide a scaling enhancement bonus to a character's attack and damage; see Scaling Bonuses, page ?? for details. In addition to an enhancement bonus, weapons may have special abilities or be made of an unusual material.

Weapon Prices: The prices of enhancement bonuses to weapons are listed in Table ??: Magic Weapons. If a weapon has a special ability, the price of the special ability is added to the price of the weapon. The number of special abilities on the weapon cannot exceed the enhancement bonus of the weapon. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the weapon.

Table 4.3: Magic Weapons

Minimum Enhancement Bonus	Base Price	Item Level
+1 weapon	1,000 gp	4th
+2 weapon	4,000 gp	6th
+3 weapon	9,000 gp	9th
+4 weapon	16,000 gp	12th
+5 weapon	25,000 gp	14th

Caster Level for Weapons: The caster level of a magic weapon with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to an armor or shield's hardness and +10 to its hit points.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies. Special abilities are applied from both sources, as long as they are not identical. If conflicting special abilities exist, the special ability on the ammunition takes precedence.

Magic ammunition loses its magic after being fired, whether it hits or misses.

Light Generation: Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Activation: Usually, a character benefits from a magic weapon in the same way a character benefits from a mundane weapon - by attacking with it. Special abilities on weapons are usually activated if the character strikes a foe with the weapon.

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. These special effects function against creatures not subject to critical hits. When fighting against such creatures, roll for critical hits as you would against any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Executioner

Price (Level): 2,000 gp (4th)

Aura, Caster Level: Faint Divination (Knowledge), 4th

Activation: Immediate (triggered) 1/day

When you threaten a critical hit with this weapon, you can activate it receive a brief glimpse of the future, showing you how to wound your foe deeply. If you do, you may roll the threat confirmation twice and take whichever roll you prefer.

Table 4.4: Weapon Special Abilities

Special Ability	Cost	Item Level
Executioner	2,000 gp	5th
Flaming	2,000 gp	5th
Freezing	2,000 gp	5th
Shocking	4,500 gp	7th
Lifebonder	8,000 gp	9th
Lifedrinker	9,000 gp	9th
Heartseeker	12,500 gp	11th
Soulreaver	32,000 gp	15th
Vorpal	40,500 gp	18th

Creation Requirements: Divination (Knowledge) 2; caster level 4th or (as weapon) 8

Flaming

Price (Level): 2,000 gp (5th)

Aura, Caster Level: Faint Evocation (Energy) [Fire], 4th

Activation: Immediate (triggered) 1/day

When you strike a foe with this weapon, you can engulf the weapon in flames. If you do, your foe is ignited for 5 rounds or until it puts out the flames, which requires a move action and a DC 15 Reflex save. While ignited, it takes d6 fire damage each round and is vulnerable, causing it to take a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or (as weapon) 8

Freezing

Price (Level): 2,000 gp (5th)

Aura, Caster Level: Faint Evocation (Energy) [Cold], 4th

Activation: Immediate (triggered) 1/day

When you strike a foe with this weapon, you can unleash an icy blast from the weapon. If you do, your foe is fatigued for 5 rounds. While fatigued, it can neither run nor charge and is vulnerable, giving it a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or (as weapon) 8

Heartseeker

Price (Level): 12,500 gp (11th)

Aura, Caster Level: Moderate Divination (Awareness), 10th

Activation: Immediate (triggered) 1/day

When you strike the same foe with this weapon for multiple rounds in a row, you can suddenly perceive a critical weakness in your foe's defenses. You must strike the foe for a number of consecutive rounds equal to the critical multiplier of the weapon you are using. If you activate the item, the final hit automatically becomes a confirmed critical hit. This has no effect on creatures immune to critical hits.

Creation Requirements: Divination (Awareness) 5; caster level 10th or (as weapon) 14

Lifebonder

Price (Level): 8,000 gp (9th)

Aura, Caster Level: Moderate Necromancy (Life), 8th

Activation: Immediate (triggered) 1/day

Saving Throw: Will DC 18

When you damage a foe with this weapon, you can forcibly bond your life force with your foe's. If you do, and the struck creature fails a Will save, you and the creature share damage for 5 rounds, as the *link vitality* spell. Whenever one creature takes damage or receives healing, the other also receives the same amount of damage or healing. This takes effect after the damage dealt by your initial attack.

Lifedrinker

Price (Level): 9,000 gp (9th)

Aura, Caster Level: Moderate Necromancy (Life) [Healing], 6th

Activation: Immediate (triggered) 3/day

When you damage a foe with this weapon, you can absorb your foe's life energy. If you do, you gain life equal to the damage dealt by the blow. You cannot gain more hit points than your foe has.

