

Chapter 1

Noncore Changes

GENERAL CHANGES

CLASSES

- Hit Points: d4 and d6 HD become 4 HV. d8 HD becomes 5 HV, d10 HD becomes 6 HV, and d12 HD becomes 7 HV.
- Skill Points: 2 + Int skill points becomes 2 skill points. 4+ skill points becomes 4 skill points, 6+ skill points becomes 8 skill points, and 8+ skill points becomes 12 skill points.

FEATS

- [Ambush] feats no longer require sacrificing sneak attack dice. They give rogues extra options on their ambush attacks.
- [Wild] feats do not exist.
- Any feat that required Point Blank Shot requires Precise Shot instead.

SPELLS

- All non-costly spell components and focuses are removed.
- Assassin-only spells have no verbal components.
- Paladin-only spells have no somatic components.
- Ranger-only spells have no verbal components.

MONSTER MANUAL

- Djinni: Wind Walk is self-only.
- Nightmare: Astral Projection and Etherealness are self-only.
- Outsiders: Creatures with outsider racial hit dice get automatic proficiency with any weapon groups they are described as wielding. Players with outsider HD get proficiency with any weapon group of their choice.
- Undead are no longer immune to sneak attacks.
- A creature with only secondary natural attacks can make a single attack with one secondary natural attack as if it were a primary attack, taking no penalty and adding its full Strength modifier as bonus damage.
- Multiattack requires base attack bonus +6.

COMPLETE ADVENTURER

PRESTIGE CLASSES

Animal Lord

- Requirements:** Base attack bonus +4 instead of +5.
Animal Bond: The bonus is a competence bonus.
First Totem: The bonus is a competence bonus.

Wild Aspect: An animal lord's class levels stack with his druid levels, if any, when determining his wild aspect ability. This replaces the listed values for wild aspect uses per day. An animal lord adds the wild aspect ability appropriate to his totem to the list of wild aspects he can take.

Sharklord: The bite damage increases to 1d10 at 7th level.

Bloodhound

Requirements: Does not require Move Silently or Endurance. Requires 8 ranks in Survival and Skill Focus (Survival).

Mark: The skill bonuses are competence bonuses.

Tenacious Pursuit: The bonuses are competence bonuses.

Crippling Strike: As with the rogue class feature, only one crippling strike attack can be made per round.

Freedom of Movement: The effect lasts for a total time per day of one round per two class levels plus the bloodhound's Wisdom modifier.

Daggerspell Mage

Requirements: Concentration 8 ranks, Weapon Focus (light blade), Two-Weapon Fighting, 2nd level arcane spellcasting, Sneak attack +1d6.

Daggerspell Shaper

Does not exist.

Dread Pirate

Seamanship: The bonus is a competence bonus.

Fearsome Reputation: The bonus is a circumstance bonus.

Rally the Crew: The bonus is an enhancement bonus. It is activated as a swift action. The value of the bonus and the number of uses per day increases at 5th, 7th, and 9th level. It gives no bonus to saving throws.

Sneak Attack: The amount of extra damage increases by 1d6 at 5th, 7th, and 9th level.

Steady Stance: The bonus is a circumstance bonus.

Motivate the Scum: The bonus is an enhancement bonus.

Dungeon Delver

Requirements: Disable Device 8 ranks, Hide 4 ranks, Move Silently 4 ranks, Search 8 ranks, Alertness, Blind-Fight, trapfinding.

Deep Survival: The bonus is a competence bonus.

Trap Sense: Does not exist.

Augury: Activated as a swift action.

Darkstalker: At 5th level, when the dungeon delver hides, creatures with blindsense, blindsight, scent, or tremorsense do not automatically detect him. They must make Spot and Listen checks to detect him as if they did not have those abilities.

Blindsense: This is a constant ability that does not need to be activated. It is gained at 7th level.

Blindsight: At 10th level, the dungeon delver gains constant blindsight out to 30 feet.

Exemplar

Requirements: 10 ranks in any three skills, Skill Focus (any).

Skill Artistry: The bonus is a +10 competence bonus. It can apply to any skill in which the exemplar has at least 10 ranks.

Bonus Feat: The feat can be any [Skill] feat.

Sustaining Presence: The bonus does not apply to Concentration checks.

Persuasive Performance: (Su) ability. This does not mimic a Diplomacy check. Each viewer is affected by a *charm monster* spell with a caster level equal to your character level and a saving throw DC equal to your skill check.

Perfect Self: Does not exist.

Perfect Mind: At 10th level, an exemplar's mind becomes virtually immune to outside influence when she concentrates on her chosen area of focus. Whenever she would make a Will save, she can make a skill check instead and use the result in place of the Will save.

Fochlucan Lyrist

Requirements: Knowledge (nature) 8 ranks, Perform (any) 8 ranks, Speak Language (Druidic), any alignment with a neutral component, ability to cast 2nd level arcane and divine spells, bardic knowledge, inspire competence.

Core Features: 3/4 base attack bonus.

Ghost-Faced Killer

Requirements: Base attack bonus +4, Hide 4 ranks, Intimidate 8 ranks, Move Silently 4 ranks, Power Attack

Ghost Step: A ghost-faced killer can use this ability one additional time per every two class levels gained above 1st.

Sudden Strike: The bonus damage increases by 1d6 every even level.

Frightful Attack: Can be used a number of times per day equal to half the ghost-faced killer's class level + his Charisma modifier. The Will save DC against dying of fear increases by the damage bonus from Power Attack on the frightful attack. Creatures with Hit Values that exceed the ghost-faced killer's character level + his Charisma modifier are shaken for one round per class level instead of dying.

Highland Stalker

Does not exist.

Maester

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Bonus Feats: Gained at 2nd and 4th level.

Improved Crafting: At 5th level, a maester no longer gains any negative levels from crafting magic items.

Master of Many Forms

Does not exist.

Nightsong Enforcer

Requirements: Base attack bonus +4, Hide 8 ranks, Listen 4 ranks, Move Silently 8 ranks, Spot 4 ranks, Alertness, evasion.

Combat Tricks: Nightsong enforcer levels stack with rogue levels for determining when the nightsong enforcer gains combat tricks.

Skill Teamwork: The bonus is an enhancement bonus. The nightsong enforcer only grants a bonus to skills that she is trained with.

Nightsong Infiltrator

Requirements: Disable Device 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Search 4 ranks, Stealthy, evasion.

Skill Tricks: Nightsong enforcer levels stack with rogue levels for determining when the nightsong enforcer gains skill tricks.

Teamwork Trap Sense: Renamed to Teamwork Danger Sense. She gains a +4 competence bonus to initiative checks that increases by +1 at 4th, 7th, and 10th level. If the infiltrator has danger sense from other classes, her infiltrator levels stack with her levels in those other classes. All allies within 30 feet of the infiltrator also gain half that bonus as an enhancement bonus.

Trapfinding: As the rogue class feature.

Steady Stance: The bonus is a circumstance bonus.

Teamwork Infiltration: The bonus is an enhancement bonus.

Break Away: The bonus is a circumstance bonus to her dodge modifier.

Grant Move Action: This ability can be used a number of times per day equal to the infiltrator's Intelligence modifier. At 9th level, the ability can be used as a move action.

Skill Mastery: Applies to Disable Device, Hide, Move Silently, and Search checks.

Ollam

Requirements: Knowledge (history) 8 ranks, Knowledge (any other) 8 ranks, Perform (oratory) 4 ranks.

Spells per Day/Spells Known: Advances casting at every level.

Inspire Competence: The bonus is an enhancement bonus.

Inspire Resilience: The bonus is an enhancement bonus.

Shadowbane Inquisitor

Requirements: Lawful good, base attack bonus +4, Gather Information 4 ranks, Knowledge (religion) 4 ranks, Sense Motive 8 ranks, Investigator, detect evil class feature or ability to cast detect evil as a spell, turn undead, sneak attack +1d6

Sacred Stealth: The bonus is an enhancement bonus.

Smite: The shadowbane inquisitor's levels stack with paladin levels for the purpose of the smite evil and improved smiting abilities. This replaces the original benefit.

Merciless Purity: Instead of gaining a bonus to saving throws, the inquisitor gains temporary hit points equal to twice her character level.

Righteous Fervor: The bonus is an enhancement bonus equal to the inquisitor's Charisma bonus (minimum +1).

Burning Light: Deals 1d6 damage per two turning levels. Creatures vulnerable to bright light take 1d6 damage per turning level instead.

Shadowbane Stalker

Requirements: Lawful good, Gather Information 8 ranks, Search 4 ranks, Sense Motive 4 ranks, detect evil class feature or ability to cast detect evil as a spell, turn undead, sneak attack+1d6

Sacred Stealth: The bonus is an enhancement bonus.

Sacred Defense: The bonus is an enhancement bonus to your dodge modifier.

Sacred Strike: The bonus is a circumstance bonus.

Shadowmind

Does not exist.

Spymaster

Requirements: Requires Deceitful instead of Skill Focus (Bluff).

Streetfighter

Requirements: Base attack bonus +5, Bluff 4 ranks, Intimidate 4 ranks, Knowledge (local) 4 ranks, Blind-Fight

Always Ready: Renamed to danger sense, which functions as the rogue class feature.

Combat Tricks: Levels in streetfighter stack with rogue levels for the purpose of gaining combat tricks.

Improved Dirty Trick: Gained at 2nd level.

Stand Tough: Gained at 3rd level. Can be used a number of times per day equal to the streetfighter's Constitution modifier (minimum 1).

Sneak Attack: Gained at 2nd and 4th level.

Uncanny Dodge: Gained at 4th level.

Defensive Roll: Gained at 5th level. Can be used a number of times per day equal to the streetfighter's Constitution modifier or Intelligence modifier, whichever is higher.

Tempest

Does not exist.

Thief-Acrobat

Fast Acrobatics: If the thief-acrobat already has the Fast Acrobatics skill trick, he gains a different skill trick from the rogue list instead.

Kip Up: If the thief-acrobat already has the Kip Up skill trick, he gains a different skill trick from the rogue list instead.

Steady Stance: The bonus is a circumstance bonus.

Agile Fighting: The bonus is a competence bonus to your dodge modifier.

Defensive Roll: At 5th level, this can be used a number of times per day equal to the streetfighter's Dexterity modifier or Intelligence modifier, whichever is higher.

Vigilante

Requirements: Requires Investigator instead of Alertness.

Smite the Guilty: Can be used a number of times per day equal to half the vigilante's level + his Charisma modifier.

Quick Hide: The bonus is a competence bonus.

Virtuoso

Requirements: Requires 8 ranks in Perform instead of 10.

Spellcasting: Progresses casting at every level.

Bardic Music (move): At 1st level, the virtuoso can initiate bardic music or a virtuoso performance as a move action instead of

as a standard action.

Lyrical Freedom: At 2nd level, the virtuoso gains lyrical freedom, as the bard ability.

Combine Songs: At 4th level, the virtuoso gains combine songs, as the bard ability.

Bardic Music (swift): At 6th level, the virtuoso can initiate bardic music or a virtuoso performance as a swift action instead of as a move or standard action.

Wild Plains Outrider

Requirements: Ride 8 ranks, Mounted Combat, animal companion large enough to serve as a mount, or a paladin's special mount.

FEATS

- **Appraise Magic Value:** [Skill] feat. No material components are required.
- **Ascetic Knight:** Your paladin and monk levels stack when determining the extra damage and saving throw DC of your smite evil ability.
- **Ascetic Mage:** Prerequisites: *Ki* strike (magic), ability to cast 1st level arcane spells.
- **Brachiation:** [Skill] feat.
- **Brutal Throw:** [Combat] feat.
- **Combat Intuition:** The Sense Motive check is made as a swift action. The attack bonus is a circumstance bonus.
- **Danger Sense:** [Combat] feat. You must decide to reroll before the first round of the encounter starts.
- **Death Blow:** [Combat] feat.
- **Deft Opportunist:** Does not exist.
- **Devoted Inquisitor:** When you successfully use your sneak attack ability and your smite evil ability against the same foe in a single attack, you increase the DC of your smite evil ability by 2. This replaces the dazing ability.
- **Devoted Performer:** Your paladin and monk levels stack when determining the extra damage and saving throw DC of your smite evil ability.
- **Devoted Tracker:** Your paladin and ranger levels stack when determining the extra damage and saving throw DC of your smite evil ability.
- **Disguise Spell:** Onlookers must match or exceed your check result with a Spot check if the spell has somatic components, or with a Listen check if the spell has verbal components. A disguised spell can be identified by a Spellcraft check, but only by someone who realizes you're casting a spell.
- **Dual Strike:** Does not exist.
- **Expert Tactician:** [Combat] feat.
- **Extra Music:** Use the core feat.
- **Extraordinary Concentration:** [Skill] feat.
- **Extraordinary Spell Aim:** [Skill] feat. If the spell's area is an emanation from you, you cannot exclude yourself from its area.
- **Goad:** [Combat] feat.
- **Hear the Unseen:** [Skill] feat.
- **Jack of All Trades:** [Skill] feat.
- **Leap Attack:** [Combat] feat. You gain extra damage with the

Power Attack feat equal to the penalty you take on the attack roll.

- Open Minded: Use the core feat.
- Oversized Two-Weapon Fighting: [Combat] feat.
- Power Throw: [Combat] feat. You can use the Power Attack feat with thrown weapons.
- Quick Reconnoiter: [Skill] feat. The bonus is a competence bonus.
- Razing Strike: The attack and damage bonuses are circumstance bonuses.
- Staggering Strike: [Ambush] feat. Prerequisite: Sneak attack +3d6.
- Versatile Performer: [Skill] feat.

SPELLS

- Arrowmind: Lasts for 1 round.
- Balancing Lorecall: The bonus is an enhancement bonus.
- Critical Strike: The bonus is an circumstance bonus.
- Daggerspell Stance: The bonus is an enhancement bonus.
- Dissonant Chord: Creatures that fail the Fortitude save are also deafened for 1 minute.
- Embrace the Wild: Does not exist.
- Focusing Chant: Gives a +2 enhancement bonus.
- Grave Strike: Does not exist.
- Harmonic Chorus: The bonus is an enhancement bonus.
- Healthful Rest: The rate at which the subjects recover from all ailments, including ability damage, is also doubled. This stacks with the use of the Heal skill.
- Improvisation: The bonus is an circumstance bonus.
- Insidious Rhythm: The Concentration DC is equal Insidious Rhythm's save DC + double the level of the spell being cast.
- Insightful Feint: The bonus is a circumstance bonus, and it applies to feint checks.
- Instant Locksmith: The bonus is a circumstance bonus.
- Instant Search: The spell allows you to search every square within 10 feet of you with a single check. The bonus is a circumstance bonus.
- Joyful Noise: Evocation spell.
- Listening Lorecall: The bonus is an enhancement bonus. 10 or more ranks in Listen grants blindsense out to 60 feet instead of blindsight.
- Nature's Favor: The bonus is an enhancement bonus.
- Nightstalker's Transformation: The bonuses are enhancement bonuses. You gain proficiency with crossbows, light blades, and blunt weapons.
- Shadow Form: The bonuses are enhancement bonuses.
- Tactical Precision: The bonus is a circumstance bonus. Allies get the bonus if two affected allies overwhelm the same creature.
- War Cry: The bonuses are enhancement bonuses.
- Wraithstrike: Applies to the next attack you make, not all attacks in the round.

COMPLETE ARCANE

PRESTIGE CLASSES

Acolyte of the Skin

Requirements: Any nongood alignment, Knowledge (the planes) 8 ranks, ability to cast 2nd level spells, must have made peaceful contact with an evil outsider, must undergo the Ritual of Bonding.

Wear Fiend: The bonuses are competence bonuses.

Poison: The caster level is equal to the acolyte's caster level. Can be used an additional time per day at 4th, 7th, and 10th level (instead of 5th level).

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Fiendish Glare: Can be used an additional time per day at 6th and 9th level.

Skin Adaptation: The bonus is a competence bonus.

Glare of the Pit: Can be used an additional time per day at 10th level.

Summon Fiend: Gained at 8th level.

Alienist

Requirements: Able to cast at least one summoning spell of 2nd level or higher instead of 3rd level or higher.

Alien Blessing: The bonus is a competence bonus. It increases to +2 at 5th level and to +3 at 9th level.

Mad Certainty: Grants one additional hit point per HV. This applies to future HV gained.

Insane Certainty: Grants one additional hit point per HV. This applies to future HV gained.

Argent Savant

Requirements: Knowledge (arcana) 4 ranks, Spellcraft 8 ranks, able to cast at least three spells with the force descriptor, at least one of which must be 3rd level or higher.

Expanded Spell Knowledge: At 1st, 3rd, and 5th level, the argent savant adds a spell to their spell list from the list of specialist-only spells. The spell must be a force spell.

Force Specialization: Gained at 2nd level. If the spell does not deal damage in dice, this adds 2 damage. The bonuses are competence bonuses.

Force Armor: Gained at 4th level.

Ablate Force: Gained at 1st level. Reduces the damage by twice the argent savant's class level.

Ablate Impact: A 5th level argent savant gains damage reduction 5/magic.

Unbind Force: Can also be used to counterspell force spells.

Blood Magus

Requirements: Does not require Great Fortitude.

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Blood Component: Also increases save DC by 1. The bonuses are circumstance bonuses.

Death Knell: Can be used an additional time per day at 5th, 7th, and 9th level.

Bloodseeking Spell: Increases damage by one point per die of damage, or by 3 if the spell does not do dice of damage.

Thicker Than Water: Gained at 2nd level. Increases by 1 at

every even level.

Awaken Blood: Gained at 7th level. Can be used an additional time per day at 9th level.

Infusion: Gained at 8th level.

Greater Blood Component: A 9th level blood magus can increase a spell's caster level and save DC by 2 by taking 3 points of damage as a free action. The bonuses are circumstance bonuses.

Bloodwalk: Can be used a number of times per day equal to the blood magus's Constitution modifier.

Effigy Master

Does not exist.

Elemental Savant

Requirements: Knowledge (the planes) 8 ranks, Spellcraft 8 ranks, Energy Substitution (acid, cold, electricity, or fire), able to cast at least three spells that have one of the following descriptors in common: acid, cold, electricity, or fire. One of the spells must be at least 2nd level. Must have made peaceful contact with an elemental or outsider that has an elemental subtype (air, earth, fire, or water).

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Elemental Specialty: Does not exist.

Energy Penetration: Does not exist.

Energy Power: Gained at 1st level. When casting spells from her chosen element, the elemental savant gains a +1 competence bonus to her caster level. This bonus increases by +1 at 5th and 9th level.

Immunity to Sleep: Does not exist; see Elemental Resilience.

Elemental Resilience: At 2nd level, an elemental savant becomes immune to sleep. At 4th level, she becomes immune to paralysis. At 6th level, she becomes immune to poison. At 8th level, she becomes immune to stunning.

Energy Focus: Gained at 3rd level. Increases by +1 at 6th and 9th level. The bonus is a competence bonus.

Darkvision: Gained at 5th level.

Elemental Perfection: Does not grant immunity to critical hits or overwhelm penalties.

Enlightened Fist

Requirements: Concentration 8 ranks, Spellcraft 4 ranks, Combat Casting, Improved Unarmed Strike, Stunning Fist, ability to cast 1st level arcane spells.

Spells per Day/Spells Known: Increases magic level and caster level at every level except 1st.

Ki Strike: As the monk ability.

Fist of Energy: Activated as a swift action.

Arcane Rejuvenation: Heals damage equal to five times the spell's level.

Fatespinner

Requirements: Knowledge (arcana) 8 ranks, Profession (gambler) 4 ranks, able to cast 3rd-level arcane spells, including at least one divination spell of 1st level or higher.

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Spin Fate: Each day, a fatespinner can use a number of points equal to twice his fatespinner class level. He cannot spend more than his fatespinner class level in points in a single turn.

Seal Fate: Activated as a swift action.

Geometer

Requirements: Decipher Script 8 ranks, Knowledge (arcana) 4 ranks, Search 4 ranks, Spellcraft 8 ranks, Scribe Scroll, ability to cast 3rd-level arcane spells.

Glyph of Warding: A geometer adds *glyph of warding* to his spell list. He can learn and cast the spell just like any other spell.

Book of Geometry: Does not exist.

Sigilsight: Gained at 2nd level. The bonus is a competence bonus.

Simple Spellglyph: At 3rd level, the geometer gains a +4 circumstance bonus to Concentration checks made to cast a spell from a spellglyph.

Pass Sigil: Gained at 4th level.

Powerful Spellglyph: The bonus is a circumstance bonus.

Greater Glyph of Warding: A geometer adds *greater glyph of warding* to his spell list. He can learn and cast the spell just like any other spell.

Green Star Adept

Requirements: Base attack bonus +4, Knowledge (arcana) 8 ranks, Knowledge (local) 4 ranks, Great Fortitude, ability to cast 1st level arcane spells. Must also drink the starmetal infusion.

Improved Caster Level: Does not exist.

Starmetal Dependency: Does not exist.

Starmetal Rigor: Does not decrease Dexterity.

Unnatural Metabolism: The bonuses are circumstance bonuses.

Fortification: Does not exist.

Emerald Perfection: The adept becomes a living construct instead of a construct. He becomes immune to poison, paralysis, disease, nausea, and energy drain. He heals half the normal damage from spells from the healing subschool. When his hit points are less than 0, but not below his Constitution score in negative hit points, he is inert. He is unconscious and helpless, and cannot perform any actions. However, he is automatically considered stable. These effects all of the normal effects.

Initiate of the Sevenfold Veil

Does not exist.

Mage of the Arcane Order

Does not exist.

Master Transmogrifist

Does not exist.

Mindbender

Requirements: Requires the ability to cast 3rd level arcane spells instead of arcane caster level 5th.

Telepathy: Gained at 3rd level.

Mindread: Gained at 1st level. It can be used twice per day at 1st level, and an additional time per day at 4th, 7th, and 10th level.

Seeker of the Song

Requirements: Knowledge (arcana) 10 ranks, Perform (any one) 10 ranks, Skill Focus (Perform [any one]), bardic music ability.

Rapture of the Song: The AC bonus is a competence bonus to dodge modifier. The bonus to saving throws is a competence bonus.

Sublime Chord

Does not exist.

Suel Arcanamach

Requirements: Requires 4 ranks in Spellcraft instead of 5.

Class Features: Provides full base attack bonus progression.

Wayfarer Guide

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Wild Mage

Does not exist (under construction).