Creation Requirements: Necromancy (Life) 3; caster level 6th or (as weapon) 10

Soulreaver

Price (Level): 32,000 gp (15th)

Aura, Caster Level: Strong Necromancy (Soul), 16th

Activation: —and standard (specific action)

This ghostly, translucent weapon strikes directly at the target's soul. It ignores all damage reduction, but it does not deal hit point damage. In fact, a creature struck by the weapon only feels the weapon pass through it harmlessly. Damage that would be dealt by the weapon is delayed for up to 24 hours. While the damage is delayed, it cannot be cured.

In order to convert the delayed damage into real damage, the wielder must stab himself through the heart with the weapon as a standard action. This deals no damage to the wielder, but any creatures that have been dealt damage by the weapon immediately take lethal damage equal to the delayed damage the weapon has stored up for them. Any such damage dealt in excess of the creature's hit points is converted directly into critical damage.

A soulreaver weapon has no effect on objects. While wielded, it has physical form only for its wielder, making it impossible to sunder or disarm. While not in use, it can be picked up and touched normally.

Creation Requirements: Necromancy (Soul) 8; caster level 16th or (as weapon) 20

Shocking

Price (Level): 4,500 gp (7th)

Aura, Caster Level: Faint Evocation (Energy) [Electricity], 4th

Activation: Immediate (triggered) 1/day

When you strike a foe with this weapon, you can unleash an powerful electrical jolt from the weapon. If you do, your foe is staggered for 5 rounds if it fails a Fortitude save. While staggered, it may take a single move action or standard action each round, but not both. It cannot take full-round actions, but it may take swift actions. In addition, it is vulnerable, causing it to take a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 2; caster level 4th or (as weapon) 8

Vorpal

Price (Level): 40,500 gp (18th)

Aura, Caster Level: Strong Transmutation (Augment), 18th

Activation: Immediate (triggered) 1/day

When you roll a 20 with this weapon and confirm the critical hit, you can instantly decapitate your foe. If you do, it dies immediately, with no saving throw allowed. This has no effect on creatures without a discernable head, creatures unaffected by the loss of a single head, or creatures whose head you cannot reach.

Creation Requirements: Transmutation (Augment) 9; caster level 18th or (as weapon) 22

4.6 Apparel**4.6.1 Arms****4.6.2 Head****4.6.3 Legs****4.6.4 Rings**

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal - usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Rings have highly varied activation methods. Some are active as long as they are worn, some are triggered by specific circumstances, and some respond to a command word.

Protection

Price (Level): Varies gp (see text)

Body Location: Varied Abjuration (Shielding)

Aura, Caster Level: varies, —

Activation: A

ring of protection grants a scaling enhancement bonus to your saving throws while worn. See page ?? for details on scaling bonuses. The properties of the ring depend on its minimum enhancement bonus, as shown in the table below.

Table 4.5: Ring of Protection

Minimum Enhancement Bonus	Base Price	Item Level
+1	1,000 gp	4th
+2	4,000 gp	6th
+3	9,000 gp	9th
+4	16,000 gp	12th
+5	32,000 gp	15th

The caster level is equal to three times the item's minimum enhancement bonus. To craft the item, you must have a number of ranks in Craft (jewelry) equal to the item's caster level + 4.

Creation Requirements: Abjuration (Shielding) 1; caster level varies or jewelry varies

4.6.5 Torso**4.7 Implements****4.7.1 Scrolls**

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing

vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a read magic spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards and sorcerers) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her spell list.
- The user must have the requisite attribute score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell’s caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell’s caster level, then she has to make a caster level check (DC = scroll’s caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll

works exactly like a spell cast the normal way. Assume the scroll spell’s caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell’s level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Levels: Some spells are acquired by multiple classes at different levels. Use the entry on the table appropriate to the scribing of each individual scroll.

Table 4.6: Spell Scrolls

Common Scrolls	Market Price
0-Level Spells	12 gp 5 sp
1st-Level Spells	50 gp
2nd-Level Spells	200 gp
3rd-Level Spells	450 gp
4th-Level Spells	800 gp
5th-Level Spells	1250 gp
6th-Level Spells	1800 gp
7th-Level Spells	2450 gp
8th-Level Spells	3200 gp
9th-Level Spells	4050 gp
Paladin/Ranger Scrolls	Market Price ²
1st-Level Paladin/Ranger Spells	50 gp
2nd-Level Paladin/Ranger Spells	500 gp
3rd-Level Paladin/Ranger Spells	1200 gp
4th-Level Paladin/Ranger Spells	2200 gp

- 1 Includes cleric, druid, sorcerer, and wizard spells
- 2 Scrolls of paladin and ranger spells cost twice as much to buy because of their rarity. The cost to scribe them is no different than normal, and players attempting to sell such scrolls will find it difficult to find a buyer, so such items sell for a quarter of their market price.

4.7.2 Staves

A staff is a long shaft, usually made of wood, that enhances a spellcaster’s power. Staves function exactly like wands (see below), except that they enhance all schools of magic at once.

Staff Prices: Enhancement bonuses on staves are three times as expensive as wands, but staves otherwise use the same pricing rules as wands.

Table 4.7: Staff Prices

Minimum Enhancement Bonus	Base Price	Item Level
+1 wand	1,500 gp	4th
+2 wand	6,000 gp	8th
+3 wand	13,500 gp	11th
+4 wand	24,000 gp	14th
+5 wand	37,500 gp	16th

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends. Staves are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staves use the same activation method as wands.

4.7.3 Wands

A wand is a thin baton that enhances a spellcaster's power. Wands always provide a scaling enhancement bonus to caster level with a particular school of magic; see Scaling Bonuses, page ?? for details. In addition to an enhancement bonus, wands may have special abilities or be made of an unusual material.

Wand Prices: The prices of enhancement bonuses on wands are listed on Table ??: Wands. If a wand has a special ability, the price of the special ability is added to the price of the base enhancement bonus. The number of special abilities on the wand cannot exceed the base enhancement bonus of the wand. Additionally, the price of all special abilities cannot exceed twice the price of the enhancement bonus on the wand.

Multiple Schools: Some rare wands provide bonuses to two schools. The enhancement bonus on a wand costs twice as much if it provides bonuses to two schools. A wand cannot provide an enhancement bonus to more than two schools.

Table 4.8: Wand Prices

Minimum Enhancement Bonus	Base Price	Item Level
+1 wand	500 gp	3rd
+2 wand	2,000 gp	5th
+3 wand	4,500 gp	7th
+4 wand	8,000 gp	9th
+5 wand	12,500 gp	11th

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: All wands provide a constant increase to caster level that requires no activation. Some wands also have special abilities. Unless otherwise noted, these special abilities are activated as an immediate action while casting a spell.

School Restrictions: Most wand special abilities have an associated school. Special abilities from a particular school can only be used with wands that provide bonuses to that school.

Table 4.9: Wand Special Abilities

Special Ability	Cost	Item Level
Flaming	2,000 gp	5th
Freezing	2,000 gp	5th
Shocking	4,500 gp	7th

Enlarging

Price (Level): 500 gp (3rd)

Aura, Caster Level: Faint Universal, 2nd

Activation: Immediate (specific action) 1/day

As you cast a spell, you can activate this wand to double the range of the spell.

Creation Requirements: No school () 1; caster level 2nd or (as wand) 6

Flaming

Price (Level): 4,500 gp (7th)

Aura, Caster Level: Faint Evocation (Energy) [Fire], 6th

Activation: Immediate (specific action) 1/day

As you cast a spell, you can activate this wand to ignite a single creature affected by the spell for 5 rounds.

An ignited creature is vulnerable, causing it to take a –2 penalty to attack rolls, saving throws, checks, DCs, and AC. In addition, it takes d6 damage per round from the fire. If the creature takes a move action, it can attempt a DC 15 Reflex save to put out the flames. This action provokes attacks of opportunity. Dropping prone as part of the action gives a +4 circumstance bonus on this save.

Creation Requirements: Evocation (Energy) 3; caster level 6th or (as wand) 10

Freezing

Price (Level): 4,500 gp (7th)

Aura, Caster Level: Faint Evocation (Energy) [Cold], 6th

Activation: Immediate (specific action) 1/day

As you cast a spell, you can activate this wand to fatigue a single creature affected by the spell for 5 rounds. A fatigued creature cannot run or charge and is vulnerable, causing it to take a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 3; caster level 6th or (as wand) 10

Shocking

Price (Level): 8,000 gp (9th)

Aura, Caster Level: Faint Evocation (Energy) [Cold], 8th

Activation: Immediate (specific action) 1/day

Saving Throw: 16

As you cast a spell, you can activate this wand to stagger a single creature affected by the spell for 5 rounds. The target receives a Fortitude save to avoid being staggered.

A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. In addition, she is vulnerable, causing her to take a –2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Creation Requirements: Evocation (Energy) 4; caster level 8th or (as wand) 12

4.8 Tools

4.8.1 Potions and Oils

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect - the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the effective caster of the effect.