FEATS

- **Arcane Mastery:** Requires caster level 6th. You can take 10 with this feat even during combat.
- **Arcane Preparation:** Does not exist.
- **Chain Spell:** Can be used on any spell that targets a single creature or object. Targets are allowed saving throws to avoid damage if the original spell allowed a saving throw, but no extra saving throw is granted if the original spell did not allow a saving throw. Note that ray spells are not valid for Chain Spell, since they do not specify a single target.
- **Craft Contingent Spell:** Does not exist.
- **Delay Spell:** Uses a spell slot one level higher than the spell's actual level.
- **Extra Spell:** This feat only gives you access to spells which are on your spell list.
- **Mage Slayer:** [Combat] feat. Creatures with spell-like abilities that you threaten cannot use them defensively.
- **Nonlethal Substitution:** The nonlethal damage is still of the appropriate energy type, so it is affected normally by resistances and vulnerabilities. A nonlethal spell uses a spell slot of the spell's normal level.
- **Pierce Magical Concealment:** [Combat] feat.
- **Pierce Magical Protection:** [Combat] feat. This also pierces and dispels any bonuses to Armor Class granted by spell-like abilities.
- **Persistent Spell:** This can only apply to spells which have a duration based on caster level. Fixed duration spells cannot be persisted. "Fixed range" refers specifically to spells like Detect Magic and Arcane Sight, which are effectively personal but technically affect a fixed range away from you. It does not affect spells that affect things a fixed distance away from you. Even if other metamagic effects change how a spell can be cast, those effects cannot make a spell Persistable if it was not originally Persistable. If Persisted, a spell cannot also be Extended.
- **Sculpt Spell:** Possible areas include a Small (10 ft. radius) cylinder that is 20 feet high, a Medium (20 ft.) cone, a Small (10 ft. radius) spread, or a Long (50 ft.) line.

COMPLETE CHAMPION**FEATS**

- **Battle Blessing:** Does not exist.

- **Awesome Smite:** Does not exist.
- **Bestial Charge:** Does not exist.
- **Fragile Construct:** You can also use this ability to reduce the damage reduction of constructs by the same amount. The bonus to sunder attempts is a competence bonus.
- **Holy Potency:** The bonuses are circumstance bonuses.
- **Holy Warrior:** The bonus is a competence bonus.
- **Imbued Healing:** The bonuses are enhancement bonuses.
- **Mitigate Suffering:** Does not stack with itself when used on the same target repeatedly.
- **Protective Ward:** The bonus is an enhancement bonus to deflection modifier.
- **Retrieve Spell:** Only requires one other divine feat as a prerequisite.
- **Spiritual Counter:** Costs 1 + spell level turn or rebuke attempts.
- **Spontaneous Domains:** Does not exist.
- **Touch of Healing:** Does not exist.
- **Umbral Shroud:** Gives a 20% miss chance. The Will save DC is equal to 10 + the highest-level darkness spell you have + your casting ability modifier. The secondary benefit is a +1 caster level with darkness spells.

Devotion Feats

Devotion or [Domain] feats do not exist.

COMPLETE DIVINE**PRESTIGE CLASSES****Black Flame Zealot**

Requirements: Hide 8 ranks, Knowledge (religion) 4 ranks, Move Silently 8 ranks, Iron Will, ability to cast 2nd-level divine spells, sneak attack +1d6.

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Sacred Flame: Activated as a swift action.

Blighter

Does not exist.

Church Inquisitor

Requirements: Skill requirements: Knowledge (religion) 8 ranks, Sense Motive 8 ranks.

Consecrated Harrier

Requirements: Skill requirements: Bluff 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks, Survival 4 ranks.

Blessing of Scripture: Also applies to Gather Information checks. The bonus is a circumstance bonus.

Contemplative

Class Features: The class is a five level class.

Divine Health: A contemplative is also immune to poisons.

Bonus Domain: Gained at 4th level.

Divine Body: Does not exist. See Divine Health.

Divine Soul: Gained at 5th level.

Eternal Body: Gained at 5th level.

Mystic Union: Does not exist.

Divine Crusader

Requirements: Alignment must match chosen deity, base attack bonus +7, Knowledge (religion) 8 ranks, Weapon Focus (in chosen deity's favored weapon group)

Domain Power: Gained at 1st level. As the cleric ability, but only for the divine crusader's chosen domain.

Channeled Domain Power: Gained at 3rd level. As the cleric ability, but only for the divine crusader's chosen domain. A divine crusader without the ability to turn undead gains 3 + Charisma modifier uses of positive (or negative) energy that can be used to power channeled domain abilities, but not to turn or rebuke undead.

Resistance to Electricity: Does not exist.

Greater Domain Power: Gained at 5th level. As the cleric ability, but only for the divine crusader's chosen domain..

Weapon Specialization: Does not exist.

Resistance to Acid: Does not exist.

Greater Channeled Domain Power: Gained at 7th level. As the cleric ability, but only for the divine crusader's chosen domain.

Darkvision: Gained at 6th level.

Domain Mastery: Gained at 9th level. As the cleric ability, but only for the divine crusader's chosen domain.

Divine Oracle

Scry Bonus: The bonus is a competence bonus. Increases by +1 at 5th and 9th level.

Domain Power: Gained at 1st level. As the cleric ability, but only for the Oracle domain.

Trap Sense: Replaced with danger sense, as the rogue ability.

Channeled Domain Power: Gained at 3rd level. As the cleric ability, but only for the Oracle domain. A divine oracle without the ability to turn undead gains 3 + Charisma modifier uses of positive (or negative) energy that can be used to power channeled domain abilities, but not to turn or rebuke undead.

Divination Enhancement: Does not exist (see the Oracle domain).

Greater Domain Power: Gained at 5th level. As the cleric ability, but only for the Oracle domain.

Improved Uncanny Dodge: As the barbarian ability.

Greater Channeled Domain Power: Gained at 7th level. As the cleric ability, but only for the Oracle domain.

Greater Uncanny Dodge: Gained at 8th level.

Domain Mastery: Gained at 9th level. As the cleric ability, but only for the Oracle domain.

Entropomancer

Requirements: Concentration 4 ranks, Knowledge (arcana) 4 ranks, Great Fortitude, ability to cast 3rd-level spells

Shard of Entropy: Lasts for a number of rounds equal to the entropomancer's class level + his Wisdom modifier.

Spells per Day/Spells Known: Can progress arcane casting.

Entropic Field: Lasts for a number of rounds equal to the entropomancer's class level + his Wisdom modifier.

Evangelist

Requirements: Skill Requirements: Bluff, Diplomacy, or Intimidate 8 ranks, Perform (oratory) 8 ranks, Skill Focus (Bluff, Diplomacy, or Intimidate).

Great Orator: Inspire Hope gives an enhancement bonus.

Fast Talk: Does not exist.

Righteous Conviction: At 2nd level, the evangelist adds his Charisma modifier to his saving throws against mind-affecting spells and effects.

Geomancer

Ley Lines: The bonus is a circumstance bonus.

Drift: The bonuses are competence bonuses unless otherwise stated.

Stage 2 Drifts: The coat of white fur gives a +4 circumstance bonus to Hide checks in snowy areas.

Stage 3 Drifts: Eyes as sharp as an eagle or owl grants circumstance bonuses. The hawklike talons do not grant Combat Finesse.

Stage 4 Drifts: The rage similar to a wolverine makes geomancer levels stack with levels in classes that provide rage for the purpose of the temporary hit points gained. Pouncing like a leopard grants a charge, if it is made in the first round of combat.

Stage 5 Drifts: The unicorn horn grants a circumstance bonus. Feathered or batlike wings grant a fly speed equal to your base land speed. Curling into a spiny ball is done as part of taking a total defense action. It grants a +4 circumstance bonus to your natural armor in addition to the normal bonus from the total defense action. Becoming as graceful as a pixie also grants a +1 competence bonus to your dodge modifier. If your teeth drip poison, you can combine the benefits of that drift with any bite attack you already have (such as from other drifts). Having your skin become tree bark grants you a +2 competence bonus to your natural armor modifier.

Holy Liberator

Requirements: Skill Requirements: Diplomacy 4 ranks, Sense Motive 4 ranks.

Spells per Day: Increased by 1 at each spell level.

Smite Evil: As the paladin ability.

Improved Smiting: As the paladin ability.

Aura of Resolve: As the paladin ability.

Divine Grace: As the paladin ability.

Aura of Determination: Gained at 7th level. As the paladin ability.

Celestial Companion: As the paladin ability, but with the celestial template.

Hospitaler

Does not exist.

Pious Templar

Does not exist.

Radiant Servant of Pelor

Requirements: Heal 8 ranks, Knowledge (religion) 4 ranks, Extra Turning, ability to cast 2nd level divine spells, access to the Sun domain, must worship Pelor.

Extra Greater Turning: Does not exist.

Greater Domain Power: Gained at 1st level. As the cleric ability, but only for the Sun domain.

Greater Channeled Domain Power: Gained at 4th level. As the cleric ability, but only for the Sun domain.

Empower Healing: Gained at 3rd level. Applies when casting any spell from the healing subschool.

Aura of Warding: Gained at 2nd level. The radiant servant gains

a +2 competence bonus to Will saving throws. All allies within 10 feet of him gain a +2 circumstance bonus to Will saving throws.

Bonus Domain: Does not exist.

Maximize Healing: Applies when casting any spell from the healing subschool.

Positive Energy Burst: Deals 1d6 points of damage per turning level. The save DC is equal to 10 + half turning level + Cha modifier.

Domain Mastery: Gained at 9th level. As the cleric ability, but only for the Sun domain.

Supreme Healing: Applies when casting any spell from the healing subschool.

Rainbow Servant

Does not exist.

Sacred Exorcist

Requirements: Knowledge (religion) 8 ranks, Knowledge (the planes) 8 ranks, ability to cast *magic circle against evil*

Resist Possession: The bonuses are circumstance bonuses.

Chosen Foe: The bonuses are circumstance bonuses.

Greater Domain Power: Gained at 5th level. As the cleric ability, but only for the Good domain. The sacred exorcist need not have the Good domain.

Consecrated Presence: Gained at 6th level.

Domain Mastery: Gained at 10th level. As the cleric ability, but only for the Good domain. The sacred exorcist need not have the Good domain.

Sacred Fist

AC Bonus: Does not exist. See *ki ward*.

Ki Ward: As the monk ability. Sacred fist levels stack with monk levels for the purpose of determining the AC bonus.

Sacred Flames: Activated as a swift action.

Blindsense: Extends to a radius of 30 feet.

Inner Armor: Activated as a swift action. The effect lasts for 1 minute. The bonuses are enhancement bonuses.

Seeker of the Misty Isle

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Corellon's Perception: Checks to rehear sounds can be made as a swift action.

Shining Blade of Heironeous

Adaptations: Most deities can have their own equivalent of the shining blade class, which may grant different abilities.

Requirements: Lawful good, base attack bonus +5, base Will save +3, Knowledge (religion) 8 ranks, ability to cast 1st-level divine spells, must worship Heironeous.

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Shock Blade: Activated as a swift action. The effect lasts for 1 minute. Can be used a number of times per day equal to half the shining blade's class level + his Charisma modifier.

Holy Blade: Activated as a swift action. The effects last for 1 minute. Can be used a number of times per day equal to half the shining blade's class level + his Charisma modifier.

Brilliant Blade: Activated as a swift action. The effects last for 1 minute. Can be used a number of times per day equal to half the

shining blade's class level + his Charisma modifier.

Infinite Blade: The shining blade can use his brilliant blade ability at will.

Stormlord

Requirements: Base Fortitude save +3, Endurance, Great Fortitude, Weapon Focus (spears), ability to cast 2nd-level divine spells, must have been hit by lightning, whether magical or mundane, and survived.

Enhanced Javelins: The bonus increases to +3 at 10th level.

Elemental Conflagration: Renamed to storm of elemental fury.

Temple Raider of Olidammara

Requirements: Any chaotic alignment, Disable Device 4 ranks, Knowledge (religion) 2 ranks, Search 8 ranks, trapfinding, must worship Olidammara.

Spells per Day: Increased by 1 at each spell level.

Trapfinding: Does not exist.

Trap Sense: Does not exist.

Intuitive Trapsmith: Gained at 1st level. A temple raider of Olidammara can add his Wisdom modifier instead of his Intelligence modifier to Search and Disable Device checks.

Sneak Attack: Gained at 1st level. As the rogue ability. Increases at 4th, 7th, and 10th level.

Danger Sense: Gained at 2nd level. As the rogue ability. Improves by +1 at 5th and 8th level.

Skill Mastery: Gained at 8th level.

Greater Uncanny Dodge: Gained at 9th level. As the rogue ability.

Luck Domain: Does not exist.

Luck of Olidammara: At 10th level, a temple raider of Olidammara can reroll any attack roll, check, or saving throw he makes as a free action. He can use this ability a number of times per day equal to his Wisdom modifier. He must use this reroll before determining whether the roll succeeds or fails.

Ur-Priest

Does not exist.

Void Disciple

Requirements: Spellcraft 8 ranks, Skill Focus (Spellcraft), Spell Penetration, ability to cast 2nd-level spells.

Spells per Day/Spells Known: Increases magic level and caster level at every level.

Moment of Clarity: The effect lasts for 1 minute. Only combat and skill feats can be granted with this ability. If ranks are bestowed, the affected character acts as if they had one more skill point in the skill than they actually have. At 11th level, this can be activated as a swift action.

Reach Through the Void: At 6th level, you can use your void abilities that require touching the target at close (30 ft.) range as a ranged touch attack. If the attack misses, the use of the ability is wasted.

Altering the Course: The bonus is a circumstance bonus. At 11th level, this can be used an additional time per day.

Void Release: The effect lasts for 1 minute. Activated as a standard action.

Void Strike: Can be used once per minute.

Warpriest

Does not exist (under construction).

FEATS

- Arcane Disciple: Does not exist.
- Augment Healing: The bonus is a competence bonus.
- Disciple of the Sun: Does not exist.
- Divine Metamagic: Cannot raise a spell's effective spell slot level above the spell level that you could normally cast.
- Divine Spell Power: Increases caster level by +2 for the next divine spell cast.
- Domain Focus: Applies to all spells from that domain, regardless of how they are cast.
- Domain Spontaneity: Does not exist.
- Elemental Healing: Affects creatures in a Large (50 ft.) burst.
- Empower Turning: Does not exist.
- Glorious Weapons: Activated as a swift action. It affects all allies in a Large (50 ft.) burst.
- Profane Boost: Activated as a swift action. It affects all creatures in a Large (50 ft.) burst.
- Quicken Turning: Activated as a swift action. Using a quickened turning costs two uses of turn or rebuke undead.
- Reach Spell: The spell becomes a ray.
- Sacred Boost: Activated as a swift action. It affects all creatures in a Large (50 ft.) burst.
- Sacred Healing: Affects creatures in a Large (50 ft.) burst.
- True Believer: The feat allows you to roll twice and take the better result for a single saving throw instead of giving a bonus.

COMPLETE MAGE**FEATS**

- Acidic Splatter: Close (30 ft.) range.
- Alacritous Cogitation: Does not exist.
- Dimensional Jaunt: You must also have line of effect to your destination. Srying does not count as providing line of sight.
- Dimensional Reach: You must also have line of effect to the item.
- Drowning Glance: The creature must successfully save to be immune to further uses of the drowning glance.
- Elemental Adept: Does not exist.
- Fey Heritage: Gives a +2 competence bonus to Bluff and Hide checks. If you have 10 ranks in one of those skills, the bonus for that skill increases to +4. Does not give a bonus against enchantment effects.
- Fey Legacy: Gives invisibility instead of dimension door, and summon nature's ally IV instead of summon nature's ally V.
- Fey Power: The bonus is a competence bonus.
- Fey Presence: Give charm person instead of charm monster.
- Fiendish Heritage: Gives a +2 competence bonus to Bluff and Hide checks. If you have 10 ranks in one of those skills, the bonus for that skill increases to +4. This replaces the feat's original effect.
- Fiendish Legacy: Gives suggestion instead of teleport, and summon monster IV instead of summon monster V.

- Fiendish Power: The bonus is a competence bonus.
- Fiendish Presence: Gives darkness instead of suggestion.
- Hurricane Breath: The bull rush check is made with a bonus equal to your caster level with air spells + the level of your highest-level air spell available.
- Insightful Divination: The bonuses are enhancement bonuses.
- Invisible Needle: Does not exist.
- Magic Sensitive: Close (30 ft.) range.
- Melodic Casting: Remove the second paragraph.
- Minor Shapeshift: Does not exist.
- Piercing Evocation: The amount of untyped damage is equal to your caster level with the spell.
- Ranged Recall: Requires Precise Shot instead of Point Blank Shot.
- Sickening Grasp: This feat give you the ability to make a touch attack as a standard action to gain the effects of the feat. Its benefits do not apply to all melee touch attacks you make.
- Touch of Distraction: Does not exist.
- Winter's Blast: The cone extends 20 feet out.

COMPLETE SCOUNDREL**FEATS**

- Ascetic Stalker: Does not exist.
- Better Lucky than Good: Can be used as an immediate action.
- Chord of Distraction: Expend two uses of bardic music when used.
- Daredevil Athlete: The bonus is a circumstance bonus.
- Daring Outlaw: Does not exist.
- Daring Warrior: Does not exist.
- Deadly Defense: [Combat] feat.
- Disemboweling Strike: Does not exist.
- Fortuitous Strike: Can be used as an immediate action.
- Good Karma: You do not take extra damage from the attack if it hits you.
- Martial Stalker: Does not exist.
- Master Spellthief: Does not exist.
- Merciful Strike: Does not exist.
- Mind Drain: Does not exist.
- Psithief: Does not exist.
- Psychic Luck: Does not exist.
- Savvy Rogue: Does not exist.
- Swift Ambusher: Does not exist.
- Third Time's the Charm: Does not exist.
- Victor's Luck: Can be used as an immediate action.
- Warning Shout: The bonus is a circumstance bonus.

COMPLETE WARRIOR**PRESTIGE CLASSES****Bear Warrior**

The class is now a 5 level prestige class.

Requirements: Base attack bonus +8 instead of +7, Improved Grapple and Toughness instead of Power Attack, Survival 6 ranks.

Rage: Bear warrior levels stack with barbarian levels for determining uses of rage per day.

Bear Form: The bear warrior replaces all of the normal benefits from raging with the benefits appropriate to the bear form taken. Every bear form has a base land speed of 40 feet.

Black Bear Form: +8 Strength, +2 Dexterity, +4 Constitution, and +2 Will saves. These are circumstance bonuses. He gains a +2 racial bonus to natural armor, which does not stack with other racial bonuses to natural armor. He also gains two claw attacks (d6) and a bite attack (d8).

Brown Bear Form: Gained at 3rd level. +12 Strength, +2 Dexterity, +6 Constitution, and +3 Will saves. These are circumstance bonuses. He gains a +4 racial bonus to natural armor. He also becomes Large and gains improved grab, two claw attacks (d8), and a bite attack (2d6).

Dire Bear Form: Gained at 5th level. +16 Strength, +2 Dexterity, +8 Constitution, and +4 Will saves. These are circumstance bonuses. He gains a +6 racial bonus to natural armor. He also becomes Large and gains improved grab, two claw attacks (d10), and a bite attack (2d8).

Scent: Gained at 2nd level.

Speak with Bears: At 2nd level, the bear warrior can speak with any kind of bear that he can turn into. If he can turn into a brown bear, he can also speak with polar bears.

Command Bears: At 4th level, the bear warrior can command any kind of bear that he can turn into. If he can turn into a brown bear, he can also speak with polar bears.

Bear's Endurance: At 4th level, the bear warrior gains a +2 inherent bonus to Constitution.

Bladesinger

Requirements: Does not require ranks in Balance or Dodge.

Cavalier

Requirements: Base attack bonus +5, Ride 8 ranks, Mounted Combat, Ride-by Attack, Spirited Charge

Courtly Knowledge: Does not exist.

Mounted Weapon Bonus: The bonuses are competence bonuses.

Ride Bonus: The bonus is equal to the cavalier's class level.

Full Mounted Attack: Does not exist.

Mounted Defense: At 7th level, the cavalier can make two Ride checks per round with the Mounted Combat feat to avoid a hit on his mount.

Darkwood Stalker

Does not exist.

Dervish

Requirements: Base attack bonus +5, Perform (dance) 4 ranks, Tumble 4 ranks, Combat Expertise, Dodge, Mobility, Spring Attack

AC Bonus: The bonus is a competence bonus to the dervish's dodge modifier. The bonus increases to +2 at 4th level and to +3 at 8th level. It does not function if the dervish is using a shield.

Dervish Dance: While in a dervish dance, as a full-round action, the dervish can move up to her full normal movement speed and take a full attack. She may split her attacks as she chooses between any targets that she moves adjacent to during the round. The dervish is subject to attacks of opportunity while dancing, but may tumble

normally as part of her move. A dervish prevented from completing her move may finish her full attack against any targets she can reach without moving. This replaces the normal benefits of a dervish dance.

The normal restrictions on entering a dervish dance still apply.

Slashing Blades: Does not exist.

Movement Mastery: Gained at 6th level.

Fast Movement: The bonus is a competence bonus.

Whirlwind Attack: Gained at 2nd level. If the dervish already has Whirlwind Attack, she may choose any other combat feat for which she qualifies. While in a dervish dance, the dervish may perform a whirlwind attack at any point during her movement, replacing her regular full attack as the feat normally would.

Spring Attack: Does not exist.

Flurry of Slashes: At 5th level, while in a dervish dance, the dervish can take an extra attack each round at her full base attack bonus. However, if she does so, she takes a -2 penalty on all attacks made during that round. This does not stack with any other ability which grants extra attacks.

Improved Reaction: Does not exist.

Reaping Dance: At 8th level, a dervish gains the benefit of the Great Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat.

Drunken Master

Core Features: The drunken master has a HV of 6 and full base attack bonus progression.

Requirements: Tumble 8 ranks, Great Fortitude, Improved Unarmed Strike

Drink like a Demon: Each drink represents a mug of ale, a glass of win, or a corresponding amount of stronger alcohol. Each drink lasts for 1 minute. The bonus is a circumstance bonus that stacks with itself.

Improvised Weapons: The drunken master takes no penalty to attack rolls with improvised weapons. This replaces the normal effects of this ability.

Improved Feint: Gained at 2nd level. If the drunken master already has Improved Feint, he may choose any other combat feat for which he qualifies.

Swaying Waist: At 2nd level, a drunken master gains a +1 competence bonus to his dodge modifier. This bonus increases by +1 at every even level. The drunken master gains this bonus as long as he is wearing no armor or light armor, including a buckler or light shield.

Improved Improvised Weapons: Gained at 3rd level. The drunken master also gains a +1 competence bonus to attack rolls with improvised weapons, and deals damage with improvised weapons as if the weapons were one size category larger.

Improved Bull Rush: Gained at 4th level. If the drunken master already has Improved Bull Rush, he may choose any other combat feat for which he qualifies.

AC Bonus: Does not exist.

Stagger: Gained at 5th level. The drunken master may use the Tumble skill while moving at full speed as part of this charge. This replaces the existing Tumble ability.

Greater Improvised Weapons: Gained at 6th level. The drunken master gains a +2 competence bonus to attack rolls with improvised weapons and deals damage with improvised weapons

as if the weapons were two size categories larger.

Improved Drink like a Demon: At 6th level, the drunken master can consume two drinks with a single move action.

Improved Grapple: Does not exist.

For Medicinal Purposes: Gained at 7th level. This ability can be used any number of times per day.