The person applying an oil is the effective caster, but the object is the target.

Physical Description: A typical potion or oil consists of 1 ounce

of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory – for example, the last time she tasted a liquid that reminded her of almonds, it turned out to be a potion of cure moderate wounds.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grapple attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed, or in some other way ingested. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature’s throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature. Exceptionally large objects or creatures require a greater time expenditure.

Potion Descriptions: The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified). Common potions refer to potions of spells on the cleric, druid, or unrestricted sorcerer/wizard spell lists. Any other spells, such as restricted sorcerer/wizard spells, are considered “uncommon”.

Table 4.10: Potions and Oils

Potion or Oil	Market Price	Item Level	Extra Price Modifier
1st-level spell (common)	50 gp	1st	+50 gp per caster level
1st-level spell (uncommon)	75 gp	1st	+75 gp per caster level
2nd-level spell (common)	400 gp	3rd	+100 gp per caster level
2nd-level spell (uncommon)	600 gp	3rd	+200 gp per caster level
3rd-level spell (common)	900 gp	4th	+150 gp per caster level
3rd-level spell (uncommon)	1350 gp	4th	+225 gp per caster level

4.9 Magic Item Creation

By investing time, money, and energy, spellcasters and craftsmen of great skill can imbue items with magical power. Learning how to perform this process requires the Imbue Magic feat. In addition, each magical item has certain requirements that must be met before it can be crafted. These requirements can be met in one of two ways: by casting spells into the item, or by using an appropriate Craft skill.

4.9.1 Requirements

Consider the requirements of a *flaming* weapon.

Creation Requirements: Evocation (Energy) 3; caster level 6th or weaponsmithing 9

This is composed of six parts: the school, the subschool, the spell level, the minimum caster level, the appropriate Craft skill, and the minimum number of ranks in that skill. Which requirements you must meet to create the item depend on how you are creating it.

Using Spells

To create an item with a spell, you must know a single spell that has the school and subschool listed in the magic item's requirements. The spell's level must be at least as high as the spell level listed in the requirements. For example, a wizard who knows the Fireball spell would be able to craft that item, because *fireball* is a 3rd level spell from the Evocation school with the (Energy) subschool. The spell need not match exactly; it can have other components as well. A druid who knows *fire seeds*, a 6th level Evocation/Transmutation (Energy, Imbuement) [Fire] spell, could also craft the item.

Some magic items are more complex, requiring multiple schools, subschools, or descriptors. It may be impossible to craft these items without the Imbuement Admixture feat, allowing you to use multiple spells to craft an item.

Crafting

To craft an item, you must have at least as many ranks in the relevant Craft skill as the magic item requires. In addition, you must have learned how to craft items from the item's school and subschool using that Craft skill. For every 5 ranks you have in a Craft skill, you learn how to make items from an additional subschool and its associated school. You can learn more subschools with the Versatile Crafter feat.

Some magic items are more complex, requiring multiple schools and subschools or even multiple Craft skills. You must know all of those schools and subschools with each Craft skill you use for the item.

4.9.2 Creation Process

Chapter 5

Monsters

5.1 Monster Attributes

5.1.1 Archetypes

Monsters come in many shapes and sizes. However, their roles in combat can be described through the use of archetypes – descriptive keywords which provide guidance as to a monster’s abilities. An individual monster can have any number of these descriptive keywords.

Ambush

This kind of creature typically makes surprise attacks from a hidden position. Ambush creatures usually have a form of stealth.

Artillery

This kind of creature can attack readily from afar.

Brute

This kind of creature can take a lot of physical punishment, such as by having a high armor class, special abilities, or a lot of hit points

Conditional

Not an archetype, but a type of archetype. Always used in combination with another archetype, this means that the creature’s role in combat can be countered by some specific strategy or item. For example, incorporeal creatures are conditional brutes; they are invulnerable to nonmagical weapons, but generally very weak against ghost touch weapons.

Disabler

This kind of creature can hinder opponents, such as by grappling or through the use of debilitating special abilities.

Leader

This kind of creature benefits from working in concert with other creatures.

Mobile

This kind of creature can move around the battlefield easily, such as by having a high movement speed or through special abilities related to movement.

Nondamaging

This kind of creature does not usually deal damage to creatures’ hit points. Such creatures often affect their opponents in other ways, such as with ability damage or drain.

Preparation

This kind of creature has special abilities which it is likely to use before combat. Most preparation monsters have spells or spell-like abilities which they cast on themselves or their local environment.