Corkscrew Rush: Gained at 8th level. The DC is equal to 10 + 1/2 base attack bonus + Constitution modifier. Bloodied opponents are stunned, and healthy opponents are staggered.

Superior Improvised Weapons: The drunken master gains a +3 competence bonus to attack rolls with improvised weapons and deals damage with improvised weapons as if the weapons were three size categories larger.

Breath of Flame: Activated as a standard action. The drunken master can consume up to his Constitution modifier in drinks as part of the action, dealing 3d10 damage per drink consumed. The drunken master can consume a number of drinks per day in this way equal to twice his class level.

Exotic Weapon Master

Renamed to Weapon Master.

Requirements: Base attack bonus +6, Weapon Focus, Weapon Specialization, Improved Critical.

Exotic Weapon Stunt: Renamed to Weapon Stunt. All weapon stunts do not require exotic weapons. Instead, they work with the weapon groups used to gain access to this class. Characters with the improved weapon discipline class feature who chose to focus in all weapon groups may use weapon stunts with any weapon that meets the requirements for the stunt.

- Close-Quarters Ranged Combat: This can only be used with one-handed ranged weapons, such as slings or thrown daggers.
- Double Weapon Defense: Gives Two-Weapon Defense when using double weapons.
- Exotic Reach: Renamed to uncanny reach. Does not work with spiked chains.
- Exotic Sunder: Renamed to uncanny sunder.
- Flurry of Strikes: Does not work with spiked chains.
- Show Off: The effect lasts for 1 minute.
- Throw Exotic Weapon: Renamed to uncanny throw.
- Twin Exotic Weapon Fighting: Renamed to Twin Weapon Fighting. Can be used when wielding the same light weapon in each hand.
- Uncanny Blow: Does not exist.

Eye of Gruumsh

Does not exist yet.

Frenzied Berserker

Requirements: Base attack bonus +9, Cleave, Destructive Rage, Intimidating Rage, Power Attack.

Frenzy: The bonuses are circumstance bonuses. Attempting to end the frenzy requires a swift action.

Diehard: If the frenzied berserker already has Diehard, she may choose any other combat feat for which he qualifies.

Supreme Cleave: Once per round, the frenzied berserker can move five feet between attacks when using the Cleave or Great Cleave feat. This movement provokes attacks of opportunity as

normal.

Improved Power Attack: The frenzied berserker gains an additional +1 circumstance bonus to damage for every -1 penalty she takes on her melee attack rolls with the Power Attack feat.

Supreme Power Attack: The frenzied berserker gains an additional +2 circumstance bonus to damage for every -1 penalty she takes on her melee attack rolls with the Power Attack feat.

Gnome Giant-Slayer

Does not exist.

Halfling Outrider

Core Features: The class is a five level class.

Requirements: Halfling, base attack bonus +5, Listen 4 ranks, Ride 8 ranks, Spot 4 ranks, Mounted Combat

AC Bonus: The bonus is a competence bonus to the halfling outrider's dodge modifier.

Mount: Halfling outrider class levels stack with either paladin, druid, or ranger levels for determining the characteristics of a paladin's special mount or of an animal companion. The choice of class must be made when the first level of halfling outrider is gained.

Defensive Riding: The bonuses are circumstance bonuses. The mount gains a bonus to Reflex saves instead of Will saves.

Stand on Mount: Gained at 3rd level.

Evasion: Gained at 4th level.

Quick Turn: Gained at 5th level.

Hulking Hurler

Does not exist yet.

Hunter of the Dead

Does not exist.

Invisible Blade

Requirements: Bluff 8 ranks, Improved Feint, Weapon Focus (light blade)

Dagger Sneak Attack: As the rogue ability, but with daggers, kukris, and punching daggers only.

Unfettered Defense: This ability can also be used in light armor.

Tricky Feint: At 2nd level, the invisible blade can use a Bluff check instead of a combat maneuver check to feint in combat. The Bluff check includes any bonuses that would apply to feint attempts, such as the +4 competence bonus from Improved Feint.

Bleeding Wound: Gained at 3rd level. This ability is used as an ambush attack.

Feint Mastery: Applies to all checks made to feint in combat, whether using a Bluff check or a combat maneuver check.

Uncanny Feint: At 5th level, the invisible blade can feint as a swift action. This replaces the normal effect of this ability.

Justicar

Requirements: Lawful alignment, base attack bonus +5, Gather Information 8 ranks, Search 4 ranks, Sense Motive 4 ranks, Survival 8 ranks, Investigator, Track.

Weakening Strike: As the original crippling strike ability. This can be used only once per round. The justicar must choose which attack is a weakening strike before rolling the attack.

Crippling Strike: At 6th level, the justicar can deal 2 points of Strength damage when making a weakening strike.

Improved Nonlethal Strike: At 9th level, the nonlethal damage the justicar deals becomes more punishing. It is treated as lethal damage for the purpose of healing the damage.

Kensai

Does not exist yet.

Knight of the Chalice

Does not exist.

Knight Protector

Requirements: Lawful neutral or lawful good alignment, base attack bonus +5, Diplomacy 4 ranks, proficiency with heavy armor, Combat Reflexes, Iron Will.

Core Features: The class is a five level class, and has good Fortitude saves.

Bulwark of Defense: At 1st level, any squares the knight protector threatens are treated as difficult terrain for his foes.

Defensive Stance: The bonus is a circumstance bonus, and applies to all adjacent allies. The maximum number of points the knight protector can transfer increases by 1 at 3rd and 5th level.

No Mercy: Gained at 2nd level. A second extra attack is gained at 4th level.

No Escape: At 3rd level, any creature hit by an attack of opportunity from a knight protector must immediately stop moving. Flying creatures are not affected by this ability.

Retributive Attack: Gained at 4th level. A knight protector can make three retributive attacks per day.

No Surrender: At 5th level, if a knight protector would be killed or knocked unconscious by hit point loss, he may make a Will save with a DC equal to the number of negative hit points he has to remain alive and conscious. He does not take damage for acting, but continue to lose hit points for bleeding every turn unless he stabilizes. He must repeat this save every round on his turn to remain alive and conscious. If he fails his save, he falls unconscious, and if his current negative hit points exceeds his Constitution score, he dies as normal.

Master Thrower

Requirements: Base attack bonus +5, Precise Shot, Quick Draw, Weapon Focus (thrown).

Quick Draw: Does not exist.

Point Blank Shot: At 1st level, the master thrower gains Point Blank Shot as a bonus feat. If he already has Point Blank Shot, he may choose any other combat feat for which he qualifies.

Thrown Weapon Tricks:

- **Defensive Throw:** When fighting defensively, the master thrower's thrown attacks do not provoke attacks of opportunity.
- **Doubletoss:** When throwing two weapons at once with two-weapon fighting, the off-hand weapon gains the master thrower's full Strength bonus to damage.
- **Palm Throw:** When throwing two weapons at once with two-weapon fighting, the effect of palm throw only applies to the main hand. If the master thrower has both palm throw and doubletoss, the effect can be used with both hands.

Critical Focus: The master thrower gains Improved Critical (thrown).

Master of the Unseen hand

Improved Caster Level: Does not exist.

Spells per Day/Spells Known: Increases magic level and caster level at every level after 1st.

Mindspy

Anticipate: The AC bonus is based on Intelligence bonus, not Charisma bonus, and is not limited by class level.

Improved Detect Thoughts: At 2nd level, the mindspy gains a competence bonus equal to her class level to the saving throw DC of any *detect thoughts* spells or abilities she uses.

Multiple Surface Thoughts: A mindspy can simultaneously detect the surface thoughts of a number of creatures equal to her mindspy class level.

Persistent Mindscan: At 5th level, each opponent targeted by the mindspy's *detect thoughts* must make a new saving throw every round to resist the effect.

Nature's Warrior

Does not exist.

Occult Slayer

Requirements: Base attack bonus +5, Knowledge (arcana) 2 ranks, Spellcraft 4 ranks, Weapon Focus (any).

Magical Defense: The bonus is a competence bonus.

Nondetection Cloak: The caster level equals twice the occult slayer's class level.

Weapon Bond: The damage increases to 2d6 at 4th level.

Blank Thoughts: The ability can be suppressed and renewed as a swift action.

Order of the Bow Initiate

Does not exist yet.

Purple Dragon Knight

Does not exist yet.

Rage Mage

Core Features: Full base attack bonus.

Rage: Levels in rage mage stack with levels in classes that provide the rage ability for the purpose of determining the temporary hit points gained from raging and for determining the uses of rage per day.

Spell Rage: A rage mage can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round and the spell's level is not higher than her rage mage class level. She cannot cast spells from the divination, enchantment, or illusion schools while in a rage. While in a spell rage, the rage mage uses her base attack bonus as her caster level.

This replaces the normal effects of this ability, as well as the uses per day given. For a rage mage, there is no distinction between rages and spell rages.

Overcome Spell Failure: At 2nd level, a rage mage ignores arcane spell failure with light armor. At 5th level, she ignores arcane spell failure with medium armor.

Empowering Fury: At 3rd level, a rage mage can empower one spell while raging without adjusting the spell's level or casting time. She may use this ability once during each rage. The spell's level must be at least two levels lower than her rage mage class level.

Angry Spell: At 4th level, a rage mage can use her Strength instead of her normal casting ability to determine the saving throw DC of her spells while raging.

Maximizing Fury: At 6th level, a rage mage can maximize one spell while raging without adjusting the spell's level or casting time. She may use this ability once during each rage. The spell's level must be at least three levels lower than her rage mage class level.

Furious Casting: At 8th level, a rage mage no longer needs somatic components to cast spells, and no longer suffers any chance of arcane spell failure. Her anger and words alone are sufficient to cast spells.

Spell Fury: Gained at 9th level, and renamed to quickening fury. A rage mage can quicken one spell while raging without adjusting the spell's level. She may use this ability once during each rage. The spell's level must be at least four levels lower than her rage mage class level.

War Chanter

Requirements: Nonlawful alignment, base attack bonus +4, Perform (any) 8 ranks, Endurance, Improved Initiative.

War Chanter Music: War chanter levels also stack with bard levels for the purpose of determining the bonuses gained by inspire courage. War chanter music abilities require Perform (any) instead of Perform (sing) or Perform (oratory).

Inspire Toughness: Grants 10 temporary hit points +1 per class level and the Endurance feat. At 5th level, the temporary hit points granted double and affected allies gain the Diehard feat. At 9th level, affected creatures gain fast healing 3.

Battle Leader: At 1st level, the war chanter becomes more effective in combat while leading his allies. While performing bardic music or war chanter music, the war chanter gains a +1 competence bonus to his attack rolls and dodge modifier. This bonus increases by +1 at 3rd, 6th, and 9th level.

Singing Shout: At 2nd level, the war chanter with 11 or more ranks in Perform can use her music to grant all allies in a large (50 foot) radius a +4 enhancement bonus to Strength. This effect lasts for one minute.

Bardic Music (Move): At 3rd level, the war chanter can initiate her bardic music or war chanter music as a move action.

Inspire Recklessness: Gained at 4th level. The bonus is a circumstance bonus.

Bardic Music (Swift): At 6th level, the war chanter can initiate her bardic music or war chanter music as a swift action.

Inspire Awe: Affected creatures are panicked if bloodied and shaken if healthy.

Improved Singing Shout: At 8th level, allies affected by Singing Shout also gain a +4 enhancement bonus to Dexterity and Constitution.

Inspire Legion: Does not grant a bonus to damage.

FEATS

General Feats

- **Arcane Strike:** Activated as a swift action. The bonuses are circumstance bonuses.
- **Arterial Strike:** [Ambush] feat. Prerequisite: Sneak attack +1d6.
- **Axiomatic Strike:** As a swift action, you may expend a use of Stunning Fist to deal an extra 2d6 points of damage against

chaotic foes with all of your attacks with monk weapons for one round.

- **Clever Wrestling:** Does not require Improved Unarmed Strike. The bonus applies to Escape Artist checks as well.
- **Close Quarters Fighting:** [Combat] feat.
- **Defensive Strike:** [Combat] feat. If your Dodge target attacks and misses you while you are using the total defense action, you get an attack of opportunity against that opponent. You get no bonus if that opponent does not attack you or if it attacks and hits you.
- **Defensive Throw:** [Combat] feat.
- **Extend Rage:** Use the core feat instead.
- **Extra Rage/Smiting/Stunning:** Use the core feat instead.
- **Eyes in the Back of Your Head:** You reduce your overwhelm penalties by 2. You can still be sneak attacked while overwhelmed, even if you take no penalties.
- **Faster Healing:** You heal twice as fast as normal.
- **Favored Power Attack:** When you use the Power Attack feat against a favored enemy, you deal extra damage equal to the penalty you take on the attack.
- **Fists of Iron:** [Combat] feat. As a swift action, you may expend a use of Stunning Fist to deal an extra 1d6 points of damage with all of your unarmed attacks for 1 round. The bonus is a circumstance bonus.
- **Flick of the Wrist:** [Combat] feat.
- **Flying Kick:** [Combat] feat. Does not require Power Attack. Requires 5 ranks in Jump.
- **Freezing the Lifeblood:** [Combat] feat. Slows healthy creatures and paralyzes bloodied creatures. The attack is made as a touch attack.
- **Greater Two-Weapon Defense:** Does not exist.
- **Hamstring:** Does not exist.
- **Hold the Line:** [Combat] feat.
- **Improved Buckler Defense:** Does not exist.
- **Improved Combat Expertise:** Does not exist.
- **Improved Mounted Archery:** [Combat] feat.
- **Improved Rapid Shot:** [Combat] feat. Requires Precise Shot instead of Point Blank Shot.
- **Improved Two-Weapon Defense:** Does not exist.
- **Improved Weapon Familiarity:** Does not exist.
- **Instantaneous Rage:** You can enter a rage as an immediate action.
- **Intimidating Rage:** You can demoralize an opponent as a swift action.
- **Karmic Strike:** [Combat] feat. You can only make the attacks of opportunity against your Dodge target.
- **Pain Touch:** [Combat] feat. Sickens healthy creatures and nauseates bloodied creatures, but can affect creatures of any size category.
- **Phalanx Fighting:** [Combat] feat. The bonus is a circumstance bonus.
- **Pin Shield:** [Combat] feat. When attacking with two weapons, you may give up your off-hand attack. If you do, you momentarily pin your opponent's shield with your off-hand weapon, and your opponent gains no benefit from her shield until the

end of your action. This feat can only be used against opponents within one size category of you.

- Power Critical: Does not exist.
- Prone Attack: [Combat] feat.
- Ranged Disarm: [Combat] feat.
- Ranged Pin: [Combat] feat.
- Ranged Sunder: [Combat] feat.
- Rapid Stunning: [Combat] feat.
- Roundabout Kick: [Combat] feat. Does not require Power Attack.
- Sharp-Shooting: [Combat] feat. Your targets gain no bonus from cover. This has no effect against foes with no cover or total cover.
- Shield Charge: [Combat] feat.
- Shield Slam: [Combat] feat. Can be used as a full attack action or as part of a charge action.
- Swarmfighting: [Combat] feat. The bonus is a circumstance bonus.
- Throw Anything: [Combat] feat.
- Weakening Touch: [Combat] feat. The attack is made as a touch attack.

Divine Feats

- Divine Cleansing: As a standard action, you can spend one of your turn or rebuke attempts to grant all allies (including yourself) within a 50-foot burst a second saving throw against an ongoing spell, spell-like ability, or supernatural ability affecting the ally that allows a Fortitude save. If the ally is subject to more than one ongoing magic effect, the target chooses which effect he or she makes a saving throw against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately.
- Divine Might: This is activated as a swift action.
- Divine Resistance: Does not require Divine Cleansing. This is activated as an immediate action.
- Divine Shield: This lasts for one minute.
- Divine Vigor: The speed bonus is an enhancement bonus. The effect grants two temporary hit points per turning level.
- Sacred Vengeance: Activated as a swift action.

Tactical Feats

All tactical feats are [Combat] feats.

- Combat Brute: Momentum Swing: The penalty on the attack roll does not need to be -5 or worse. The bonus damage is equal to the penalty taken on the attack.
- Elusive Target: Diverting Defense: You must be overwhelmed by foes on opposite sides of you, not flanked.
- Formation Expert: Step into the Breach is used as an immediate action.
- Giantbane: Duck Underneath: The Tumble check is made as a move action. Climb Aboard: The Climb check is made as a move action against a DC equal to the creature's CMD. You gain a +4 circumstance bonus on the check per size category of difference between your size and the creature's size.
- Raptor School: Falcon's Feathers: To use this maneuver, you must be wearing a cloak. When you feint, you can whip the

cloak around you in a distracting fashion. If you successfully feint against an opponent, you gain a +2 circumstance bonus to your dodge modifier against the next attack that opponent makes against you in the next round. Hawk's Eye: The bonus is a circumstance bonus.

- Shock Trooper: Heedless Charge: The penalty on the attack roll does not need to be -5 or worse. You can assign up to half of the attack roll penalty from Power Attack from your Armor Class instead.

Weapon Style Feats

All weapon style feats are [Combat] feats.

SPELLS

DRACONOMICON

FEATS

Dragon Feats

Any individual use of a breath weapon can have a number of metabreath feats used on it (including multiple uses of the same metabreath feat) equal to your Constitution modifier.

- Adroit Flyby Attack: Applies when flying and taking a standard action, not just when taking the attack action.
- Large and In Charge: Instead of an opposed Strength check, make a bull rush attack that does not provoke attacks of opportunity.
- Improved Multiattack requires base attack bonus +11.

General Feats

- Clever Wrestling: [Combat] feat. Does not require Improved Unarmed Strike.
- Clever Sidestep: [Combat] feat. Does not require Improved Unarmed Strike.
- Close-Quarters Fighting: [Combat] feat.
- Dragon Cohort: Does not exist.
- Dragon Hunter: The bonuses are circumstance bonuses.
- Dragon Hunter Bravery: The bonus is a circumstance bonus.
- Dragon Hunter Defense: The bonus is a circumstance bonus.
- Dragon Steed: Does not exist.
- Dragon Wild Shape: Does not exist.
- Dragonbane: Instead of the normal benefits, it causes all attacks you make to deal an extra 1d6 damage against dragons.
- Dragonfoe: The bonuses are circumstance bonuses. Instead of penalizing saving throws, you get a +2 circumstance bonus to your saving throw DC against dragons.
- Dragonfriend: The bonuses are circumstance bonuses.
- Dragonsong: The bonus is a competence bonus.
- Dragonthrall: The bonuses are circumstance bonuses.
- Overhead Thrust: [Combat] feat.

DRAGON MAGIC

FEATS

- Armor of Scales: The bonuses are enhancement bonuses.
- Blue Dragon Lineage: Each orb deals 2d6 points of electricity damage.

- **Brass Dragon Lineage:** Primary effect is exhausted, bloodied effect is sleep. Lasts for a number of rounds equal to the spell's level.
- **Draconic Heritage:** Does not grant bonuses to saving throws.
- **Draconic Senses:** The bonus is a competence bonus.
- **Dragonfire Inspiration:** Instead of its normal benefit, this doubles the enhancement bonus to damage rolls, but it converts the bonus damage to be fire damage. For example, a 6th level bard would grant a +2 enhancement bonus to attack and a +4 enhancement bonus to damage (which would be dealt as fire damage).
- **Dragontouched:** The bonus to skill checks is a competence bonus. There is no bonus against paralysis and sleep effects.
- **Gold Dragon Lineage:** The bonus is a circumstance bonus.
- **Initiate of Bahamut:** Your cleric levels and the levels in the class that allow you to smite evil stack for the purpose of determining the extra damage and save DC of your smite evil ability.
- **Initiate of Falazure:** You add double the spell's level to the damage healed. The bonus is a competence bonus.
- **Initiate of Hlal:** The bonus is a circumstance bonus.
- **Initiate of Io:** The bonus is a circumstance bonus.
- **Initiate of Tamara:** You add double the spell's level to the damage healed. The bonus is a competence bonus.
- **Initiate of Tiamat:** The bonus is a circumstance bonus.
- **Slayer of Dragons:** The bonuses are circumstance bonuses.
- **Words of Draconic Power:** The bonus to caster level from Potent Words is an enhancement bonus. It gives no bonus to saves.

DUNGEON MASTER'S GUIDE

NPC CLASSES

Skirmisher

Base Attack Bonus: Average.

Saving Throws: Good Reflex.

Alignment: Any.

Hit Value: 5.

Class Skills: The skirmisher's class skills (and the key ability for each skill) are Climb (Str), Jump (Str), Swim (Str), Balance (Dex), Escape Artist (Dex), Hide (Dex), Move Silently (Dex), Ride (Dex), Tumble (Dex), Use Rope (Dex), Craft (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Search (Int), Heal (Wis), Listen (Wis), Profession (Wis), Spot (Wis), Survival (Wis), Gather Information (Cha).

Skill Points at 1st Level: 8.

Weapon and Armor Proficiency: A skirmisher is proficient with simple weapons, any two weapon groups, light armor, and shields (except tower shields).

DUNGEONSCAPE

FEATS

- **Combat Tinkering:** [Skill] feat. The bonuses are circumstance bonuses.
- **Quick Reconnoiter:** [Skill] feat. The bonus is a competence

bonus.

- **Trap Engineer:** [Skill] feat. The bonuses are circumstance bonuses.
- **Trap Sensitivity:** Requires danger sense +5.
- **Tunnel Fighting:** The bonuses are circumstance bonuses.

GHOSTWALK

CLASSES

Eidolon

Class Skills: All class skills that the ghost has from its other classes.

Eidoloncer

Class Skills: All class skills that the ghost has from its other classes.

FEATS

- **Agony Touch:** Does not have a restriction on the number of uses per day. A Fort save negates (DC 10 + 1/2 HV + Cha modifier). The damage is dealt in addition to the damage dealt by the Corrupting Touch feat.
- **Circle Magic:** Does not exist.
- **Control Visage:** The bonus is a competence bonus.
- **Corpse Malevolence:** The body's HP includes its constitution bonus.
- **Corrupting Touch:** Deals 1d6 + Cha modifier damage.
- **Dancing Blade:** Does not exist.
- **Diehard:** Use the core feat.
- **Divine Energy Focus:** Does not exist. Use Improved Turning instead.
- **Education:** The bonus is a competence bonus.
- **Empower Turning:** Does not exist.
- **Enervating Touch:** Does not have an alignment restriction.
- **Ethereal Sidestep:** You must have line of sight and line of effect to your destination.
- **Extra Favored Enemy:** Does not exist.
- **Extra Spell:** As the Complete Arcane version.
- **Extra Wild Shape:** Does not exist.
- **Fast Wild Shape:** Does not exist.
- **Foe Hunter:** The bonus is a circumstance bonus.
- **Forceful Staff Style:** Also requires Stunning Fist.
- **Freezing Touch:** Deals 1d10 cold damage.
- **Frightful Moan:** Shakes healthy creatures, panics bloodied creatures.
- **Full Manifestation:** Activated as a swift action.
- **Ghost Glide:** You gain a 20 foot glide speed instead of a fly speed.
- **Ghost Smiting:** Does not exist.
- **Ghost-Touch Spell:** Damaging spells with additional effects not relating to damage do not affect non-ghosts.
- **Gift of Tongues:** The bonus is a competence bonus. Gives a bonus to Bluff instead of Innuendo.
- **Green Bond:** The bonus is a competence bonus. Gives a bonus to Survival instead of Wilderness Lore.

- Haunting Appearance: Does not require Improved Control Visage.
- Heighten Turning: Does not exist.
- Horrific Appearance: Does not have an alignment restriction. Does not require Improved Control Visage.
- Improved Control Visage: Mimics the *disguise self* spell.
- Improved Deflection: The bonus is a competence bonus.
- Improved Ghost Flight: Also improves flight maneuverability to perfect.
- Improved Turn Resistance: The bonus is a competence bonus.
- Incorporeal Form: Activated as a swift action.
- Incorporeal Target Fighting: [Combat] feat.
- Militia: Does not exist.
- Natural Spell: Does not exist.
- Nauseating Touch: Sickens healthy creatures, nauseates bloodied creatures.
- Power Lunge: [Combat] feat.
- Quicken Turning: As the Complete Divine feat.
- Rend Ghost: Deals 2d8 damage to ghosts.
- Saddleback: Does not exist.
- Sculpt Ghost Body: The bonus is an enhancement bonus. Multiple bonuses do not stack with themselves.
- Sherem-Lar Sorcery: Does not exist.
- Survivor: Does not exist.
- Touch Attack Specialization: As the Complete Arcane version.
- Twin Sword Style: Does not exist. Use Two Weapon Defense instead.

HEROES OF BATTLE

FEATS

- Ballista Proficiency: [Combat] feat.
- Block Arrow: [Combat] feat.
- Coordinated Shot: [Combat] feat. Does not require Point Blank Shot.
- Courageous Rally: Does not exist.
- Extra Followers: Does not exist.
- Guerilla Scout: The bonus is a competence bonus. It only takes two skill points to master Spot and Listen, rather than three. If you already spent two skill points to specialize in Spot and Listen, you master them instead.
- Guerilla Warrior: The bonus is a competence bonus. It only takes two skill points to master Hide and Move Silently, rather than three. If you already spent two skill points to specialize in Spot and Listen, you master them instead.
- Improved Cohort: Does not exist.
- Inspirational Leadership: Does not exist.
- Mounted Mobility: [Combat] feat. Renamed Mounted Dodge. Provides the benefits of Dodge to you and your mount.
- Natural Leader: Does not exist.
- Plunging Shot: [Combat] feat.
- Practiced Cohort: Does not exist.
- Shield Wall: The bonus is a competence bonus to your shield modifier.
- Veteran Knowledge: Does not exist.

LIBRIS MORTIS

FEATS

- Bolster Resistance: The bonus is an enhancement bonus.
- Corrupted Wild Shape: Does not exist.
- Daunting Presence: [Combat] feat.
- Deadly Chill: The bonus is an enhancement bonus.
- Divine Accuracy: Activated as a standard action.
- Empower Turning: Does not exist.
- Enduring Life: The bonus is a circumstance bonus.
- Fell Animate: The zombies last for one minute before falling apart. A fell animated spell uses up a spell slot two levels higher than the spell's actual level.
- Fell Drain: The negative level disappears after one minute.
- Ghost Scarred: The bonuses are circumstance bonuses.
- Hardened Flesh: The bonus is an enhancement bonus.
- Heighten Turning: Does not exist.
- Improved Paralysis: The bonus is a competence bonus.
- Improved Turn Resistance: The bonus is a competence bonus.
- Lifebond: The bonuses are enhancement bonuses.
- Necromantic Presence: The bonus is an enhancement bonus.
- Necropotent: The bonus is a circumstance bonus, and applies to a chosen weapon group.
- Nimble Bones: The bonuses are enhancement bonuses.
- Quicken Manifestation: Activated as a swift action.
- Quicken Turning: Activated as a swift action. Using a quickened turning costs two uses of turn or rebuke undead.
- Sacred Vengeance: Activated as a swift action.
- Spell Drain: Does not exist.
- Tomb-Born Resilience: The bonuses are circumstance bonuses.
- Undead Leadership: Does not exist.
- Unquenchable Flame of Life: The bonus is a circumstance bonus.

LORDS OF MADNESS

FEATS

- Aberration Banemagic: The bonuses are circumstance bonuses.
- Aberration Blood: The bonuses are competence bonuses.
- Aberration Wild Shape: Does not exist.
- Bestial Hide: The bonus is a competence bonus.
- Darkstalker: Requires Hide 12 ranks, Move Silently 12 ranks, Stealthy as a prerequisite.
- Deepspawn: The bonus is a competence bonus.
- Inhuman Reach: Does not exist.
- Inhuman Vision: The bonus is a competence bonus.
- Music of the Outer Spheres: The bonuses from Vitalize Aberration are enhancement bonuses. The effects last for as long as the affected creatures hear the bard sing and for 5 rounds thereafter.
- Ocular Spell: Uses a spell slot three levels higher than the spell's actual level.
- Parrying Shield: Does not exist.

- Scavenging Gullet: The bonus is a circumstance bonus.
- Starspawn: Requires two other aberrant feats as a prerequisite, not just one.
- Thrall Bred: The bonuses are enhancement bonuses.
- Warped Mind: Gives a competence bonus equal to the number of aberrant feats you possess. Does not grant power points.
- Wild Talent: Does not exist.

MAGIC OF INCARNUM

Does not exist.

MINIATURES HANDBOOK

FEATS

- Battlefield Inspiration: Activated as a swift action.
- Danger Sense: [Combat] feat. You must decide to reroll before the first round of the encounter starts.
- Daunting Presence: [Combat] feat.
- Deft Opportunist: Does not exist.
- Distracting Attack: [Combat] feat.
- Double Hit: Does not exist.
- Energy Affinity: Renamed to Energy Substitution. Use the prerequisites and benefits from the Complete Arcane feat.
- Extra Domain Spell: Does not exist.
- Foe Specialist: The bonus is a circumstance bonus.
- Goad: [Combat] feat.
- Greater Powerful Charge: [Combat] feat.
- Hurling Charge: [Combat] feat.
- Improved Shieldmate: [Combat] feat.
- Mage Slayer: As the Complete Arcane feat.
- Martial Throw: [Combat] feat.
- Mounted Casting: [Skill] feat. The bonus is a circumstance bonus, and applies only to Concentration checks provoked from riding the horse.
- Powerful Charge: [Combat] feat. Uses the new weapon damage progression for size increases (1d8, 1d10, 2d6, 2d8, etc.)
- Pushback: [Combat] feat.
- Reckless Charge: [Combat] feat.
- Second Wind: Activated as a swift action. Heals half the character's hit points.
- Sidestep: Does not exist.

PLAYER'S HANDBOOK II

CLASSES

Beguiler

Weapon Proficiencies: Simple weapons and any two other weapon groups. This replaces their proficiencies with specific weapons.

Trapfinding: As the rogue ability.

Cloaked Casting: The bonuses are circumstance bonuses.

Advanced Learning: Acquired at 3rd level and every odd level thereafter. Allows access to both the generalist and specialist spell lists.

Dragon Shaman

Core Features: Full base attack bonus.

Draconic Aura: The bonus provided by the draconic aura is an enhancement bonus. It starts at +1 and increases by an additional +1 at every odd level.

Knight

Does not exist.

FEATS

General Feats

- Acrobatic Strike: [Combat] feat. The bonus is a circumstance bonus.
- Active Shield Defense: [Combat] feat. You take no penalty to attacks of opportunity when taking the total defense action.
- Adaptable Flanker: Does not exist.
- Agile Shield Fighter: [Combat] feat. This functions as the Two-Weapon Fighting feat, but only when combining a shield bash and an armed attack.
- Arcane Flourish: The bonus is an enhancement bonus.
- Arcane Thesis: The bonus is a competence bonus. The reduction in spell level is applied only once per spell, regardless of the number of metamagic feats used, and is treated as a competence bonus.
- Armor Specialization: [Combat] feat.
- Battle Dancer: [Combat] feat. The bonus is a circumstance bonus.
- Bounding Assault: [Combat] feat.
- Brutal Strike: [Combat] feat.
- Combat Acrobat: [Skill] feat.
- Combat Tactician: [Combat] feat.
- Cometary Collision: [Combat] feat.
- Crossbow Sniper: [Combat] feat.
- Crushing Strike: [Combat] feat. Uses the benefit of the Driving Attack feat. Requires a full attack action instead of a full-round action. You make the bull rush attempt using your normal bull rush modifier, adding the damage dealt on the attack as a circumstance bonus.
- Deadeye Shot: [Combat] feat. Does not require Point Blank Shot.
- Defensive Sweep: [Combat] feat.
- Driving Attack: [Combat] feat. Uses the benefit of the Crushing Strike feat. The bonus is a circumstance bonus.
- Elven Spell Lore: Requires Spellcraft 12 ranks. The bonus is a competence bonus. You can change the damage type of the spell when casting the spell. You can only choose from the energy damage types (acid, cold, electricity, and fire). When cast, the spell has the subtype appropriate to its new damage type.
- Fade Into Violence: [Skill] feat. The bonus if your opponent is larger is a circumstance bonus.
- Fiery Fist: [Combat] feat. Requires base attack bonus +4. Adds 1d10 extra damage. Can be chosen for the monk's 6th level bonus feat.
- Fiery Ki Defense: [Combat] feat. Requires base attack bonus +4. Deals 1d10 damage. Can be selected for the monk's 6th

level bonus feat, and does not require any base attack bonus when chosen in this way.

- **Flay:** [Combat] feat.
- **Grenadier:** [Combat] feat.
- **Hindering Opportunist:** [Combat] feat.
- **Intimidating Strike:** [Skill] feat.
- **Keen-eared Scout:** [Skill] feat. The bonus is a circumstance bonus.
- **Ki Blast:** [Combat] feat. Requires base attack bonus +4.
- **Leap of the Heavens:** [Skill] feat. Requires Jump 9 ranks. The bonus is a circumstance bonus.
- **Lunging Strike:** [Combat] feat. Requires a standard action.
- **Master Manipulator:** [Skill] feat.
- **Melee Evasion:** [Combat] feat. Requires base attack bonus +4. Can be used when fighting defensively or when using the Combat Expertise feat. Allows you to make a Reflex save with a circumstance bonus equal to the AC bonus from fighting defensively or from the Combat Expertise feat. The result is used as your normal AC and touch AC against that single attack if the result is higher than your AC would be otherwise.
- **Melee Weapon Mastery:** [Combat] feat. You apply your Weapon Focus and Weapon Specialization bonuses when using any melee weapons of the chosen damage type. This replaces the normal benefit from the feat.
- **Overwhelming Assault:** [Combat] feat. The bonus is a circumstance bonus.
- **Penetrating Shot:** [Combat] feat.
- **Ranged Weapon Mastery:** [Combat] feat. You apply your Weapon Focus and Weapon Specialization bonuses when using any ranged weapons of the chosen damage type. This replaces the normal benefit from the feat.
- **Rapid Blitz:** [Combat] feat.
- **Robilar's Gambit:** [Combat] feat. The bonus is a circumstance bonus. The stance lasts until you leave it (a free action).
- **Shield Sling:** [Combat] feat.
- **Shield Specialization:** [Combat] feat.
- **Shield Ward:** Does not exist.
- **Short Haft:** Use the core version.
- **Slashing Flurry:** [Combat] feat. Ignore the standard attack version. When making a full attack, the penalty is -2 instead.
- **Spectral Skirmisher:** [Combat] feat.
- **Stalwart Defense:** [Combat] feat.
- **Steadfast Determination:** Does not exist.
- **Telling Blow:** [Combat] feat. If you critical when you could normally deliver precision damage to the target, you deal double your precision damage (regardless of the critical range of the weapon).
- **Trophy Collector:** [Skill] feat. The bonuses are circumstance bonuses.
- **Tumbling Feint:** [Combat] feat. Does not require Bluff ranks. Grants a +5 circumstance bonus to your next feint check against that opponent.
- **Two-Weapon Pounce:** [Combat] feat.
- **Two-Weapon Rend:** [Combat] feat.
- **Vatic Gaze:** Requires a Spellcraft check, not a Sense Motive

check. The DC is 10 + the target's caster level.

- **Versatile Unarmed Strike:** [Combat] feat.
- **Vexing Flanker:** [Combat] feat. You gain a +2 circumstance to melee attack rolls against opponents suffering overwhelm penalties.
- **Wanderer's Diplomacy:** [Skill] feat. Social agility allows you to use Bluff like Diplomacy, and does not alter attitudes.
- **Water Splitting Stone:** [Combat] feat. Requires base attack bonus +4. Allows you to ignore up to 5 points of damage reduction instead of its normal benefit.
- **Weapon Supremacy:** Does not exist.

Ceremony Feats

Ceremony feats are [Skill] feats. Most bonuses are enhancement bonuses. Vengeful Bonds of Brotherhood gives a circumstance bonus.

Combat Form Feats

Combat Form feats are [Combat] feats.

- **Combat Defense:** If you have three or more combat form feats, you gain a +1 competence bonus to your dodge modifier against all opponents.
- **Combat Focus:** The bonus is a circumstance bonus.
- **Combat Stability:** You gain a +4 circumstance bonus to your CMD. If you have three or more combat form feats, the bonus granted by this feat increases to +8.
- **Combat Strike:** The bonus is a circumstance bonus. You lose the benefits of the forms immediately after you finish your turn.
- **Combat Vigor:** While you are maintaining your combat focus, you gain three temporary hit points per round. If you have three or more combat form feats, you gain six temporary hit points each round instead.

Divine Feats

- **Divine Armor:** Requires turning level 5th instead of caster level 5th. Activated as an immediate action.
- **Divine Fortune:** Requires turning level 5th instead of caster level 5th. The bonus is a circumstance bonus.
- **Divine Justice:** After a minute passes without being damaged, you can mark a different foe.
- **Profane Aura:** Requires turning level 9th instead of caster level 9th. The bonus is an enhancement bonus.
- **Sacred Healing:** The bonuses are enhancement bonuses.
- **Sacred Radiance:** The bonus is an enhancement bonus.

Heritage Feats

- **Celestial Sorcerer Lance:** The line is a Large (50 ft.) line.
- **Infernal Sorcerer Heritage:** The bonus is a circumstance bonus.
- **Infernal Sorcerer Howl:** The cone is a Medium (20 ft.) cone.

Tactical Feats

Tactical feats are [Combat] feats.

- **Blood-Spiked Charger:** Spiked Rebuke functions when using the Combat Expertise feat. The bonus is a circumstance bonus.

Spiked Slam does not provoke attacks of opportunity. It deals extra damage equal to twice your Strength bonus.

- **Combat Cloak Expert:** Cloak Defense grants a +1 competence bonus to your dodge modifier. When fighting defensively, using Combat Expertise, or taking the total defense action, you gain a +2 competence bonus instead. The maneuver requires a free hand to perform. Whirling Cloak requires a free hand to perform.
- **Combat Panache:** Sneering Glower can be used on the same turn that you hit your opponent.
- **Einhander:** Narrow Profile grants a +1 competence bonus to your dodge modifier. When fighting defensively, using Combat Expertise, or taking the total defense action, you gain a +2 competence bonus instead. Off-Hand Balance grants a +2

RACES OF THE DRAGON

RACIAL SUBSTITUTION LEVELS

Dragonblood Sorcerer

- **7th level:** The list of spells known grants Heroism instead of Fly for good sorcerers, and Ray of Enfeeblement instead of Charm Person for evil sorcerers. This replaces the expanded spell knowledge normally gained at this level.

RACES OF STONE

PRESTIGE CLASSES

Shadowcraft Mage

- **Extended Illusion:** Gained at 1st level. In addition, any figments which require concentration persist for a number of rounds equal to the shadowcraft mage's class level after the shadowcraft mage ceases to concentrate on them.
- **Cloak of Shadow:** Gained at 2nd level. Grants a 20% miss chance that does not scale with level. A shadowcraft mage can dismiss or resume this effect as a swift action.
- **Shadow Illusion:** Can mimic only general sorcerer/wizard spells. Shadow illusions cast from silent image, minor image, and major image are 25% real. Shadow illusions cast from persistent image and programmed image are 50% real. The shadow illusion only lasts for the normal duration of the figment spell used. When the duration expires, the shadow illusion is dismissed.
- **Silent Illusion:** Gained at 4th level.
- **Powerful Shadow Magic:** Increases effect strength by 25%, to a maximum of 100%.

Chapter 2

Monsters

MONSTER ATTRIBUTES

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.

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.

ABILITY SCORES

Monsters follow certain guidelines when determining their appropriate ability scores.

The three ability scores a monster is most prone to focusing on – usually, its three highest ability scores – are 1 point higher than the relevant ability modifier.

Creatures which advance by character class instead of by racial HV are presumed to use the elite array, and gain 1 ability score for every 4 HV the creature has. If a monster which does not normally advance by character class gains class levels instead of racial HV, it gains 1 ability score for every 4 HV the creature has, but does not change its ability scores in any other way.

Strength

A weak creature is one which is unusually weak for its size, such as a scholarly mage. An average creature would not generally enter combat or physically exert itself excessively, such as a human commoner. A strong creature is one which is accustomed to combat or physical exertion, such as a human warrior. An extraordinary creature is one which is immensely strong compared to most creatures of its size, such as an orc warrior.

Table 2.1: Typical Strength Scores

Size	Weak	Average	Strong	Extraordinary
Tiny	4	6	8	10+
Small	6	8	10	14+
Medium	8	10	14	18+
Large	10	14	18	22+
Huge	14	18	22	26+
Gargantuan	16	22	26	30+
Colossal	18	26	30	34+

Table 2.2: Typical Constitution Scores

Size	Weak	Average	Strong	Extraordinary
Tiny	8	10	12	14+
Small	8	10	12	14+
Medium	8	10	14	18+
Large	10	14	18	22+
Huge	14	18	22	26+
Gargantuan	16	22	26	30+
Colossal	18	26	30	34+

Constitution

OTHER ATTRIBUTES

Natural Armor

In general, the natural armor class of a monster should be equal to (4 x the number of size categories larger than Medium that it is) + Constitution modifier. Constructs generally gain additional natural armor equal to the bonus hit points they would receive due to their size.

Fleshy creatures, such as most animals, should halve the bonus from Constitution. Creatures with unusually tough hides, such as insectlike creatures, should increase the bonus from Constitution by 25%, 50%, or even 100%. Some creatures completely disregard these guidelines, such as oozes, which usually lack natural armor of any kind.

Challenge Rating

Table 2.3: Natural Armor Class Modifiers

Condition	AC Modifier	Example
Insectlike	+25%	Monstrous scorpion
Fleshy	-50%	Brown bear

MONSTERS

VERMIN

MONSTROUS SPIDER

Description

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1d2 Str	Huge	16	1d8 Str
Small	10	1d3 Str	Gargantuan	20	2d6 Str
Medium	12	1d4 Str	Colossal	28	2d8 Str
Large	13	1d6 Str			

Web: Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spiders webs.

Skills: Monstrous spiders have a +4 competence bonus on Hide and Spot checks and a +8 competence bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 competence bonus on Jump checks and a +8 competence bonus on Spot checks. Web-spinning spiders have a +8 competence bonus on Hide and Move Silently checks when using their webs.

Combat

Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

Monstrous Spider, Tiny

TN Tiny vermin

CR

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.

Space 2-1/2 ft.; **Reach** 0 ft.; **Speed** 20 ft., climb 10 ft.

AC 17, touch 17, flat-footed 12; **CMD** 4
(+2 size, +5 Dex)

HP 2 (1/2 HV)

Immune vermin immunities

Fort +2, **Ref** +5, **Will** +0

Melee Bite +7 (d3–4, poison)

BAB +0; **CMB** –13

SA Blind, constrict, or trample

Abilities Str 3, Dex 15, Con 10, Int —, Wis 10, Cha 10

Monstrous Spider, Small

TN Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision

Space 5 ft.; **Reach** 5 ft.; **Speed** 40 ft.; 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels

AC 14, touch 12, flat-footed 13; **CMD** 8

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

HP 12 (2 HV)

Immune construct immunities

Resist hardness

Fort +0, **Ref** +1, **Will** –5

Melee Slam +2 (d6)

BAB +1; **CMB** –3

SA Blind, constrict, or trample

Abilities Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1

Monstrous Spider, Medium

TN Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision

Space 5 ft.; **Reach** 5 ft.; **Speed** 40 ft.; 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels

AC 14, touch 10, flat-footed 14; **CMD** 15

(+4 natural)

HP 28 (4 HV)

Immune construct immunities

Resist hardness

Fort +1, **Ref** +1, **Will** –4

Melee Slam +5 (d8+3)

BAB +3; **CMB** +5

SA Blind, constrict, or trample

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Monstrous Spider, Large

TN Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision

Space 10; **Reach** 5 ft. (long) or 10 ft. (tall); **Speed** 40 ft.; 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels

AC 14, touch 9, flat-footed 17; **CMD** 24

(–1 size, +5 natural)

HP 72 (8 HV)

Immune construct immunities

Resist hardness

Fort +2, **Ref** +2, **Will** –3

Melee Slam +9/+4 (d10+6)

BAB +6; **CMB** +14

SA Blind, constrict, or trample

Abilities Str 18, Dex 10, Con —, Int —, Wis 1, Cha 1

Monstrous Spider, Huge

TN Huge construct

CR

Init +0; **Senses** darkvision 60 ft., low-light vision

Space 15; **Reach** 10 ft. (long) or 15 ft. (tall); **Speed** 40 ft.; 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels

AC 14, touch 8, flat-footed 14; **CMD** 33

(–2 size, +6 natural)

HP 132 (12 HV)

Immune construct immunities

Resist hardness

Fort +4, **Ref** +4, **Will** –1

Melee Slam +13/+8 (2d6+9)

BAB +9; **CMB** +23

SA Blind, constrict, or trample

Abilities Str 22, Dex 10, Con —, Int —, Wis 1, Cha 1

Monstrous Spider, Gargantuan

TN Gargantuan construct

CR

Init +0; **Senses** darkvision 60 ft., low-light vision

Space 20; **Reach** 10 ft. (long) or 20 ft. (tall); **Speed** 40 ft.; 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels

AC 14, touch 6, flat-footed 14; **CMD** 42

(–4 size, +8 natural)

HP 208 (16 HV)

Immune construct immunities

Resist hardness

Fort +5, **Ref** +5, **Will** +0

Melee Slam +16/+11/+6 (2d10+12)

BAB +12; **CMB** +32

SA Blind, constrict, or trample

Abilities Str 26, Dex 10, Con —, Int —, Wis 1, Cha 1

Monstrous Spider, Colossal

TN Colossal construct

CR

Init +0; **Senses** darkvision 60 ft., low-light vision

Space 30; **Reach** 15 ft. (long) or 30 ft. (tall); **Speed** 40 ft.; 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels

AC 14, touch 2, flat-footed 14; **CMD** 54

(–8 size, +12 natural)

HP 360 (24 HV)

Immune construct immunities

Resist hardness

Fort +6, Ref +6, Will +1

Melee Slam +20/+15/+10/+5 (4d8+15)

BAB +18; **CMB** +44

SA Blind, constrict, or trample

Abilities Str 30, Dex 10, Con —, Int —, Wis 1, Cha 1

MONSTER CLASSES

Monster classes are a way to allow PCs and NPCs to be unusual creatures. If you choose to be a monster, your monster class replaces your race. In addition, at the indicated levels, you gain a level in the monster class instead of taking a level in a normal class, improving your monstrous abilities. This still counts as a level for the purpose of determining your character level, including for the purpose of determining when you acquire feats and ability score increases.