Striker

This kind of creature can deal a lot of damage, whether through physical combat or special abilities.

Utility

This kind of creature has significant noncombat special abilities which it is likely to use as appropriate for the situation.

5.1.2 Modifiers

Sometimes, it is thematically appropriate for monsters to be a little different, depending on the situation. Any monster can have one of these modifiers applied. Each modifier changes something about a monster’s statistics.

Minion

A minion has half the hit points or a normal monster of its type. In addition, a minion always deals average damage when it hits.

Challenge Rating

A typical encounter involves the same number of monsters as PCs. Each monster in a typical encounter has a CR equal to the level of the PCs.

5.2 Monsters

5.2.1 Human Bandit

Usually evil Medium humanoid **CR 2** [Archetypes]

Init +1; Perception +1

Space 5 ft. ft.; **Reach** 5 ft. ft.; **Speed** 30 ft.

Languages Common

AC 17, touch 14, flat-footed 13; **CMD** 17

(+3 studded leather, +1 Dexterity, +1 dodge, +2 heavy wooden shield)

HP 10 (2 HV)

Fort +6, **Ref** +1, **Will** +1

Melee Longsword +4 (d8+1)

BAB ++2; **CMB** ++4

Attributes Str 2, Dex 1, Con 2, Int 0, Wis -1, Cha 0

Skills Perception +1

Description**Combat****5.2.2 Human Militia**

Varies Medium humanoid

Init 0; Perception +0**Space** 5 ft.; **Reach** 5 ft.; **Speed** 30 ft.**Languages** Common**AC** 15, touch 13, flat-footed 12; **CMD** 14

(+2 armor, +2 shield, +1 Dexterity)

HP 5 (1 HV)**Fort** +3, **Ref** +1, **Will** +0**Melee** Longsword +2 (d8)**BAB** +1; **CMB** +1**Attributes** Str 1, Dex 1, Con 1, Int 0, Wis 0, Cha 0**Items** Leather armor, longsword, heavy wooden shield**Description****Combat****5.2.3 Kobold Warrior**

LE Small humanoid (reptilian)

CR 1 [Ambush]**Init** 3; Perception +1; **Senses** Low-light vision**Space** 5 ft.; **Reach** 5 ft.; **Speed** 30 ft.**Languages** Draconic**AC** 16, touch 14, flat-footed 14; **CMD** 10; +4 vs attacks of opportunity from Dodge target

(+1 size, +3 Dex, +2 armor, +1 natural)

HP 4 (1 HV)**Fort** +0, **Ref** +3, **Will** ++3**Melee** Shortspear +4 (d4-1)**Ranged** Shortspear (20 ft.) +4 (d4-1)**BAB** +1; **CMB** ++5**Attributes** Str -2, Dex 3, Con -1, Int -1, Wis 1, Cha -2**Feats** Dodge**Skills** Jump +0, Escape Artist +3, Craft (trapmaking) -1**Items** Leather, shortspear**Description**

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

Combat

Kobolds like to attack with overwhelming odds – at least two to one – or trickery; should the odds fall below this threshold, they

usually flee. However, they attack gnomes on sight if their numbers are equal. They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

CR 1 []**5.2.4 Bear, Black**

TN Medium animal

CR 4 [Brute]**Init** +1; Perception +Perception; scent**Space** 5 ft. ft.; **Reach** 5 ft. ft.; **Speed** 30 ft.**AC** Normal, touch Touch, flat-footed Flat; **CMD** CMD (modifiers)**HP** 32 (4 HV)**Fort** +Fort, **Ref** +Ref, **Will** +Will**Melee** Claws +7 (d10+2/d10)**BAB** ++3; **CMB** ++7**Attributes** Str 4, Dex 1, Con 4, Int -5, Wis 0, Cha 0**Feats** Feats**Skills** Climb +16, Stealth +5, Perception +8**Name** Effect**Description****Combat****5.3 Monster Feats**

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

5.3.1 Ability Focus [Monstrous]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: The creature gains a +2 competence bonus to the DC for all saving throws against the special attack chosen.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

5.3.2 Awesome Blow [Combat, Monstrous]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose make a single attack to deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, it may make a bull rush attack as a swift action, adding the damage dealt on the attack as a circumstance bonus. An affected creature is sent flying a number of feet based on the check result in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage per 5 feet of movement remaining, and the opponent stops in the space adjacent to the obstacle.