DOPPELGANGER

Table 2.4: The Doppelganger

Level	Special	AC	Ability Modifiers
1st			
3rd			
6th			
9th			

Doppelgangers have the following game statistics.

Hit Value: 5.

Base Attack Bonus: Good.

Saves: Good Will.

Class Skills

A XYZ's class skills (and the key ability for each skill) are as the rogue skill list, plus Concentration.

Skill Points at 1st Level: 12

Favored Class: Rogue.

Class Features

PIXIE

Table 2.5: The Pixie

Level	Special	Ability Modifiers
1st	20' speed, 20' fly speed (good), low-light vision, pixie pranks (<i>dancing lights</i> , <i>ghost sound</i>), small	−4 Str, −2 Con, +2 Dex
3rd	30' fly speed (good), pixie pranks (<i>entangle</i> , <i>silent image</i>)	+2 Cha
6th	40' fly speed (good), naturally blurry, pixie pranks (<i>detect thoughts</i> , <i>minor image</i>)	—
9th	50' fly speed (good), pixie pranks (<i>confusion</i> , <i>major image</i>), spell resistance	+4 Dex
12th	60' fly speed (good), natural invisibility, pixie pranks (<i>persistent image</i>)	—

Pixies have the following game statistics.

Hit Value: 5.

Base Attack Bonus: Average.

Saves: Good Reflex and Will.

Class Skills

A pixie's class skills (and the key ability for each skill) are Escape Artist (Dex), Hide (Dex), Move Silently (Dex), Ride (Dex), Concentration (Con), Search (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Bluff (Cha).

Skill Points at 1st Level: 8

Favored Class: Rogue.

Class Features

Weapons and Armor: A pixie is proficient with her choice of bows or crossbows, plus one other weapon group. She is not proficient with any kind of armor.

Languages: Pixies can speak Sylvan and Common. They can choose Elven, Gnome, and Halfling as bonus languages.

Pixie Pranks (Sp): A pixie can use certain spell-like abilities to trick and confuse her foes. She can use any combination of these abilities a number of times per day equal to half her character level + Charisma modifier. If a pixie prank allows a saving throw, the DC is equal to 10 + half character level + Charisma modifier. A pixie's caster level is equal to her character level. A pixie cannot use the same prank more than once per minute.

At 1st level, a pixie can use *dancing lights* and *ghost sound*.

At 3rd level, a pixie can also use *entangle* and *silent image*.

At 6th level, a pixie can also use *detect thoughts* and *minor image*.

At 9th level, a pixie can also use *confusion* and *major image*.

At 13th level, a pixie can also use *persistent image*.

Natural Blur (Su): A 6th level pixie naturally fades into the background. She gains the benefit of the *blur* spell constantly. This ability is suppressed if she attacks, and does not activate again until 1 minute after she leaves combat. However, it is not suppressed if she uses a pixie prank, even if that prank would normally be considered an attack.

Spell Resistance (Su): A 9th level pixie gains spell resistance equal to 5 + character level.

Natural Invisibility (Su): A 12th level pixie is virtually impossible to detect. She gains the benefit of the *invisibility* spell constantly. This ability is suppressed if she attacks, and does not activate again until 1 minute after she leaves combat. However, it is not suppressed if she uses a pixie prank, even if that prank would normally be considered an attack.

SATYR

Table 2.6: The Satyr

Level	Special	AC	Ability Modifiers
1st	Keen senses, low-light vision, piper, satyr pipes (sleep)	+1	−2 Int, +2 Con
4th	Headbutt, natural grace, satyr pipes (hideous laughter)	+1	+2 Dex
7th	40 ft. land speed, satyr pipes (charm)	+1	+2 Cha
10th	Satyr pipes (fear)	+2	—

Satyrs have the following game statistics.

Hit Value: 5.

Base Attack Bonus: Average.

Saves: Good Reflex and Will.

Class Skills

A satyr's class skills (and the key ability for each skill) are Jump (Str), Hide (Dex), Move Silently (Dex), Use Rope (Dex), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Survival (Wis), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), and Perform (Cha). See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: 8

Favored Class: Bard.

Class Features

Weapon and Armor Proficiency: A satyr is proficient with his choice of bows or crossbows, plus one other weapon group of his choice. He is not proficient with any kind of armor.

Languages: Satyrs speak Sylvan. A satyr may choose Common, Elven, and Gnome as bonus languages.

Keen Senses (Ex): A satyr gains a +2 racial bonus on Spot and Listen checks. At 7th level this bonus increases to +4.

Piper (Ex): A satyr gains Skill Focus: Perform (wind instruments) as a bonus feat.

Satyr Pipes (Su): A satyr can use his pipes to cause magical effects. He can use this ability a number of times per day equal to half his character level + his Charisma modifier. If the satyr has the bardic music ability, he can also use a use of bardic music to perform one of his satyr pipes abilities. This ability takes one of three forms. Each allows a saving throw with a DC equal to 10 + half character level + Charisma modifier. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for the rest of the day. The satyr's caster level is equal to his character level. Other satyrs are immune to the effects of satyr pipes. Affected creatures must be able to hear the satyr play. A satyr wearing heavy armor cannot play his pipes effectively, and suffers a chance of failure equal to the armor's chance of arcane spell failure.

Sleep: This functions as the *sleep* spell, except that it affects all creatures within a radius of up to 20 feet of the satyr. At 7th level, this can instead affect all creatures within a radius of up to 50 feet from the satyr.

Hideous Laughter: Gained at 4th level. This functions as the *hideous laughter* spell.

Charm: Gained at 7th level. This functions as the *charm person* spell.

Fear: Gained at 10th level. This functions as the *fear* spell, except that it affects all creatures within a radius of up to 50 feet from the satyr.

Natural Grace (Ex): A 4th level satyr gains a +2 racial bonus on Hide and Move Silently checks. At 10th level this bonus increases to +4.

TEMPLATE CLASSES

Template classes function like monster classes, except that they are applied on top of an existing race - including a monster race - and the creature retains their original race in addition to the bonuses provided by the template. If a creature has both a monster class and a template, apply both of the level replacements granted by each class. If both a monster class and a template class attempt

to replace the same level, the level replacement from the monster class takes precedence. The next level that the character would gain in a normal class is replaced by the template class level.

Unlike monster classes, template classes have their first level replacement at 2nd level. However, they may also grant some abilities before the first level replacement. This is indicated by the first row on the table reading — instead of a level.

HALF-DRAGON

Table 2.7: The Half-Dragon

Level	Special	AC	Ability Modifiers
—	Darkvision 60', dragon type, low-light vision, totem dragon	—	—
2nd	Bite, breath attack, resist energy 10	+1	+2 Str
5th	Claws, resist energy 30	+2	+2 Con
9th	Energy immunity	+3	+2 Cha

Half-dragons have the following game statistics.

Hit Value: 6.

Base Attack Bonus: Good.

Saves: Good Fortitude.

Class Skills

A half-dragon has the same class skills as the original creature.

Class Features

Dragon Type: A half-dragon is considered to be a dragon instead of its former type. This means that spells such as *charm person* do not affect him.

Totem Dragon: A half-dragon descends from a particular kind of dragon. The type of dragon chosen affects the element he resists and uses with his breath attack, as well as the shape of the breath attack.

Dragon Variety	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive (acid) gas
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

Bite: At 2nd level, a half-dragon's teeth sharpen, and he gains a bite attack as a natural weapon.

Breath Weapon: At 2nd level, a half-dragon gains a breath weapon. The breath deals 1d6 points of damage per two character levels. It can be used a number of times per day equal to half the half-dragon's character level + Constitution modifier, and it allows a Reflex save for half (DC 10 + half character level + Constitution modifier).

If the dragon's breath weapon is a line, it starts as a 50 foot line. At 9th level, it increases to a 100 foot line. If the dragon's breath weapon is a cone, it starts as a 20 foot cone. At 9th level, it increases to a 30 foot cone.

Resist Energy: At 2nd level, a half-dragon gains resistance 10 to the type of damage done by his breath attack. At 5th level, this resistance increases to 30.

Claws: At 5th level, a half-dragon gains claws on each hand which can be used as natural weapons.

Energy Immunity: At 9th level, a half-dragon becomes immune to the type of energy used by his breath attack.

ILLITHAIN

Table 2.8: The Illithain

Level	Special	AC	Ability Modifiers
2nd	Alien essence, weak-minded	1	+2 Constitution, -2 Charisma
4th	Alien enhancement	2	—

Illithain have the following game statistics.

Hit Value: 6.

Base Attack Bonus: Good.

Saves: Good Fortitude and Reflex.

Class Skills

An illithain's class skills (and the key ability for each skill) are Climb, Jump, Swim, Hide, Move Silently, Knowledge (any one), Spellcraft, Listen, Spot, Survival, and Intimidate.

Skill Points at 1st Level: 4

Favored Class: Fighter.

Class Features

Languages: Illithain speak a strange language that only they understand.

Outsider: Illithain are outsiders, native to the Far Realm.

Weak-minded: Illithain take a -2 penalty to all saving throws against mind-affecting spells and effects.

Alien Essence: When an illithain dies, its body collapses into a pile of chaotic slime – the physical essence of the Far Realm. This slime warps reality around it as it tries to return home. Within d6 rounds of the illithain's death, the slime opens a portal to the Far Realm, and all creatures within a 10 foot radius must make a Will save (DC 10 + half illithain's HV + Con modifier). Creatures who fail the saving throw take 1d6 damage per three HV of the illithain from the chaotic magical energies surrounding the rift. Creatures who make the saving throw are unaffected, though creatures who wish to wish to travel to the Far Realm can choose to step through the rift and do so.

Alien Enhancement: Illithain carry with them the essence of the Far Realm made flesh. This infuses and corrupts the weapons and armor they use, granting the items a +1 enhancement bonus per four HV.

MONSTER FEATS

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

ABILITY FOCUS [MONSTROUS]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special

attack on which the creature focuses.

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

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.

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.

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.

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.

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.

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.

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, 1d10, 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.

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.

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.

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 2.9: 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	—	—

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 or falling damage, whichever is greater.

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.

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.

TYPES, SUBTYPES, AND ABILITIES

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 modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

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

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type

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

Features An outsider has the following features.

- 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 ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type

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

Features Vermin have the following features.

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

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

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

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 modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

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 modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + 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.

MONSTER ABILITIES

Ability 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 ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points 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 modifier; 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 ability scores (Str, Dex, Con)

of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form. Apply any changed physical ability 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

modifier; 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 ability 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 modifier; 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 modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

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 modifier. 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 modifier.

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 modifier; 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 ability scores. These creatures do not have an ability score of 0 – they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or free skill points, although they may have skill points from ability modifiers, 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 modifier (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 ability score which they use to determine the saving throw DC and the number of times per day they can use those abilities. The ability 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 ability modifier. 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 $10 + \text{half the creature's HV} + \text{the creature's ability modifier}$.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

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 $10 + 1/2 \text{ the creature's HD} + \text{the creature's ability modifier}$ (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 $10 + 1/2 \text{ its natural armor bonus}$, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy (Su)

A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a

telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a 4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-1/2 times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense (Ex)

A creature with tremorsense 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.

Chapter 3

Wealth

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 3.1: 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

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.

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 3.2: Item Levels

Item Level	Market Price Range	Worth two items of this level
1/2	1 gp - 50 gp	—
1	51 gp - 150 gp	1/2
2	151 gp - 500 gp	1
3	501 gp - 1,000 gp	2
4	1,001 gp - 1,750 gp	3
5	1,751 gp - 2,750 gp	3
6	2,751 gp - 3,750 gp	4
7	3,751 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 4

Magic Items

The basic rules pertaining to magic items were given in the core book. For the sake of clarity, full details about the function of magic items are given here.

MAGIC ITEM RULES

MAGIC ITEMS AND DETECT MAGIC

When *detect magic* identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. The description of each item provides its aura strength and the school it belongs to.

If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines.

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Transmutation
Bonus to ability score, on skill check, etc.	Transmutation

MAGIC ITEM RARITY

Some magic items are more common than others. Naturally, cheaper items tend to be more common than more expensive ones, but certain items are harder to find than their cost alone would imply. Generally, the more complex an item, the more rare it is. For example, a *ring of protection* +3 is more common than a *ring of spell storing, minor*, even though they both cost about the same amount.

Sometimes, the rarity of an item directly affects its cost. Potions of uncommon spells are 50% more expensive than potions of common spells. For this purpose, an common spell is defined as being a spell which is on the cleric spell list, druid spell list, or sorcerer/wizard general spell list as defined in the core rules. Any other spells are considered to be uncommon.

SIZE AND MAGIC ITEMS

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items.

There may be rare exceptions, especially with racial specific items.

Armor and Weapon Sizes: Most armor and weapons found are Medium. Armor and weapons can be reforged by a skilled smith to

change their size. Doing so costs 10% of the cost of the item.

DAMAGING MAGIC ITEMS

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that might deal damage to them - even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is broken, its magic ceases to function until it is repaired. If it is destroyed, all its magical power is lost.

REPAIRING MAGIC ITEMS

Some magic items take damage over the course of an adventure. Repairing a broken magic item costs 10% of the value of the item. The *make whole* ritual also repairs a damaged - but not completely broken - magic item.

INTELLIGENT ITEMS

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, fewer than 1% of magic items have intelligence.

CURSED ITEMS

Some items are cursed - incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature.

CREATING MAGIC ITEMS

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of negative levels) in an item's creation.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed). If an item lists a spell, greater and mass versions of the

same spell can also be used to meet that prerequisite. For example, a spellcaster with *greater totemic power* can make *gauntlets of ogre power*, even if the spellcaster does not have *totemic power*.

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than her own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Magic supplies for items are always half of the base price in gp. For many items, the market price equals the base price.

Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components. For these items, the market price equals the base price plus an extra price for the spell component costs. The cost to create these items is the magic supplies cost plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item’s base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The character must spend the gold at the beginning of the construction process.

For the duration of the crafting process, the character suffers a negative level, as he infuses his own life energy and magical power into the item he creates. This negative level persists after the creation of the item for a length of time equal to the time required to craft the item.

The caster works for 8 hours each day. He cannot rush the process by working longer each day. However, the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

A character can work on only one item at a time. If a character starts work on a new item, all materials used on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

Table 4.3: Limited Use Price Modifiers

Charges	Cost Modifier
1/week	Divide by 5
1/day	Divide by 4
2/day	Divide by 3
3/day	Divide by 2
5/day	Divide by 1.5

MAGIC ITEM GOLD PIECE VALUES

Many factors must be considered when determining the price of new magic items. The easiest way to come up with a price is to match the new item to an item that is already priced that price as a guide. Otherwise, use the guidelines summarized on Table: Estimating Magic Item Gold Piece Values.

Multiple Similar Abilities: For items with multiple similar abilities that don’t take up space on a character’s body use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.

Multiple Different Abilities: Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character’s body each additional power not only has no discount but instead has a 50% increase in price.

0-Level Spells: When multiplying spell levels to determine value, 0-level spells should be treated as 1/2 level.

Other Considerations: Once you have a final cost figure, reduce that number if the following condition applies:

- **Item Requires Skill to Use:** Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

Prices presented in the magic item descriptions (the gold piece value following the item’s caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for. Calculate the market price based on the lowest possible level caster, no matter who makes the item.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren’t enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, a wizard or cleric created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some judgment calls.

CASTER LEVEL

The caster level of a magic item is both a measure of how powerful the item is and a requirement for how powerful a character must be to create it. The caster level of an item is generally based on the minimum caster level of the spell (or spells) required to forge the item, but several modifiers apply to the caster level. These are listed below. As always, discretion is necessary when creating items, and these guidelines are not always followed exactly.

MASTERWORK ITEMS

Masterwork items are extraordinarily well-made items. They are more expensive, but they benefit the user with improved quality. They are not magical in any way. However, only masterwork items may be enhanced to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.)

CREATING MAGIC ARMOR

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base

Table 4.1: Summary of Magic Item Creation Costs

Magic Item	Feat	Item Cost	Material Components ²	Magic Supplies Cost	Base Price
Armor	Craft Magic Arms and Armor	Armor	Cost x 50 (usually none)	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Shield	Craft Magic Arms and Armor	Shield	x 50 (usually none)	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Weapon	Craft Magic Arms and Armor	Weapon	x 50 (usually none)	1/2 the value on Table: Weapons	Value on Table: Weapons
Potion	Brew Potion	-	Cost (usually none)	1/2 x 25 x level of spell x level of caster	25 x level of spell x level of caster
Ring	Forge Ring	-	x 50	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Rod	Craft Rod	¹	x 50 (often none)	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Scroll	Scribe Scroll	-	Cost (usually none)	1/2 x 12.5 x level of spell x level of caster	12.5 x level of spell x level of caster
Staff	Craft Staff	Quarterstaff (0 gp)	x 50 / (# of charges used to activate spell)	See Creating Staffs, below	See Creating Staffs, below
Wand	Craft Wand	-	x 50	1/2 x 375 x level of spell x level of caster	375 x level of spell x level of caster
Wondrous Item	Craft Wondrous Item	-	x 50 (usually none)	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below

1 Rods usable as weapons must include the weapon cost.

2 This cost is only for spells activated by the item that have costly material components. Having a spell with a costly component as a prerequisite does not automatically incur this cost if the item doesn't actually cast the spell.

An item's market price is the sum of the item cost, spell component costs, and the base price.

Table 4.4: Item Caster Level Modifiers

Condition	CL Modifier
Item effect is significantly weaker than prerequisite spell	-2 CL
Item effect is significantly stronger than prerequisite spell	+2 CL
Item has multiple effects (per significant effect beyond the first)	+2 CL
Item effect is charged (daily or otherwise)	+2 CL
Item effect has x1.5 cost multiplier	+2 CL
Item effect is unlimited use or continuous	+4 CL
Item effect is a more powerful part of an increasingly powerful sequence of effects (such as light, moderate, and heavy fortification)	+4 CL
Item effect has x2 cost multiplier	+4 CL

price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor - half the base price of the item.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Magic armor or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on Table: Armor Special Abilities and Table: Shield Special Abilities.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING MAGIC WEAPONS

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a

Table 4.2: Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus	Bonus squared x 2,000 gp	Gloves of Dexterity +2
Armor bonus	Bonus squared x 1,000 gp	+1 chainmail
Bonus spell	Spell level x 2,000 gp	Pearl of power
AC bonus (deflection)	Bonus squared x 1,000 gp	Ring of protection +3
AC bonus (dodge)	Bonus squared x 1,500 gp	Ioun stone, dusty rose prism
AC Bonus (natural armor)	Bonus squared x 1,000 gp	Amulet of natural armor +1
Save bonus	Bonus squared x 1,000 gp	Cloak of resistance +5
Skill bonus	Bonus squared x 100 gp	Cloak of elvenkind
Spell resistance	SR x 5000	Mantle of spell resistance
Weapon bonus	Bonus squared x 1,000 gp	+1 longsword
Attack bonus	Bonus squared x 1,000 gp	Bracers of archery
Damage bonus	Bonus squared x 1,000 gp	
Spell Effect	Base Price	Example
Single use, spell completion	Spell level x caster level x 25 gp	Scroll of <i>haste</i>
Single use, use-activated	Spell level x caster level x 50 gp	Potion of <i>cure light wounds</i>
25 charges, spell trigger	Spell level x caster level x 250 gp	Wand of <i>fireball</i>
Command word or other activation	Spell level x caster level x 1,000 gp ¹	Cape of the mountebank
Use-activated or continuous	Spell level x caster level x 1,000 gp ²	Lantern of revealing
Special	Base Price Adjustment	Example
Emulates rare spell ³	Increase effective spell level by 1 ⁴	Ring of blinking
Emulates personal or emanation spell	Increase effective spell level by 1 ⁴	Lantern of revealing
Charges per day	See Daily Charge Price Modifiers below	Boots of translocation
Unusual space limitation ⁵	Multiply entire cost by 1.5	Helm of translocation
No space limitation ⁶	Multiply entire cost by 2	Ioun stone
Multiple different abilities	Multiply lower item costs by 2	Helm of brilliance
Multiple related abilities	Multiply first lower cost by 0.75, then divide other lower costs by 2	Staff of abjuration
Charged (25 charges)	1/2 unlimited use base price	Ring of the ram
Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of item	+1 composite longbow
Spell has material component cost	Add directly into price of item per charge ⁷	Wand of stoneskin

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

Caster Level: A 1st-level spell is considered to have a caster level of 2 for determining price.

1 If the activation time is a swift action, multiply the cost by 2. If it is an immediate action, multiply the cost by 3. Ignore these modifiers if the spell being emulated originally had a swift or immediate casting time. If the item bestows an effect on its user, the cost is calculated differently. If the effect has a duration measured in rounds, multiply the cost by 1.5. If the effect has a duration measured in minutes or longer, price it as a continuous item instead of as an activated item. If the effect has a duration of 10 minutes/level or more, the cost cannot be reduced by giving the item limited charges per day.

2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 2. If the duration of the spell is 1 minute/level, multiply the cost by 1.5. If the spell has a duration of 1 hour/level or greater, multiply the cost by 0.75. If a use-activated item does not take any action to activate, multiply the cost by 2.

3 Includes any spell not on the generally available spell list for clerics, druids, sorcerers, and wizards.

4 Increase caster level to match the spell's new level. 5 See Body Slot Affinities, below.

6 An item that does not take up one of the spaces on a body costs double.

7 If item is continuous or unlimited, not charged, determine cost as if it had 50 charges. If it has some daily limit, determine as if it had 25 charges.

magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon - half the base price given on Table: Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability the higher of the two caster level requirements must be met.

A magic weapon must have at least a +1 enhancement bonus to have any of the abilities listed on Table: Melee Weapon Special Abilities or Table: Ranged Weapon Special Abilities.

If spells are involved in the prerequisites for making the weapon,

the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING POTIONS

The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion - 25 gp x the level of the spell x the level of the caster.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target. Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires.

Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.) Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

CREATING RINGS

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Forge Ring.

CREATING RODS

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod,

the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

CREATING SCROLLS

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll - 12.5 gp x the level of the spell x the level of the caster.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times she previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. A material component is consumed when she begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

CREATING STAFFS

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff - 250 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (187.5 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (125 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act

of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

CREATING WANDS

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand - 375 gp x the level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. Material components are consumed when she begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wand.

CREATING WONDROUS ITEMS

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

INTELLIGENT ITEM CREATION

To create an intelligent item, a character must have a caster level of 15th or higher. Time and creation cost are based on the

normal item creation rules, with the market price values on Table: Item Intelligence, Wisdom, Charisma, and Capabilities treated as additions to time and gp cost. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant section.

ADDING NEW ABILITIES

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a +1 longsword can be made into a +2 vorpal longsword, with the cost to create it being equal to that of a +2 vorpal sword minus the cost of a +1 sword.

If the item is one that occupies a specific place on a character's body the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer invisibility to her ring of protection +2, the cost of adding this ability is the same as for creating a ring of invisibility multiplied by 1.5.

BODY SLOT AFFINITIES

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items should be housed in what forms. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items.

Body Slot	Affinity
Amulet	Physical protection
Belt	Physical improvement
Bracelets	Allies
Bracers	Combat
Boots	Movement, speed
Cloak, cape, mantle	Transformation, protection
Gauntlets	Destructive power
Gloves	Finesse, speed
Eye lenses, goggles	Vision
Hat	Interaction
Headband, helmet	Mental improvement
Medallion, necklace	Discernment
Periapt, scarab	Magical protection
Phylactery	Morale, alignment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.

ARMOR

MAGIC ARMOR AND SHIELD SPECIAL ABILITY DESCRIPTIONS

A list of additional abilities for magic armor and shields is given here.

Table 4.5: Unusual Armor Special Abilities

Special Ability	Bonus
Ghost touch	+1 bonus
Glamered	+1 bonus
Invulnerability	+3 bonus
Etherealness	+5 bonus

Table 4.6: Unusual Shield Special Abilities

Special Ability	Bonus
Arrow catching	+1 bonus
Bashing	+1 bonus
Blinding	+1 bonus
Ghost touch	+1 bonus
Arrow deflection	+2 bonus
Animated	+4 bonus
Reflecting	+5 bonus

Animated

Bonus: +4
Caster Level: 14th
Aura: Strong transmutation
Activation: Standard (command)

Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency. In addition, a character using an animated shield suffers a –2 penalty to attack rolls as the shield gets in the way of the character’s attacks.

Prerequisites: Craft Magic Arms and Armor, animate objects

Arrow Catching

Bonus: +1
Caster Level: 6th
Aura: Faint abjuration
Activation: — and Standard (command)

A shield with this ability attracts ranged weapons to it. It grants a +1 enhancement bonus to the wielder’s deflection modifier against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield’s wearer diverts from its original target and targets the shield’s bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield’s base AC bonus are not diverted to the wearer (but the shield’s increased AC bonus still applies against these weapons).

The wielder can activate or deactivate this ability with a command word.

Prerequisites: Craft Magic Arms and Armor, entropic shield

Arrow Deflection

Bonus: +2
Caster Level: 8th
Aura: Faint abjuration
Activation: —

This shield protects the wielder as if he had the Deflect Arrows feat. Once per round, when he would normally be struck by a ranged weapon, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn’t count as an action. Exceptional ranged weapons, such as boulders hurled by giants or acid arrows, can’t be deflected.

Prerequisites: Craft Magic Arms and Armor, protection from arrows

Bashing

Bonus: +1
Caster Level: 6th
Aura: Faint transmutation
Activation: —

A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Prerequisites: Craft Magic Arms and Armor, bull’s strength

Blinding

Bonus: +1
Caster Level: 6th
Aura: Faint evocation
Activation: Standard (command)
Save DC: 12 + 1/2 character level

A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a Reflex save or be blinded for 1d4 rounds.

Prerequisites: Craft Magic Arms and Armor, daylight

Etherealness

Bonus: +5
Caster Level: 16th
Aura: Strong transmutation
Activation: Standard (command)

On command, this ability allows the wearer of the armor to become ethereal (as the ethereal jaunt spell) once per day. The character can remain ethereal for up to 1 minute, and once he returns to normal, he cannot become ethereal again that day.

Prerequisites: Craft Magic Arms and Armor, ethereal jaunt

Ghost Touch

Bonus: +1
Caster Level: 6th
Aura: Faint transmutation
Activation: —

This armor or shield seems almost translucent. Both its enhance-

ment bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Prerequisites: Craft Magic Arms and Armor, blink

Glamered

Bonus: +1

Caster Level: 6th

Aura: Faint illusion

Activation: —

A suit of armor with this ability appears normal. Upon command, the armor appears to change shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight and sound) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Prerequisites: Craft Magic Arms and Armor, disguise self

Invulnerability

Bonus: +5

Caster Level: 12th

Aura: Moderate abjuration

Activation: —

This suit of armor grants the wearer damage reduction of 5/-.

Prerequisites: Craft Magic Arms and Armor, inertial barrier

Reflecting

Bonus: +5

Caster Level: 14th

Aura: Strong abjuration

Activation: Immediate (command)

This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Prerequisites: Craft Magic Arms and Armor, spell turning

WEAPONS

A list of weapon special abilities is given here.

Table 4.7: Melee Weapon Special Abilities

Special Ability	Bonus
Bane	+1 bonus
Energetic	+1 bonus
Keen ¹	+1 bonus
Throwing	+1 bonus
Anarchic	+2 bonus
Axiomatic	+2 bonus
Disruption ²	+2 bonus
Energetic Burst	+2 bonus
Holy	+2 bonus
Unholy	+2 bonus
Speed	+4 bonus

¹ Piercing or slashing weapons only.

Table 4.8: Ranged Weapon Special Abilities

Special Ability	Bonus
Bane	+1 bonus
Distance	+1 bonus
Energetic	+1 bonus
Returning	+1 bonus
Anarchic	+2 bonus
Axiomatic	+2 bonus
Energetic Burst	+2 bonus
Holy	+2 bonus
Returning, greater	+2 bonus
Unholy	+2 bonus
Speed	+4 bonus

Table 4.9: Unusual Melee Weapon Special Abilities

Special Ability	Bonus
Defending	+1 bonus
Ghost touch	+1 bonus
Ki Focus	+1 bonus
Merciful	+1 bonus
Thundering	+1 bonus
Disruption ¹	+2 bonus
Mighty cleaving	+2 bonus
Spell storing	+2 bonus
Brilliant energy	+4 bonus
Dancing	+4 bonus
Spell storing, greater	+4 bonus
Vorpal ²	+5 bonus
Shielding	Variable bonus

¹ Bludgeoning weapons only.

² Piercing or slashing weapons only.

Table 4.10: Unusual Ranged Weapon Special Abilities

Special Ability	Bonus
Ghost touch	+1 bonus
Merciful	+1 bonus
Thundering	+1 bonus
Seeking	+2 bonus
Spell storing	+2 bonus
Wounding	+2 bonus
Brilliant energy	+4 bonus
Spell storing, greater	+4 bonus

UNUSUAL MAGIC WEAPON SPECIAL ABILITY DESCRIPTIONS

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Anarchic

Bonus: +2

Caster Level: 10th

Aura: Moderate evocation [chaotic]

Activation: —

An anarchic weapon is infused with the power of chaos. This makes the weapon chaos-aligned and thus allows it to bypass the corresponding damage reduction. It deals double bonus damage against lawful foes. In addition, on a 20, the struck target is confused

for 1 round if it is lawful. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* rituals) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, chaos hammer, creator must be chaotic

Axiomatic

Bonus: +2

Caster Level: 10th

Aura: Moderate evocation [lawful]

Activation: —

An axiomatic weapon is infused with the power of law. This makes the weapon law-aligned and thus allows it to bypass the corresponding damage reduction. It deals double bonus damage against chaotic foes. In addition, on a 20, the struck target is dazed for 1 round if it is chaotic. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, order's wrath, creator must be lawful

Bane

Bonus: +1

Caster Level: 6th

Aura: Faint conjuration

Activation: —

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, it deals double bonus damage. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. A list of possible foes is described on the following table.

Designated Foe	Designated Foe
Aberrations	Animals
Constructs	Dragons
Elementals	Fey
Giants	Humanoids, civilized
Humanoids, savage	Magical beasts
Monstrous humanoids	Oozes
Outsiders, inner planes	Outsiders, outer planes
Plants	Undead
Vermin	

Prerequisites: Craft Magic Arms and Armor, summon monster (any)

Brilliant Energy

Bonus: +4

Caster Level: 16th

Aura: Strong conjuration, evocation, and transmutation

Activation: —

A brilliant energy weapon has its significant portion transformed

into pure energy, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon deals damage with all five energy types at once: acid, cold, electricity, fire, and sonic. A struck target uses the lowest of its energy resistances and damage reduction to avoid damage from the weapon, allowing it to effectively ignore such defenses unless the target resists every type of elemental damage and has damage reduction. In addition, if the target has any vulnerabilities to energy damage, a brilliant energy weapon deals extra damage as if it was dealing damage of that type.

Prerequisites: Craft Magic Arms and Armor, gaseous form, sunbeam or sunburst, five spells of 3rd level or higher with the following descriptors: acid, cold, electricity, fire, and sonic

Corrosive

Bonus: +1

Caster Level: 6th

Aura: Faint conjuration [acid]

Activation: Swift (command)

Upon command, a corrosive weapon is sheathed in acid. The acid does not harm the wielder. The effect remains until another command is given. A corrosive weapon deals double bonus damage against objects. In addition, on a 20, the weapon deals only acid damage, ignores damage reduction, and sickens the struck target. Bows, crossbows, and slings so crafted bestow the corrosive property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, acid arrow

Dancing

Bonus: +4

Caster Level: 16th

Aura: Strong transmutation

Activation: Standard (command)

As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack foes it would threaten if wielded normally. The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a swift action; when so retrieved the weapon can't dance (attack on its own) again until 4 rounds after it started dancing.

Prerequisites: Craft Magic Arms and Armor, animate objects

Defending

Bonus: +1

Caster Level: 6th

Aura: Faint abjuration

Activation: Free (mental)

A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as an enhancement bonus to his dodge modifier when fighting defensively, using Combat Expertise, or taking the total defense action. As a free action, the

wielder chooses how to allocate the weapon's enhancement bonus when taking one of those three actions, and the effect to AC lasts until the start of his next turn.

Prerequisites: Craft Magic Arms and Armor, lesser precognition

Disruption

Bonus: +2

Caster Level: 12th

Aura: Moderate necromancy

Activation: —

Save DC: 14 + 1/2 character level

A weapon of disruption is the bane of all undead. Any bloodied undead creature struck in combat must succeed on a Will save or be destroyed. Healthy undead creatures suffer no ill effect. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Prerequisites: Craft Magic Arms and Armor, disrupting weapon

Distance

Bonus: +1

Caster Level: 6th

Aura: Faint divination

Activation: —

This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Prerequisites: Craft Magic Arms and Armor, farsight

Flaming

Bonus: +1

Caster Level: 6th

Aura: Faint evocation [fire]

Activation: Swift (command)

Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. All damage dealt by a flaming weapon is fire damage. In addition, on a 20, the weapon ignores damage reduction and ignites the struck target for 5 rounds.

An ignited creature takes a -2 penalty to attack rolls, checks, saving throws, and armor class, and takes d6 damage per round from the fire. If the creature takes a full-round action, it can attempt a DC 15 Reflex save to put out the flames. This action provokes attacks of opportunity. Dropping prone gives a +4 circumstance bonus on this save.

Projectile weapons so crafted bestow the flaming property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, flame blade

Force

Bonus: +2

Caster Level: 8th

Aura: Moderate evocation [force]

Activation: Swift (command)

Upon command, a freezing weapon is sheathed in force energy. The force does not harm the wielder. The effect remains until another command is given. All damage dealt by a force weapon is force damage. In addition, on a 20, the weapon ignores damage reduction and knocks the target struck prone.

Projectile weapons so crafted bestow the force property upon

their ammunition.

Prerequisites: Craft Magic Arms and Armor, magic missile or spiritual weapon

Freezing

Bonus: +1

Caster Level: 6th

Aura: Faint evocation [cold]

Activation: Swift (command)

Upon command, a freezing weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. All damage dealt by a freezing weapon is cold damage. In addition, on a 20, the weapon ignores damage reduction and fatigues the target struck for 5 rounds.

Projectile weapons so crafted bestow the freezing property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, ray of frost

Ghost Touch

Bonus: +1

Caster Level: 6th

Aura: Faint transmutation

Activation: —

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Prerequisites: Craft Magic Arms and Armor, blink

Holy

Bonus: +2

Caster Level: 10th

Aura: Moderate evocation [good]

Activation: —

A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus allows it to bypass the corresponding damage reduction. It deals double bonus damage against evil foes. In addition, on a 20, the struck target is blinded for 2 rounds. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, holy smite, creator must be good

Keen

Bonus: +1

Caster Level: 6th

Aura: Faint transmutation

Activation: —

This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. This benefit doesn't stack with

any other effect that expands the threat range of a weapon (such as the Improved Critical feat).

Prerequisites: Craft Magic Arms and Armor, magic weapon

Ki Focus

Bonus: +1

Caster Level: 6th

Aura: Faint transmutation

Activation: —

The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Prerequisites: Craft Magic Arms and Armor, creator must be a monk

Merciful

Bonus: +1

Caster Level: 6th

Aura: Faint necromancy

Activation: —

All damage the weapon deals is nonlethal damage. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition. This effect can be suppressed or resumed with a command word as a swift action.

Prerequisites: Craft Magic Arms and Armor, cure light wounds

Mighty Cleaving

Bonus: +2

Caster Level: 8th

Aura: Moderate evocation

Activation: —

A mighty cleaving weapon allows a wielder to make one cleave attempt in a round, as if he had the Cleave feat, except that it only cleaves once per round. If the wielder has the Cleave feat, this attack is granted in addition to the wielder's normal extra attack granted by the feat.

Prerequisites: Craft Magic Arms and Armor, bull's strength

Returning

Bonus: +1

Caster Level: 6th

Aura: Faint conjuration

Activation: —

This special ability can only be placed on a weapon that can be thrown. A returning weapon teleports back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, the weapon drops to the ground in the square from which it was thrown.

Prerequisites: Craft Magic Arms and Armor, lesser conjure weapon

Returning, Greater

Bonus: +2

Caster Level: 10th

Aura: Moderate conjuration

Activation: —

This functions as the returning ability, except that the weapon teleports back to the creature that threw it immediately after the attack is resolved, allowing it to make multiple attacks in the same round with the same throwing weapon.

Prerequisites: Craft Magic Arms and Armor, conjure weapon, greater

Shocking

Bonus: +1

Caster Level: 6th

Aura: Faint evocation [electricity]

Activation: Swift (command)

Upon command, a shocking weapon is sheathed in electricity. The electricity does not harm the wielder. The effect remains until another command is given. All damage dealt by a shocking weapon is electricity damage. In addition, on a 20, the weapon ignores damage reduction and staggers the struck target for 2 rounds. Projectile weapons crafted bestow the shocking property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, shocking grasp

Speed

Bonus: +4

Caster Level: 10th

Aura: Moderate transmutation

Activation: —

When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

A character who is dual-wielding with a speed weapon may not attack with both weapons on the attack granted by the speed property.

Prerequisites: Craft Magic Arms and Armor, haste

Throwing

Bonus: +1

Caster Level: 4th

Aura: Faint transmutation

Activation: —

This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown without penalty by a wielder proficient in its normal use.

Prerequisites: Craft Magic Arms and Armor, magic stone

Seeking

Bonus: +2

Caster Level: 10th

Aura: Moderate divination

Activation: —

Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Prerequisites: Craft Magic Arms and Armor, precognition or true seeing

Shielding

Bonus: +1 to +5

Caster Level: 3 x bonus

Aura: Faint abjuration (shielding) [force] (+1, +2); moderate (+3, +4; or strong (+5)

Activation: —

A shielding weapon projects a shield of force akin to the *shield* spell when wielded. This grants the wielder a shield bonus to AC of +1 to +5, depending on the power of the shielding weapon. This shield bonus is considered separate from any other shield the wielder might possess, and never stacks with other shield bonuses.

Spell Storing

Bonus: +2

Caster Level: 10th

Aura: Moderate transmutation (plus aura of stored spell)

Activation: Immediate (command)

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of no more than 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as an immediate action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Prerequisites: Craft Magic Arms and Armor

Spell Storing, Greater

Bonus: +4

Caster Level: 14th

Aura: Strong transmutation (plus aura of stored spell)

Activation: Immediate (command)

A greater spell storing weapon functions as a spell storing weapon, except that it allows a spellcaster to store a single targeted spell of up to 6th level in the weapon.

Prerequisites: Craft Magic Arms and Armor

Thundering

Bonus: +1

Caster Level: 6th

Aura: Faint evocation [sonic]

Activation: Swift (command)

Upon command, a thundering weapon is sheathed in sonic energy. The energy does not harm the wielder. The effect remains until another command is given. All damage dealt by a thundering weapon is sonic damage. In addition, on a 20, the weapon ignores damage reduction and deafens the struck target for 5 rounds. Bows, crossbows, and slings so crafted bestow the thundering property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, shatter or sound burst

Unholy

Bonus: +2

Caster Level: 10th

Aura: Moderate evocation [evil]

Activation: —

An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus allows it to bypass the corresponding damage reduction. It deals double bonus damage against good foes. In addition, on a 20, the struck target is sickened for 5 rounds if it is good. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, unholy blight, creator must be evil

Vorpal

Bonus: +5

Caster Level: 18th

Aura: Strong necromancy and transmutation

Activation: —

This potent and feared ability allows the weapon to sever the heads of those it strikes. A vorpal weapon has a +1 enhancement bonus to its critical multiplier and a doubled critical threat range, as the keen property. In addition, upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body if it is bloodied after the damage dealt by the attack. Some creatures, such as many aberrations and all oozes, have no heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.

Prerequisites: Craft Magic Arms and Armor, circle of death or finger of death, greater magic weapon

Wounding

Bonus: +2

Caster Level: 8th

Aura: Moderate necromancy

Activation: —

A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits or that do not bleed (such as plants or constructs) are immune to the Constitution damage dealt by this weapon.

Prerequisites: Craft Magic Arms and Armor, vampiric touch

RINGS

Arcane Mastery

A full list of magical rings is given here.

Table 4.11: Rings

Ring	Market Price	Item Level
Feather falling	2,000 gp	5th
Force shield	2,000 gp	5th
Protection +1	2,000 gp	5th
Climbing	2,500 gp	5th
Jumping	2,500 gp	5th
Swimming	2,500 gp	5th
Sustenance	3,000 gp	6th
Counterspells	4,000 gp	6th
Arcane mastery (I)	5,000 gp	7th
Animal friendship	6,000 gp	8th
Ram	6,000 gp	8th
Energy resistance, minor	8,000 gp	9th
Evasion	8,000 gp	9th
Protection +2	8,000 gp	9th
Water walking	8,000 gp	9th
Chameleon power	10,000 gp	10th
Climbing, improved	10,000 gp	10th
Jumping, improved	10,000 gp	10th
Swimming, improved	10,000 gp	10th
Freedom	12,000 gp	10th
Mind shielding	12,000 gp	10th
Invisibility	13,500 gp	11th
X-ray vision	13,500 gp	11th
Friend shield (pair)	14,000 gp	11th
Energy resistance	16,000 gp	12th
Protection +3	18,000 gp	12th
Spell storing, minor	18,000 gp	12th
Arcane mastery (II)	20,000 gp	13th
Blinking	24,000 gp	14th
Energy resistance, major	24,000 gp	14th
Telekinesis	25,000 gp	14th
Protection +4	32,000 gp	15th
Regeneration	36,000 gp	16th
Spell turning	36,000 gp	16th
Arcane mastery (III)	45,000 gp	17th
Protection +5	50,000 gp	18th
Spell storing	50,000 gp	18th

Ring Descriptions

Standard rings are described below.

Animal Friendship

Price (Level): 6,000 gp (8th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate enchantment

Activation: Standard (command)

On command, this ring affects an animal as if the wearer had cast *charm animal*. An animal who successfully saves against this spell cannot be affected by it for another 24 hours.

Prerequisites: Forge Ring, charm animal

Arcane Mastery

Type:	I	II	III
Price:	5,000 gp	20,000 gp	45,000 gp
Level:	7th	13th	17th
Caster Level:	6th	10th	14th
Aura:	Faint	Moderate	Strong

Aura School: Universal

Body Slot: Ring

Activation: —

This special ring comes in three kinds (arcane mastery I, arcane mastery II, and arcane mastery III), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A ring of arcane mastery I doubles 1st-level spells, a ring of arcane mastery II doubles 2nd-level spells, and a ring of arcane mastery III doubles 3rd-level spells. Bonus spells from high ability scores are not doubled.

Prerequisites: Forge Ring, creator must cast arcane spells

Blinking

Price (Level): 24,000 gp (14th)

Body Slot: Ring

Caster Level: 10th

Aura: Moderate transmutation

Activation: Standard (command)

When activated, this ring makes the wearer blink, as with the *blink* spell, for 1 minute. This ability functions three times per day.

Prerequisites: Forge Ring, blink

Chameleon Power

Price (Level): 10,000 gp (10th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate illusion

Activation: Swift (mental)

When activated, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 enhancement bonus on her Hide checks.

Prerequisites: Forge Ring, blur

Climbing

Price (Level): 2,500 gp (5th)

Body Slot: Ring

Caster Level: 4th

Aura: Faint transmutation

Activation: —

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 enhancement bonus on Climb checks.

Prerequisites: Forge Ring, creator must have 5 ranks in the Climb skill

Climbing, Improved

Price (Level): 10,000 gp (10th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate transmutation

Activation: —

As climbing, except it grants a +10 enhancement bonus on its wearer's Climb checks.

Prerequisites: Forge Ring, creator must have 10 ranks in the Climb skill

Counterspells

Price (Level): 4,000 gp (7th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate abjuration

Activation: —

This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Prerequisites: Forge Ring, dispel magic

Energy Resistance

Price (Level): 16,000 gp (12th)

Body Slot: Ring

Caster Level: 12th

Aura: Moderate abjuration

Activation: — and standard (command)

As minor energy resistance, except that it grants 20 points of resistance.

Prerequisites: Forge Ring, resist energy

Energy Resistance, Major

Price (Level): 24,000 gp (14th)

Body Slot: Ring

Caster Level: 16th

Aura: Strong abjuration

Activation: — and standard (command)

As minor energy resistance, except that it grants 30 points of resistance.

Prerequisites: Forge Ring, resist energy

Energy Resistance, Minor

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

Body Slot: Ring

Caster Level: 8th

Aura: Moderate abjuration

Activation: — and standard (command)

This reddish iron ring continually protects the wearer from damage from one type of energy - acid, cold, electricity, fire, or sonic. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. The wearer can change what kind of energy the ring resists by speaking a command word as a standard action.

A minor ring of energy resistance grants 10 points of resistance.