5.3.3 Craft Construct [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

5.3.4 Empower Spell-Like Ability [Monstrous]

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

5.3.5 Flyby Attack [General]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

5.3.6 Hover [Monstrous]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision

within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + creature's special size modifier + double spell level) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

5.3.7 Improved Natural Armor [Monstrous]

Prerequisites: Natural armor, Con 13.

Benefit: The creature gains a +1 competence bonus to natural armor class.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its bonus to natural armor increases by another point and the Con requirement increases by 2.

5.3.8 Improved Natural Attack [Monstrous]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for all of its natural weapons of that type increases by one step: 1d2, 1d3, 1d4, 1d6, 1d8, d10, 2d6, 2d8, 2d10, 4d6, 4d8, 4d10, 8d6, 8d8, 8d10.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, it applies to a different natural weapon.

5.3.9 Multiattack [Combat, Monstrous]

Prerequisite: Two or more natural weapons of the same type.

Benefit: The creature gains a +2 circumstance bonus to attack when making flurry attacks with natural weapons.

Normal: Without this feat, the creature's flurry attacks with natural weapons take a -2 penalty, or no penalty if the natural weapons are light.

5.3.10 Multiweapon Fighting [Combat, Monstrous]

Prerequisites: Dex 15, three or more hands.

Benefit: The creature can make flurry attacks when wielding two or more manufactured weapons of the same type as if they were natural weapons.

Normal: A creature without this feat can only make flurry attacks with natural weapons of the same type.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

5.3.11 Quicken Spell-Like Ability [Monstrous]

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell-like ability – in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal:: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special:: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Table 5.1: Empower and Quicken Spell-Like Ability

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

5.3.12 Snatch [General]

Prerequisite:: Size Huge or larger.

Benefits:: The creature can choose to start a grapple as a swift action when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

5.3.13 Versatile Multiweapon Fighting [Combat, Monstrous]

Prerequisite:: Dex 17, Multiweapon Fighting

Benefits:: The creature can make flurry attacks with any combination of manufactured weapons as if they were natural weapons of the same type. All of the weapons used must be light to gain the benefits of using light weapons when flurrying.

5.3.14 Wingover [Monstrous]

Prerequisite:: Fly speed.

Benefits:: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

5.4 Types, Subtypes, and Abilities

5.4.1 Monster Types

Aberration Type

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Will saves.
- 4 skill points. The following are class skills for aberrations: Climb, Jump, Swim, Hide, Move Silently, Knowledge (any one), Spellcraft, Listen, Spot, Survival, Intimidate

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

- Darkvision out to 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon group it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Animal Type

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

- Hit Value 5
- Base attack bonus equal to Hit Values (good progression).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- 2 skill points. The following are class skills for animals: Climb, Jump, Swim, Balance, Hide, Move Silently, Listen, Spot, Survival

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

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore is not proficient with its natural weapons.
- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Construct Type

A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- No good saving throws.
- 2 skill points. However, most constructs are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

Construct Size	Bonus Hit Points	Construct Size	Bonus Hit Points Per HV
Fine	—	Large	4
Diminutive	—	Huge	6
Tiny	—	Gargantuan	8
Small	1	Colossal	10
Medium	2		

Dragon Type

A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

- Hit Value 7
- Base attack bonus equal to total Hit Values (good progression).
- Good Fortitude and Will saves.
- 8 skill points. The following are class skills for dragons: Climb, Jump, Swim, Hide, Move Silently, Concentration, Appraise, Craft, Knowledge (all), Speak Language, Heal, Listen, Sense Motive, Spot, Survival, Bluff, Diplomacy, Intimidate, Use Magic Device

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.

Fey Type

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

- Hit Value 5
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Reflex and Will saves.
- 8 skill points. The following are class skills for fey: Climb, Jump, Swim, Escape Artist, Hide, Move Silently, Sleight of Hand, Concentration, Craft, Knowledge (geography, local, nature), Listen, Sense Motive, Spot, Bluff, Diplomacy, Perform, Use Magic Device

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey eat, sleep, and breathe.

Giant Type

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

- Hit Value 6
- Base attack bonus equal to total Hit Values (good progression).
- Good Fortitude saves.
- 2 skill points. The following are class skills for giants: Climb, Jump, Swim, Listen, Spot, Intimidate

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple and martial weapons, as well as any natural weapons.
- Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- Giants eat, sleep, and breathe.

Humanoid Type

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

- Hit Value 5, or by character class.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Will saves (usually; a humanoid's good save varies).
- 4 skill points. The following are class skills for humanoids without a character class: Climb, Swim, Ride, Craft, Heal, Survival, Handle Animal

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Magical Beast Type

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

- Hit Value 6
- Base attack bonus equal to total Hit Values (good progression).
- Good Fortitude and Reflex saves.

- 2 skill points. The following are class skills for magical beasts: Climb, Jump, Swim, Balance, Hide, Move Silently, Listen, Spot

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts eat, sleep, and breathe.

Monstrous Humanoid Type

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

- Hit Value 5.
- Base attack bonus equal to total Hit Values (as fighter).
- Usually good Fortitude and sometimes Will saves.
- 4 skill points.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields (except tower shields) if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

Ooze Type

An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

- 10-sided Hit Values.
- Base attack bonus equal to 3/4 total Hit Values (as cleric).
- No good saving throws.
- Skill points equal to (2 + Int, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

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

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

- Hit Value 6.
- Base attack bonus equal to total Hit Values (as fighter).
- Two good saving throws, usually Fortitude and Will.
- 8 skill points.

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

- Darkvision out to 60 feet.
- Unlike most other living creatures, an outsider does not have a dual nature
- its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with simple weapons and any weapon groups mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields (but not tower shields, unless mentioned in its entry) if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant Type

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Fortitude saves.
- 2 skill points.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

- Hit Value 7.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Will saves.
- 2 skill points. Undead have Intimidate as a class skill.

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

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical attribute scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

- Hit Value 5.
- Base attack bonus equal to 3/4 total Hit Values (average progression).
- Good Fortitude saves.
- Skill points equal to (2 + Int, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

5.4.2 Monster Subtypes

Air Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

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

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)
- Tongues (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Values). This ability is always active.

Aquatic Subtype

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

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

- Darkvision out to 60 feet and low-light vision.
- Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Values). (The defensive benefits from the circle are not included in an archon's statistics block.)
- Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
- Tongues (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Augmented Subtype

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Chaotic Subtype

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Cold Subtype

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Goblinoid Subtype

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Earth Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Subtype

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

- Immunity to paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Evil Subtype

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Fire Subtype

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Incorporeal Subtype

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

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

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

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

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

Incorporeal creatures have Hide as a class skill.

Lawful Subtype

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Native Subtype

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can

be. Creatures with this subtype are native to the Material Plane (hence the subtype’s name). Unlike true outsiders, native outsiders need to eat and sleep.

Reptilian Subtype

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Values and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent’s space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage

becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don’t make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm’s statistics block has “swarm” in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Values, as shown below.

Swarm HD	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

A swarm’s attacks are nonmagical, unless the swarm’s description states otherwise. Damage reduction sufficient to reduce a swarm attack’s damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm’s damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm’s HD + swarm’s Con; the exact DC is given in a swarm’s description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + double spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Water Subtype

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

5.4.3 Monster Abilities

Attribute Score Loss (Su)

Some attacks reduce the opponent’s score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent’s attribute score. The creature’s descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent’s attribute score when the creature hits with a melee attack. The creature’s descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed

as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points per ability point drained. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Alternate Form (Su)

A creature with this special quality has the ability to assume one or more specific alternate forms. A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template.

Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical attribute scores (Str, Dex, Con) of its new form. It retains the mental attribute scores (Int, Wis, Cha) of its original form. Apply any changed physical attribute score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 enhancement bonus on Disguise checks if it uses this ability to create a disguise.
- Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

Blindsense (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the 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 and dodge modifier to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Su)

A breath weapon attack usually deals damage and is often based on some type of energy.

Such breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A *true seeing* spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.

- The creature retains the attribute scores of its original form.
- Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 enhancement bonus on Disguise checks if it uses this ability to create a disguise.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Ex or Su)

A creature with this special quality mitigates damage from weapons and natural attacks. Some of the damage taken is nonlethal instead of lethal. The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities.

The entry indicates the amount of damage mitigated (usually 5 to 15 points).

Damage Resistance (Ex or Su)

A creature with this special quality takes only nonlethal damage from most weapons and natural attacks. The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can always damage the creature normally, as noted below.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantite, or cold-forged iron.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage resistance of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage resistance.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage resistance.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

A few creatures are harmed by more than one kind of weapon. A

weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Energy Drain (Su)

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. An affected opponent takes a -1 penalty on all checks, attack rolls, and saving throws, loses 5 hit points, and loses one effective level or Hit Value (whenever level is used in a die roll or calculation) for each negative level. The hit points lost decrease the creature's maximum hit points for as long as the negative level persists. In addition, a spellcaster loses one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed. A creature recovers from negative levels at a rate of one per day.