Prerequisites: Forge Ring, resist energy

Evasion

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

Body Slot: Ring

Caster Level: 6th

Aura: Faint transmutation

Activation: Immediate (mental)

Twice per day, this ring grants the wearer the ability to avoid damage as if she had evasion. If she makes a Reflex saving throw within 1 round after activating the ring to determine whether she takes half damage, a successful save results in no damage.

Prerequisites: Forge Ring, ablative barrier, cat's grace

Feather Falling

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

Body Slot: Ring

Caster Level: 4th

Aura: Faint transmutation

Activation: —

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Prerequisites: Forge Ring, feather fall

Force Shield

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

Body Slot: Ring

Caster Level: 4th

Aura: Faint abjuration and evocation

Activation: Swift (command)

An iron band, this simple ring generates a shield-sized (and shield-shaped) barrier of force that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free, though it is still considered to be armor for the purpose of class features and abilities. It can be activated and deactivated at will.

Prerequisites: Forge Ring, floating disk, shield

Freedom

Price (Level): 12,000 gp (10th)

Body Slot: Ring

Caster Level: 10th

Aura: Moderate abjuration

Activation: Swift (command)

This gold ring allows the wearer to act as if under the effect of a *freedom* spell for up to one minute per day. The rounds need not be used sequentially.

Prerequisites: Forge Ring, freedom

Friend Shield

Price (Level): (two rings) 14,000 gp (11th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate abjuration and divination

Activation: Standard (command)

These curious rings always come in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a shield other spell with the wearer of the mated ring as the recipient. This effect has no range limitation. In addition, the wearer of one of the rings is constantly aware of the position and condition of the wearer of the mated ring, as the *status* spell.

Prerequisites: Forge Ring, shield other, status

Invisibility

Price (Level): 13,500 gp (11th)
Body Slot: Ring
Caster Level: 8th
Aura: Moderate illusion
Activation: Standard (command)
By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell. The effect lasts for 8 minutes. This item functions three times per day.
Prerequisites: Forge Ring, invisibility

Mind Shielding

Price (Level): 12,000 gp (10th)
Body Slot: Ring
Caster Level: 8th
Aura: Moderate abjuration (shielding)
Activation: —
This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to detect thoughts, discern lies, and any attempt to magically discern her alignment.
Prerequisites: Forge Ring, nondetection, undetectable alignment

Protection

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster Level:	4th	6th	9th	12th	15th
Level:					
Aura:	Faint	Faint	Moderate	Moderate	Strong
Aura School:	Abjuration (shielding)				
Body Slot:	Ring				
Activation:	—				

This ring offers continual magical protection in the form of a bonus to deflection modifier and saving throws +1 to +5, depending on the kind of ring.
Prerequisites: Forge Ring, protection from chaos/good/evil/law

Ram

Price (Level): 6,000 gp (8th)
Body Slot: Ring
Caster Level: 8th
Aura: Moderate evocation
Activation: Standard (command)
The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.
The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of force damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 30-foot maximum range and no penalties for distance.
The force of the blow is considerable, and those struck by the ring are subject to a bull rush. The ram has a bonus on bull rush attacks equal to 5 + character level of wielder The ram gains a +2 circumstance bonus on the bull rush attempt if 2 charges are expended, or a +5 circumstance bonus if 3 charges are expended.
In addition to its attack mode, the ring of the ram also has the power to open doors as if it were a character with Strength 20.

If 2 charges are expended, the effect is equivalent to a character with Strength 24. If 3 charges are expended, the effect is that of a character with Strength 30.
A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.
Prerequisites: Forge Ring, bull’s strength, knock, and either telekinetic maneuver or telekinesis

Regeneration

Price (Level): 36,000 gp (16th)
Body Slot: Ring
Caster Level: 18th
Aura: Strong necromancy
Activation: —
This white gold ring continually allows a living wearer to heal 3 points of damage per round. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated.
Prerequisites: Forge Ring, regenerate

Spell Storing, Minor

Price (Level): 18,000 gp (12th)
Body Slot: Ring
Caster Level: 12th
Aura: Moderate evocation
Activation: Standard (command); see text
A minor ring of spell storing contains up to three levels of spells that the wearer can cast by saying a command word. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.
For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)
A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the minor ring of spell storing. Spells that cannot be cast on other targets, such as those with a range of personal, may not be cast into a ring of spell storing.
The ring magically imparts to the wearer the names of all spells currently stored within it.
Prerequisites: Forge Ring, imbue with spell ability

Spell Storing

Price (Level): 50,000 gp (18th)
Body Slot: Ring
Caster Level: 16th
Aura: Strong evocation
Activation: Standard (command); see text
As the minor ring of spell storing, except it holds up to five levels of spells.

Prerequisites: Forge Ring, imbue with spell ability

Spell Turning

Price (Level): 36,000 gp (16th)

Body Slot: Ring

Caster Level: 16th

Aura: Strong abjuration

Activation: Standard (command)

Once per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Prerequisites: Forge Ring, spell turning

Sustenance

Price (Level): 3,000 gp (6th)

Body Slot: Ring

Caster Level: 4th

Aura: Faint conjuration

Activation: —

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This does not affect how much rest the wearer must get to regain spells. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Prerequisites: Forge Ring, create food and water

Swimming

Price (Level): 2,500 gp (5th)

Body Slot: Ring

Caster Level: 4th

Aura: Faint transmutation

Activation: —

This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Prerequisites: Forge Ring, creator must have 5 ranks in the Swim skill

Swimming

Price (Level): 10,000 gp (10th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate transmutation

Activation: —

As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Prerequisites: Forge Ring, creator must have 10 ranks in the Swim skill

Telekinesis

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

Body Slot: Ring

Caster Level: 14th

Aura: Strong evocation

Activation: Standard (command)

Save DC: 15 + 1/2 character level

Three times per day, this ring allows the caster to use the spell

telekinesis on command.

Prerequisites: Forge Ring, telekinesis

Water Walking:

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

Body Slot: Ring

Caster Level: 6th

Aura: Faint transmutation

Activation: —

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Prerequisites: Forge Ring, water walk

X-Ray Vision

Price (Level): 13,500 gp (11th)

Body Slot: Ring

Caster Level: 8th

Aura: Moderate divination

Activation: Standard (command)

On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

Prerequisites: Forge Ring, clairaudience/clairvoyance

RODS

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds.

They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Rod Descriptions

Although all rods are generally scepterlike, their configurations and abilities run the magical gamut. Standard rods are described below.

Absorption

Price (Level): 50,000 gp (18th)

Body Slot: —

Caster Level: 16th

Aura: Strong abjuration

Activation: —

This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own.

Table 4.12: Rods

Rod	Market Price	Item Level
Cancellation	3,000 gp	6th
Flame extinguishing	4,500 gp	7th
Immovable	5,000 gp	7th
Metal and mineral detection	6,000 gp	8th
Enemy detection	9,000 gp	9th
Wonder	9,000 gp	10th
Withering	10,000 gp	10th
Python	13,500 gp	11th
Splendor	15,500 gp	14th
Negation	18,000 gp	12th
Thunder and lightning	20,000 gp	13th
Viper	24,000 gp	14th
Security	27,000 gp	14th
Rulership	32,000 gp	15th
Absorption	50,000 gp	18th

She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she knows without expending a spell slot. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A rod of absorption absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71-100, half the levels already absorbed by the rod are still stored within.

Prerequisites: Craft Rod, spellthrift, spell turning

Cancellation

Price (Level): 3,000 gp (6th)

Body Slot: —

Caster Level: 12th

Aura: Moderate abjuration

Activation: —

Save DC: 16 + 1/2 character level

This rod is a bane to magic items, for its touch suppresses all magical properties in an item for 1 hour. The item touched must make a Will save to prevent the rod from suppressing it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon suppressing an item, the rod itself becomes brittle and cannot be used again.

A rod of cancellation can also be used to negate the effects of certain spells which create effects similar to magic items. This is noted in the appropriate spell descriptions.

Prerequisites: Craft Rod, greater dispel magic

Enemy Detection

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

Body Slot: —

Caster Level: 10th

Aura: Moderate divination

Activation: Standard (command)

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 50 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes.

Prerequisites: Craft Rod, detect thoughts

Flame Extinguishing

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

Body Slot: —

Caster Level: 6th

Aura: Moderate transmutation

Activation: Standard (manipulation)

This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 1 minute and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A rod of flame extinguishing has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Prerequisites: Craft Rod, pyrotechnics

Immovable Rod

Price (Level): 5,000 gp (7th)

Body Slot: —

Caster Level: 8th

Aura: Moderate evocation and transmutation

Activation: Move (manipulation)

This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several immovable rods can even make a ladder when used

together (although only two are needed). An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Prerequisites: Craft Rod, floating disk, levitate

Metal and Mineral Detection

Price (Level): 6,000 gp (8th)

Body Slot: —

Caster Level: 8th

Aura: Moderate divination

Activation: Full-round (mental)

This rod pulses in the wielder's hand and points to the largest mass of metal within 500 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 500 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action. This effect is blocked by even a thin sheet of lead (though it can be used to detect lead).

Prerequisites: Craft Rod, locate object

Negation

Price (Level): 18,000 gp (12th)

Body Slot: —

Caster Level: 14th

Aura: Strong abjuration

Activation: Standard (command)

This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a greater dispel magic spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (14th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Prerequisites: Craft Rod, greater dispel magic

Python

Price (Level): 10,500 gp (10th)

Body Slot: —

Caster Level: 12th

Aura: Moderate transmutation

Activation: Standard (manipulation)

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a +1/masterwork quarter-staff. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action for the snake) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days.

Prerequisites: Craft Rod, Craft Magic Arms and Armor, baleful polymorph

Rulership

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

Body Slot: —

Caster Level: 18th

Aura: Strong enchantment

Activation: —

Save DC: 14 + 1/2 character level

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Prerequisites: Craft Rod, mass charm monster

Security

Price (Level): 27,000 gp (14th)

Body Slot: —

Caster Level: 14th

Aura: Strong conjuration

Activation: Standard (command)

This item creates an extradimensional space, a pocket paradise. There the rod's possessor and as many as 100 other creatures can stay in complete safety for a period of time, up to 100 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures cannot be transported. If a creature is unwilling, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Prerequisites: Craft Rod, create food and water, endure elements, plane shift

Splendor

Price (Level): 15,500 gp (12th)

Body Slot: —

Caster Level: 12th

Aura: Moderate conjuration, enchantment, and transmutation

Activation: Standard (command)

The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item. Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp) - 1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent - a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Prerequisites: Craft Rod, eagle's splendor, fabricate, major creation

Thunder and Lightning

Price (Level): 20,000 gp (13th)

Body Slot: —

Caster Level: 12th

Aura: Moderate evocation

Activation: Immediate (command) or standard (command)

Save DC: 13 + 1/2 character level

Constructed of iron set with silver rivets, this rod has the properties of a +2 shocking light mace. Its other magical powers are as follows.

- **Thunder:** Once per day, when the rod strikes a foe, you can say a command word to cause thunder to rumble out from the rod. If the foe is bloodied, it becomes stunned; a healthy foe is staggered instead (Fortitude negates). The effect lasts for 1 round. Activating this effect requires an immediate action.
- **Lightning:** Once per day as a standard action, the wielder can cause the rod to shoot out a line of lightning, as the *lightning bolt* spell (10d6 points of electricity damage, Reflex half) to a range of 100 feet.
- **Thunderbolt:** Once per week as a standard action, the wielder of the rod can combine the thunder described above with the lightning bolt described above. The thunder affects all within 10 feet of the bolt.

Prerequisites: Craft Rod, Craft Magic Arms and Armor, lightning bolt, sound burst

Viper

Price (Level): 24,000 gp (14th)

Body Slot: —

Caster Level: 12th

Aura: Moderate necromancy

Activation: Standard (command)

Save DC: 14 + 1/2 character level

Viper: This rod strikes as a +3 heavy mace. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude negates).

Prerequisites: Craft Rod, Craft Magic Arms and Armor, poison

Withering

Price (Level): 10,000 gp (10th)

Body Slot: —

Caster Level: 10th

Aura: Moderate necromancy

Activation: —

Save DC: 13 + 1/2 character level

A rod of withering acts as a +1 light mace that deals no hit point damage when used to attack. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Dexterity damage to any creature she hits with the rod. If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a Fortitude save.

Prerequisites: Craft Rod, Craft Magic Arms and Armor, contagion

Wonder

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

Body Slot: —

Caster Level: 10th

Aura: Moderate (all schools)

Activation: Standard (command)

Save DC: 14 + 1/2 character level

Wonder: A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) Typical powers of the rod include the following. Unless otherwise specified, any effects of the rod wear off after the normal duration of the spell or after 24 hours have passed, whichever comes first.

Prerequisites: Craft Rod, confusion, creator must be chaotic

d%	Wondrous Effect
01-05	<i>Slow</i> creature pointed at for 1 minute (Will negates).
06-10	<i>Faerie fire</i> surrounds the target.
11-15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16-20	<i>Gust of wind</i> as the spell.
21-25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (Will negates).
26-30	<i>Stinking cloud</i> at close (30 ft.) range (Fortitude negates).
31-33	Heavy rain falls for 1 round in large (50 ft.) radius centered on rod wielder.
34-36	Summon an animal, as <i>summon nature's ally</i> - a rhino (01-25 on d%), elephant (26-50), or mouse (51-100).
37-46	<i>Lightning bolt</i> , 6d6 damage (Reflex half).
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex negates).
50-53	<i>Enlarge person</i> if within medium (100 ft.) range of rod (Fortitude negates).
54-58	<i>Darkness</i> , centered 30 ft. away from rod.
59-62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63-65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66-69	Reduce wielder, as <i>reduce person</i> (no save).
70-79	<i>Fireball</i> at target or 100 ft. straight ahead, 6d6 damage (Reflex half).
80-84	<i>Invisibility</i> covers rod wielder.
85-87	Leaves grow from target if within medium (100 ft.) range of rod.
88-90	10-40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets. The gems disappear after 1 hour.
91-95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude negates).
96-97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98-100	<i>Transmute flesh and stone</i> , reversing the target's current state, if target is within medium (100 ft.) range (Fortitude negates).

SCROLLS

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Scroll Origins: Some classes are more likely to make scrolls than others. When determining the origin of a scroll

STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs 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: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

STAFF DESCRIPTIONS

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of

Table 4.13: Staffs

Staff	Market Price	Item Level
Illumination	6,000 gp	8th
Swarming insects	17,000 gp	12th
Charming	14,750 gp	11th
Healing	27,750 gp	14th
Size alteration	30,000 gp	15th
Abjuration	21,500 gp	13th
Conjuration	21,500 gp	13th
Enchantment	21,500 gp	13th
Evocation	21,500 gp	13th
Illusion	21,500 gp	13th
Necromancy	21,500 gp	13th
Transmutation	21,500 gp	13th
Divination	21,500 gp	13th
Fire	21,750 gp	13th
Frost	23,500 gp	14th
Earth and stone	28,500 gp	16th
Woodlands	50,000 gp	18th
Life	34,000 gp	16th
Passage	49,000 gp	18th
Power	57,000 gp	19th

the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Unlike wands, staffs typically have 50 charges when first created.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

Abjuration

Price (Level): 21,500 gp (13th)

Caster Level: 12th

Aura: Moderate abjuration

Activation: Standard (spell trigger)

Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- Shield (1 charge)
- Resist energy (1 charge)
- Dispel magic (1 charge)
- Lesser globe of invulnerability (2 charges)
- Spell resistance (3 charges)

Prerequisites: Craft Staff, dispel magic, lesser globe of invulnerability, resist energy, shield, spell resistance

Charming

Price (Level): 14,750 gp (11th)

Caster Level: 10th

Aura: Moderate enchantment

Activation: Standard (spell trigger)

Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- Charm person (1 charge)
- Charm monster (2 charges)

Prerequisites: Craft Staff, charm person, charm monster

Conjuration**Price (Level):** 21,500 gp (13th)**Caster Level:** 12th**Aura:** Moderate conjuration**Activation:** Standard (spell trigger)

This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- Obscuring mist (1 charge)
- Acid arrow (1 charge)
- Stinking cloud (1 charge)
- Summon monster IV (2 charges)
- Cloudkill (3 charges)

Prerequisites: Craft Staff, acid arrow, cloudkill, obscuring mist, stinking cloud, wall of ice

Divination**Price (Level):** 21,500 gp (13th)**Caster Level:** 12th**Aura:** Moderate divination**Activation:** Standard (spell trigger)

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- Farsight (1 charge)
- Locate object (1 charge)
- Detect thoughts (1 charge)
- True cast (2 charges)
- Greater precognition (3 charges)

Prerequisites: Craft Staff, detect thoughts, farsight, locate creature, locate object, true cast

Earth and Stone**Price (Level):** 28,500 gp (16th)**Caster Level:** 12th**Aura:** Moderate transmutation**Activation:** Standard (spell trigger)

This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- Soften earth and stone (1 charge)
- Stone shape (1 charges)
- Passwall (2 charges)
- Transmute mud and rock (2 charges)

Prerequisites: Craft Staff, passwall, soften earth and stone, stone shape, transmute mud and rock

Enchantment**Price (Level):** 21,500 gp (13th)**Caster Level:** 12th**Aura:** Moderate enchantment**Activation:** Standard (spell trigger)

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- Attraction (1 charge)

- Hideous laughter (1 charge)
- Charm person (1 charge)
- Suggestion (2 charges)
- Hold monster (3 charges)

Prerequisites: Craft Staff, attraction, charm person, hideous laughter, hold monster, suggestion

Evocation**Price (Level):** 21,500 gp (13th)**Caster Level:** 12th**Aura:** Moderate evocation**Activation:** Standard (spell trigger)

Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- Magic missile (1 charge)
- Shatter (1 charge)
- Fireball (1 charge)
- Shout (2 charges)
- Chain lightning (3 charges)

Prerequisites: Craft Staff, chain lightning, fireball, magic missile, shatter, shout

Fire**Price (Level):** 21,750 gp (13th)**Caster Level:** 10th**Aura:** Moderate evocation**Activation:** Standard (spell trigger)

Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- Burning hands (1 charge)
- Flaming sphere (1 charge)
- Fireball (1 charge)
- Scorching ray (1 charge)
- Wall of fire (2 charges)

Prerequisites: Craft Staff, burning hands, fireball, flaming sphere, scorching ray, wall of fire

Frost**Price (Level):** 23,500 gp (14th)**Caster Level:** 12th**Aura:** Moderate conjuration and evocation**Activation:** Standard (spell trigger)

Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- Ray of frost (1 charge)
- Sleet storm (1 charge)
- Ice storm (2 charges)
- Wall of ice (2 charges)
- Cone of cold (3 charges)

Prerequisites: Craft Staff, cone of cold, ice storm, ray of frost, sleet storm, wall of ice

Illusion**Price (Level):** 21,500 gp (13th)**Caster Level:** 12th**Aura:** Moderate illusion**Activation:** Standard (spell trigger)

This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- Ventriloquism (1 charge)
- Silent image (1 charge)
- Invisibility (1 charge)
- Major image (2 charges)
- Seeming (3 charges)

Prerequisites: Craft Staff, invisibility, major image, seeming, silent image, ventriloquism

Illumination**Price (Level):** 6,000 gp (8th)**Caster Level:** 8th**Aura:** Moderate evocation [Light]**Activation:** Standard (spell trigger)

Illumination: This staff is usually sheathed in silver and decorated with stars. It allows use of the following spells:

- Light (1 charge)
- Daylight (1 charge)
- Searing light (2 charges)

Prerequisites: Craft Staff, dancing lights, daylight, flare, searing light

Life**Price (Level):** 34,000 gp (16th)**Caster Level:** 14th**Aura:** Strong necromancy (Healing) [Positive]**Activation:** Standard (spell trigger)

Made of thick oak shod in gold, this staff allows use of the following spells:

- Cure serious wounds (1 charge)
- Link vitality (1 charge)
- Death ward (2 charges)
- Cure light wounds, mass (2 charges)
- Heal (3 charges)

Prerequisites: Craft Staff, cure serious wounds, death ward, link vitality, mass cure light wounds, heal

Necromancy**Price (Level):** 21,500 gp (13th)**Caster Level:** 12th**Aura:** Moderate necromancy**Activation:** Standard (spell trigger)

This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- Ray of enfeeblement (1 charge)

- Ghoul touch (1 charge)
- Vampiric touch (1 charge)
- Enervation (2 charges)
- Waves of fatigue (3 charges)

Prerequisites: Craft Staff, enervation, ghoul touch, ray of enfeeblement, vampiric touch, waves of fatigue

Passage**Price (Level):** 49,000 gp (18th)**Caster Level:** 18th**Aura:** Strong conjuration and transmutation**Activation:** Standard (spell trigger)

This potent item allows use of the following spells:

- Dimension door (1 charge)
- Passwall (2 charges)
- Phase door (2 charges)
- Dimension door, mass (3 charges)

Prerequisites: Craft Staff, dimension door, mass dimension door, passwall, phase door

Power**Price (Level):** 57,000 gp (19th)**Caster Level:** 16th

Aura: Strong abjuration, enchantment, evocation, and necromancy

Activation: Standard (spell trigger) and swift (command word)

The staff of power is a very potent magic item. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- Magic missile (1 charge)
- Ray of enfeeblement (1 charge)
- Levitate (1 charge)
- Lightning bolt (1 charge)
- Fireball (1 charge)
- Cone of cold (2 charges)
- Hold monster (2 charges)
- Wall of force (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- Globe of invulnerability (3 charges)

The staff is also a +2 quarterstaff, and its wielder may use it to smite opponents. If 1 charge is expended (as a swift action), the staff causes double damage (x3 on a critical hit) for 1 round.

A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 3 or 4 squares away take 6 x the number of charges in damage, and those 5 or 6 squares distant take 4 x the number of charges in damage. All those affected can make DC 25 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release

of spell energy destroys him. Only certain items, including the staff of the magi and the staff of power, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 quarterstaff. (Once empty of charges, it cannot be used for a retributive strike.)