Extraplanar Subtype

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex)

A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Fear (Su or Sp)

Fear attacks can have various effects.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha; the exact DC is given in the creature's descriptive text). All fear attacks are

mind-affecting fear effects.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Values or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Flurry Attack

If a creature has more than one natural weapon of the same type, it can make a special attack called a flurry attack to attack with all of its natural weapons of the same type at once.

To make a flurry attack, a creature makes a single attack roll with a -2 penalty. If the natural weapon is light, the attack is made with no penalty. For every weapon used with the flurry attack beyond the second, the attack also gets a +2 circumstance bonus.

If the flurry attack hits, the creature deals damage with the main weapon used for the flurry. This damage includes the creature's full Strength. For every 5 points that the attack succeeds by, the creature can deal damage with an additional weapon used for the flurry, to a limit of the number of weapons that the creature has of that type. Each hit after the main hit includes half the creature's Strength.

If a creature normally makes a flurry attack, it will specify the number of weapons used to make the attack, and two damage values will be listed; one for the damage with the first hit, and a second value for each hit after the first.

Gaze (Su)

A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's

face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

Improved Grab (Ex)

If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a swift action that never provokes an attack of opportunity. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. If the creature succeeds by 10 or more, it can simply use the part of its body it used in the improved grab to hold the opponent. If it does so, it takes a -10 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus or dodge modifier to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Low-Light Vision (Ex)

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Manufactured Weapons

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat – in essence, any weapon that is not intrinsic to the creature.

Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

- **Perfect:** The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- **Good:** The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- **Average:** The creature can fly as adroitly as a small bird.
- **Poor:** The creature flies as well as a very large bird.
- **Clumsy:** The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

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

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Natural weapons are used just like manufactured weapons. Creatures get a number of attacks determined by their base attack bonus, and they can use natural weapons to take attacks interchangeably with manufactured weapons, other natural weapons, or with the same

natural weapon.

If a creature has more than one weapon of the same type, it can make a flurry attack. Some natural weapons are considered light weapons, as noted in their descriptions. This makes them easier to flurry attack with. See page ??.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities

Some creatures lack certain attribute scores. These creatures do not have an attribute score of 0 – they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity to its base attack bonus instead of a Strength.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence to initiative checks instead of a Dexterity. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or free skill points, although they may have skill points from attributes, bonus feats, or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom

score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Paralysis (Ex or Su)

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison (Ex)

Poison attacks deal initial damage, such as ability damage (see page 305) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details. A creature with a poison attack is immune to its own poison and the poison of others of its kind. The Fortitude save DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con (the exact DC is given in the creature's descriptive text). A successful save avoids (negates) the damage.

Pounce (Ex)

When a creature with this special attack makes a charge, it can follow with a full attack – including rake attacks if the creature also has the rake ability.

Powerful Charge (Ex)

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics (Sp)

These are spell-like abilities that a creature generates with the power of its mind. Psionic abilities are usually usable at will.

Rake (Ex)

A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual 4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn.

Ray (Su or Sp)

This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Ray attacks have no range increment. The

creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

Regeneration (Ex)

A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage. Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. A creature must have a Constitution score to have the regeneration ability.

Resistance to Energy (Ex)

A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 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 triple normal range.

When a creature detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This 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.

Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless

otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Sonic Attacks (Su)

Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other sound-proof material to stuff into the ears.

Special Abilities

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical, don't become ineffective in an antimagic field, and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

Spell-Like: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, or focus). They go away in an antimagic field and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Creatures with spell-like abilities have a specific mental attribute score which they use to determine the saving throw DC and the number of times per day they can use those abilities. The attribute score used is specified in the creature's description. Creatures are limited in the number of times per day they can use their spell-like abilities. Most creatures can use any combination of their spell-like abilities a number of times per day equal to half the creature's HV + the creature's relevant attribute. Some spell-like abilities can be used without limit, or require additional effort to use. This is noted in the creature's description.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Values. The saving

throw (if any) against a spell-like ability is $10 + \text{half the creature's HV} + \text{the creature's attribute}$.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Supernatural: Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Values. The saving throw (if any) against a supernatural ability is $10 + 1/2 \text{ the creature's HD} + \text{the creature's attribute}$ (usually Charisma).

Spell Immunity (Ex)

A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance (Ex)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check ($1d20 + \text{caster level}$). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells

Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Summon (Sp)

A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers

the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + 1/2$ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy (Su)

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a 4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + $1-1/2$ times its Str). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is $10 + 1/2$ creature's HD + creature's Str (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex)

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Treasure

This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items.

Turn Resistance (Ex)

A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Values total.

Vulnerability to Energy

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.