Prerequisites: Craft Staff, Craft Magic Arms and Armor, magic missile, ray of enfeeblement, levitate, fireball, lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability

Size Alteration

Price (Level): 20,000 gp (13th)

Caster Level: 10th

Aura: Moderate transmutation

Activation: Standard (spell trigger)

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:

- Reduce person (1 charge)
- Enlarge person (1 charge)
- Shrink item (1 charge)
- Reduce person, mass (2 charges)

Prerequisites: Craft Staff, enlarge person, reduce person, mass reduce person, shrink item

Swarming Insects

Price (Level): 11,500 gp (10th)

Caster Level: 10th

Aura: Moderate conjuration

Activation: Standard (spell trigger)

Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- Summon swarm (1 charge)
- Insect plague (3 charges)

Prerequisites: Craft Staff, insect plague, summon swarm

Transmutation

Price (Level): 21,500 gp (13th)

Caster Level: 12th

Aura: Moderate transmutation

Activation: Standard (spell trigger)

This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- Expeditious retreat (1 charge)
- Spider climb (1 charge)
- Enlarge person (1 charge)
- Haste (2 charges)
- Baleful polymorph (3 charges)

Prerequisites: Craft Staff, baleful polymorph, enlarge person, expeditious retreat, haste, spider climb

Woodlands

Price (Level): 35,500 gp (16th)

Caster Level: 16th

Aura: Strong conjuration, divination, enchantment, and transmutation

Activation: Standard (spell trigger)

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- Speak with animals (1 charge)
- Charm animal (1 charge)
- Barkskin (1 charge)
- Spike stones (2 charges)
- Wall of thorns (3 charges)
- Summon nature's ally VI (3 charges)
- Animate plants (4 charges)

The staff may be used as a weapon, functioning as a +2 quarterstaff. The staff of the woodlands also allows its wielder to pass without trace at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Prerequisites: Craft Staff, Craft Magic Arms and Armor, animate plants, barkskin, charm animal, pass without trace, speak with animals, summon nature's ally VI, wall of thorns

WONDROUS APPAREL

WONDROUS APPAREL DESCRIPTIONS

Amulet of Health

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster	4th	6th	9th	12th	15th
Level:					

Aura: Faint Faint Moderate Moderate Strong

Aura School: Transmutation

Body Slot: Neck

Activation: —

This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of from +1 to +5, depending on the kind of amulet.

Prerequisites: Craft Wondrous Item, animalistic power

Belt of Mighty Fists

Bonus:	+1	+2	+3	+4	+5
Price:	1,500 gp	6,000 gp	13,500 gp	24,000 gp	37,500 gp
Level:	4th	8th	11th	14th	16th
Caster	4th	6th	9th	12th	15th
Level:					

Aura: Faint Faint Moderate Moderate Strong

Aura School: Transmutation

Body Slot: Torso

Activation: —

This belt grants an enhancement bonus on attack and damage rolls with unarmed attacks and natural weapons of from +1 to +5, depending on the kind of belt.

Prerequisites: Craft Wondrous Item, magic fang

Amulet of Natural Armor

Bonus:	+1	+2	+3	+4	+5
Price:	1,000 gp	4,000 gp	9,000 gp	16,000 gp	25,000 gp
Level:	3rd	7th	9th	12th	14th
Caster	4th	6th	9th	12th	15th
Level:					

Aura: Faint Faint Moderate Moderate Strong

Aura School: Transmutation

Body Slot: Neck

Activation: —

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

Prerequisites: Craft Wondrous Item, barkskin

Amulet of the Planes

Price (Level): 40,500 gp (17th)

Body Slot: Neck

Caster Level: 16th

Aura: Strong conjuration

Activation: Standard (mental)

This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*, as the

spell. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01-60 on d%) or to a random plane (61-100). This item can only be used once per hour.

Prerequisites: Craft Wondrous Item, plane shift

Belt of Dwarvenkind

Price (Level): 13,250 gp (11th)

Body Slot: Belt

Caster Level: 12th

Aura: Moderate divination and transmutation

Activation: —

This belt gives the wearer a +4 enhancement bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 enhancement bonus on similar checks when dealing with gnomes and halflings, and a –2 penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. In addition, he gains a +2 enhancement bonus to Constitution and a +2 enhancement bonus on saves against spells or spell-like effects.

Prerequisites: Craft Wondrous Item, bear's endurance, tongues, creator must be a dwarf

Belt of Giant Strength

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster	4th	6th	9th	12th	15th
Level:					

Aura: Faint Faint Moderate Moderate Strong

Aura School: Transmutation

Body Slot: Torso

Activation: —

This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of from +1 to +5, depending on the kind of belt.

Prerequisites: Craft Wondrous Item, animalistic power

Belt of Health

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster	4th	6th	9th	12th	15th
Level:					

Aura: Faint Faint Moderate Moderate Strong

Aura School: Transmutation

Body Slot: Torso

Activation: —

This wide belt is made of thick leather and studded with steel. It usually bears the image of a bear or other powerful animal. The belt grants the wearer an enhancement bonus to Constitution of from +1 to +5, depending on the kind of belt.

Prerequisites: Craft Wondrous Item, totemic power

Table 4.14: Arm Items

Item Name	Market Price	Item Level	Description
Gauntlets of giant strength +1	2,000 gp	5th	+1 Strength
Gloves of dexterity +1	2,000 gp	5th	+1 Dexterity
Gloves of arrow snaring	3,000 gp	6th	Snatch arrows, as the feat, 3/day
Bracers of archery	4,000 gp	7th	Become proficient with bows, or gain +1 to attack and damage if proficient
Gloves of swimming and climbing	4,500 gp	7th	+5 on Climb and Swim checks
Gauntlet of rust	6,750 gp	8th	Immune to rust, <i>rusting grasp</i> 1/day
Gauntlets of giant strength +2	8,000 gp	9th	+2 Strength
Gloves of dexterity +2	8,000 gp	9th	+2 Dexterity
Glove of storing	12,000 gp	10th	Store one item within glove for swift retrieval
Gauntlets of giant strength +3	18,000 gp	12th	+3 Strength
Gloves of dexterity +3	18,000 gp	12th	+3 Dexterity
Gauntlets of giant strength +4	32,000 gp	15th	+4 Strength
Gloves of dexterity +4	32,000 gp	15th	+4 Dexterity
Gauntlets of giant strength +5	50,000 gp	18th	+5 Strength
Gloves of dexterity +5	50,000 gp	18th	+5 Dexterity

Table 4.15: Armor-Equivalent Items

Item Name	Market Price	Item Level	Description
Robe of scintillating colors	13,500 gp	11th	Daze nearby creatures and gain miss chance for 10 rounds/day
Robe of blending	16,750 gp	12th	+10 on Hide checks, <i>disguise self</i> at will
Robe of eyes	57,000 gp	19th	120 ft. darkvision and <i>see invisibility</i> , +10 on Search and Spot checks, can't be overwhelmed or flat-footed

Table 4.16: Head Items

Item Name	Market Price	Item Level	Description
Goggles of minute seeing	1,250	4th	+5 on some Search checks
Headband of intellect +1	2,000 gp	5th	+1 Intelligence
Eyes of the eagle	2,500 gp	5th	+5 on Spot checks
Hat of disguise	6,000 gp	8th	<i>Disguise self</i> at will
Goggles of night	8,000 gp	9th	Continuous 60 ft. darkvision
Headband of intellect +2	8,000 gp	9th	+2 Intelligence
Minor circlet of blasting	9,000 gp	9th	<i>Scorching ray</i> 1/day
Helm of comprehension	12,500 gp	11th	Continuous <i>comprehend languages</i> and <i>read magic</i>
Headband of intellect +3	18,000 gp	12th	+3 Intelligence
Helm of underwater action	19,500 gp	13th	Act normally, breathe, and see farther underwater
Helm of translocation	24,750 gp	14th	<i>Dimension slide</i> 2/day
Major circlet of blasting	25,000 gp	14th	Empowered <i>scorching ray</i> 1/day
Eyes of charming	27,000 gp	14th	<i>Charm person</i> at will
Mask of the skull	29,500 gp	15th	<i>Finger of death</i> 1/day with ranged touch attack
Headband of intellect +4	32,000 gp	15th	+4 Intelligence
Helm of telepathy	34,000 gp	16th	<i>Detect thoughts</i> at will, communicate telepathically when reading thoughts
Headband of intellect +5	50,000 gp	18th	+5 Intelligence
Eyes of the basilisk	54,000 gp	19th	Petrifying gaze attack 3/day

Boots of Dexterity

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster Level:	4th	6th	9th	12th	15th

Aura: Faint Faint Moderate Moderate Strong
Aura School: Transmutation
Body Slot: Legs
Activation: —

These thin leather boots are very flexible and comfortable. They add to the wearer’s Dexterity score in the form of an enhancement

bonus of from +1 to +5, depending on the kind of boots.

Prerequisites: Craft Wondrous Item, totemic power

Boots of Elvenkind

Price (Level): 2,500 gp (5th)
Body Slot: Legs
Caster Level: 4th
Aura: Faint transmutation
Activation: —

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 enhancement bonus on Move Silently checks.

Table 4.17: Leg Items

Item Name	Market Price	Item Level	Description
Boots of dexterity +1	2,000 gp	5th	+1 Dexterity
Boots of elvenkind	2,500 gp	5th	+5 on Move Silently checks
Boots of the winterlands	2,500 gp	5th	Protection from cold and faster, trackless travel in snow and ice
Horseshoes of speed	4,500 gp	7th	Hooved animal gains +30 ft. move speed
Boots of striding and springing	5,250 gp	7th	+10 ft. move speed, +5 on Jump checks
Boots of levitation	6,000 gp	8th	<i>Levitate</i> on self 3/day
Horseshoes of the zephyr	6,000 gp	8th	Hooved animal can run above the ground
Slippers of spider climbing	6,000 gp	8th	<i>Spider climb</i> for 10 minutes/day
Boots of dexterity +2	8,000 gp	9th	+2 Dexterity
Boots of translocation	15,000 gp	11th	<i>Dimension slide</i> 2/day
Boots of speed	16,000 gp	12th	<i>Haste</i> on self for 10 rounds/day
Boots of dexterity +3	18,000 gp	12th	+3 Dexterity
Winged boots	24,000 gp	14th	<i>Fly</i> on self 2/day
Boots of dexterity +4	32,000 gp	15th	+4 Dexterity
Boots of dexterity +5	50,000 gp	18th	+5 Dexterity

Table 4.18: Neck Items

Item Name	Market Price	Item Level	Description
Hand of the mage	750 gp	3rd	<i>Mage hand</i> at will
Amulet of natural armor +1	1,000 gp	3rd	+1 bonus to natural armor class
Periapt of resistance +1	1,000 gp	3rd	+1 to all saving throws
Phylactery of faithfulness	1,000 gp	3rd	Recognize actions which adversely affect alignment
Amulet of health +1	2,000 gp	5th	+1 Constitution
Golembane scarab	2,500 gp	5th	Detect golems at will, ignore damage reduction of golems
Amulet of natural armor +2	4,000 gp	7th	+2 bonus to natural armor class
Necklace of wisdom +2	4,000 gp	7th	+2 Wisdom
Periapt of resistance +2	4,000 gp	7th	+2 to all saving throws
Periapt of wound closure	6,000 gp	8th	Automatically stabilize when dying, heal naturally twice as fast
Amulet of health +2	8,000 gp	9th	+2 Constitution
Amulet of natural armor +3	9,000 gp	9th	+3 bonus to natural armor class
Periapt of health	9,000 gp	9th	Immune to disease
Periapt of resistance +3	9,000 gp	9th	+3 to all saving throws
Hand of glory	10,000 gp	10th	Wear extra ring, <i>see invisibility</i> and special <i>daylight</i> 1/day
Amulet of natural armor +4	16,000 gp	12th	+4 bonus to natural armor class
Periapt of proof against poison	16,000 gp	12th	Immune to poison
Periapt of resistance +4	16,000 gp	12th	+4 to all saving throws
Phylactery of undead turning	16,000 gp	12th	+4 turning level for turning undead
Necklace of wisdom +4	16,000 gp	12th	+4 Wisdom
Amulet of health +3	18,000 gp	12th	+3 Constitution
Medallion of thoughts	24,000 gp	14th	<i>Detect thoughts</i> at will
Amulet of natural armor +5	25,000 gp	14th	+5 bonus to natural armor class
Periapt of resistance +5	25,000 gp	14th	+5 to all saving throws
Amulet of nondetection	27,000	14th	Continuous <i>nondetection</i> on wearer
Amulet of health +4	32,000 gp	15th	+4 Constitution
Necklace of wisdom +6	36,000 gp	16th	+6 Wisdom
Scarab of protection	46,500 gp	18th	Spell resistance 20, absorb 12 negative energy or death attacks
Amulet of health +5	50,000 gp	18th	+5 Constitution
Amulet of the planes	54,000 gp	19th	<i>Plane shift</i> at will with DC 15 Int check

Prerequisites: Craft Wondrous Item, creator must be an elf

Three times per day, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.

Prerequisites: Craft Wondrous Item, levitate

Boots of Levitation

Price (Level): 6,000 gp (8th)

Body Slot: Legs

Caster Level: 8th

Aura: Faint transmutation

Activation: Standard (command)

Boots of Speed

Price (Level): 4,000 gp (7th)

Body Slot: Legs

Caster Level: 4th

Table 4.19: Torso Items

Item Name	Market Price	Item Level	Description
Cloak of resistance +1	1,000 gp	3rd	+1 to saving throws
Belt of mighty fists +1	1,500 gp	4th	+1 attack and damage with natural weapons and unarmed attacks
Belt of giant strength +1	2,000 gp	5th	+1 Strength
Belt of health +1	2,000 gp	5th	+1 Constitution
Cloak of charisma +1	2,000 gp	5th	+1 Charisma
Cloak of elvenkind	2,500 gp	5th	+5 on Hide checks
Vest of escape	3,500 gp	6th	+5 on Escape Artist checks and Disable Device checks to open locks
Cloak of resistance +2	4,000 gp	7th	+2 to saving throws
Belt of mighty fists +2	6,000 gp	8th	+2 attack and damage with natural weapons and unarmed attacks
Belt of giant strength +2	8,000 gp	9th	+2 Strength
Belt of health +2	8,000 gp	9th	+2 Constitution
Cloak of charisma +2	8,000 gp	9th	+2 Charisma
Cloak of resistance +3	9,000 gp	9th	+3 to saving throws
Belt of Dwarvenkind	10,000 gp	10th	Gain some dwarven racial bonuses, act more like a dwarf
Cape of the mountebank	11,250 gp	10th	<i>Dimension slide</i> 1/day
Belt of mighty fists +3	13,500 gp	11th	+3 attack and damage with natural weapons and unarmed attacks
Cloak of the bat	14,000 gp	11th	+5 on Hide checks, hang upside down, <i>fly</i> for short distances in darkness
Cloak of arachnida	15,000 gp	11th	Continuous <i>spider climb</i> , <i>web</i> 1/day
Cloak of resistance +4	16,000 gp	12th	+4 to saving throws
Cloak of the manta ray	17,000 gp	12th	Become a manta ray in water
Belt of giant strength +3	18,000 gp	12th	+3 Strength
Belt of health +3	18,000 gp	12th	+3 Constitution
Cloak of charisma +3	18,000 gp	12th	+3 Charisma
Minor cloak of displacement	18,000 gp	12th	Continuous <i>displacement</i> (20% miss chance)
Belt of mighty fists +4	24,000 gp	14th	+4 attack and damage with natural weapons and unarmed attacks
Cloak of resistance +5	25,000 gp	14th	+5 to saving throws
Belt of giant strength +4	32,000 gp	15th	+4 Strength
Belt of health +4	32,000 gp	15th	+4 Constitution
Cloak of charisma +4	32,000 gp	15th	+4 Charisma
Mantle of spell resistance	32,000 gp	15th	Spell resistance 20
Belt of mighty fists +5	37,500 gp	16th	+5 attack and damage with natural weapons and unarmed attacks
Wings of flying	48,000 gp	18th	<i>Fly</i> on self 3/day
Cloak of etherealness	49,000 gp	18th	<i>Ethereal jaunt</i> 2/day
Belt of giant strength +5	50,000 gp	18th	+5 Strength
Belt of health +5	50,000 gp	18th	+5 Constitution
Cloak of charisma +5	50,000 gp	18th	+5 Charisma
Major cloak of displacement	54,000 gp	19th	Continuous <i>displacement</i> (50% miss chance)
Mantle of faith	60,000 gp	19th	DR 5/evil

Table 4.20: Other Items

Item Name	Market Price	Item Level	Description
Dusty rose ioun stone	3,000 gp	6th	+1 bonus to dodge modifier
Deep red ioun stone	4,000 gp	7th	+1 Dexterity
Incandescent blue ioun stone	4,000 gp	7th	+1 Wisdom
Pale blue ioun stone	4,000 gp	7th	+1 Strength
Pink ioun stone	4,000 gp	7th	+1 Constitution
Pink and green ioun stone	4,000 gp	7th	+1 Charisma
Scarlet and blue ioun stone	4,000 gp	7th	+1 Intelligence
Dark blue ioun stone	4,750 gp	7th	Alertness (as the feat)
Clear ioun stone	5,000 gp	7th	No longer need food or water
Iridescent ioun stone	16,000 gp	12th	No longer need air
Pale lavender ioun stone	20,000 gp	13th	Absorb spells of 4th level or lower
Orange ioun stone	30,000 gp	15th	+1 caster level
Vibrant purple ioun stone	36,000 gp	16th	Store and cast three levels of spells
Lavender and green ioun stone	40,000 gp	17th	Absorb spells of 8th level or lower
Pearly white ioun stone	48,000 gp	18th	Heal 2 points of damage per round

Aura: Faint transmutation

Activation: Swift (manipulation)

With these boots, the wearer can click her boot heels together, enabling her to act as though affected by a *expeditious retreat* spell for up to 10 rounds each day. The duration of the effect need not be consecutive rounds.

Prerequisites: Craft Wondrous Item, expeditious retreat or haste

Boots of Speed, Greater

Price (Level): 16,000 gp (12th)

Body Slot: Legs

Caster Level: 12th

Aura: Moderate transmutation

Activation: Swift (manipulation)

These boots function as the boots of speed, except that the wearer acts as if affected by a *haste* spell for up to 10 rounds each day instead.

Prerequisites: Craft Wondrous Item, haste

Boots of Striding and Springing

Price (Level): 9,250 gp (9th)

Body Slot: Legs

Caster Level: 6th

Aura: Faint transmutation

Activation: —

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps, granting a +5 enhancement bonus on Jump checks.

Prerequisites: Craft Wondrous Item, longstrider, creator must have 5 ranks in the Jump skill

Boots of Translocation

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

Body Slot: Legs

Caster Level: 8th

Aura: Moderate conjuration

Activation: Standard (command)

Any character wearing this footwear may teleport three times per day as if he had cast *dimension slide*.

Prerequisites: Craft Wondrous Item, dimension slide

Boots of the Winterlands

Price (Level): 1,500 gp (4th)

Body Slot: Legs

Caster Level: 4th

Aura: Faint abjuration and transmutation

Activation: —

This footwear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an *endure elements* ritual.

Prerequisites: Craft Wondrous Item, cat's grace, endure elements, pass without trace

Boots, Winged

Price (Level): 21,250 gp (13th)

Body Slot: Legs

Caster Level: 12th

Aura: Moderate transmutation

Activation: Standard (command)

These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. He can fly twice per day.

Prerequisites: Craft Wondrous Item, fly

Bracers of Archery

Price (Level): 4,000 gp (7th)

Body Slot: Arms

Caster Level: 6th

Aura: Faint transmutation

Activation: —

These wristbands look like normal protective wear. The bracers grant the wearer proficiency with the bow weapon group. If she already has proficiency with bows, she gains a +1 enhancement bonus on attack and damage rolls when using bows. Both bracers must be worn for the magic to be effective.

Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, magic weapon

Cape of the Mountebank

Price (Level): 6,750 gp (8th)

Body Slot: Torso

Caster Level: 8th

Aura: Moderate conjuration

Activation: Standard (command)

On command, this bright red and gold cape allows the wearer to use the magic of the *dimension slide* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Weight: 1 lb.

Prerequisites: Craft Wondrous Item, dimension slide

Circlet of Blasting, Minor

Price (Level): 6,000 gp (8th)

Body Slot: Head

Caster Level: 8th

Aura: Moderate evocation

Activation: Standard (command)

On command, this simple golden headband projects a *scorching ray* (8d8 points of fire damage) twice per day.

Prerequisites: Craft Wondrous Item, scorching ray

Cloak of Arachnida

Price (Level): 10,500 gp (10th)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate conjuration and transmutation

Activation: — and standard (command)

Save DC: 12 + 1/2 character level

This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by web spells or webs of any sort - she can actually move in webs at half her normal speed. Once per day, the wearer of

this cloak can use *web*, as the spell.

Prerequisites: Craft Wondrous Item, spider climb, web

Cloak of the Bat

Price (Level): 18,750 gp (12th)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate transmutation

Activation: Move (manipulation)

Fashioned of dark brown or black cloth, this cloak bestows a +5 enhancement bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment (a move action), the wearer is able to *fly* as per the spell. Flying can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 1 minute at a time, but after a flight of any duration the cloak cannot bestow any flying power for one minute per round of flight.

Prerequisites: Craft Wondrous Item, fly, spider climb

Cloak of Charisma

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster Level:	4th	6th	9th	12th	15th
Aura:	Faint	Faint	Moderate	Moderate	Strong

Aura School: Enchantment

Body Slot: Torso

Activation: —

This lightweight and fashionable cloak has a highly decorative silver trim. When worn, the cloak grants the wearer an enhancement bonus to Charisma of from +1 to +5, depending on the kind of cloak.

Prerequisites: Craft Wondrous Item, totemic mind

Cloak of Displacement, Minor

Price (Level): 12,000 gp (10th)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate illusion

Activation: —

This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the displacement spell, except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Prerequisites: Craft Wondrous Item, displacement

Cloak of Displacement, Major

Price (Level): 36,000 gp (16th)

Body Slot: Torso

Caster Level: 14th

Aura: Strong illusion

Activation: —

As the minor cloak of displacement, except that the displacement works just like the *displacement* spell, granting a 50% miss chance.

Prerequisites: Craft Wondrous Item, displacement

Cloak of Elvenkind

Price (Level): 2,500 gp (5th)

Body Slot: Torso

Caster Level: 4th

Aura: Moderate illusion

Activation: —

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 enhancement bonus on Hide checks.

Prerequisites: Craft Wondrous Item, blur, creator must be an elf

Cloak of Ethereality

Price (Level): 32,500 gp (15th)

Body Slot: Torso

Caster Level: 16th

Aura: Strong transmutation

Activation: Standard (command)

This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the ethereal jaunt spell). The effect is dismissible. The cloak works twice per day.

Prerequisites: Craft Wondrous Item, ethereal jaunt

Cloak of the Manta Ray

Price (Level): 10,750 gp (10th)

Body Slot: Torso

Caster Level: 12th

Aura: Moderate transmutation

Activation: —

This cloak appears to be made of leather until the wearer enters water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray, though he retains the form and use of his arms, and any magic items he wears continue to function. He gains a +3 enhancement bonus to natural armor, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage + the wearer's Strength value.

Prerequisites: Craft Wondrous Item, barkskin, magic fang, water breathing

Cloak of Resistance

Bonus:	+1	+2	+3	+4	+5
Price:	1,000 gp	4,000 gp	9,000 gp	16,000 gp	25,000 gp
Level:	3rd	7th	9th	12th	14th
Caster Level:	4th	6th	9th	12th	15th
Aura:	Faint	Faint	Moderate	Moderate	Strong

Aura School: Abjuration

Body Slot: Torso

Activation: —

These garments offer magic protection in the form of a +1 to +5 enhancement bonus on all saving throws (Fortitude, Reflex, and Will).

Prerequisites: Craft Wondrous Item, resistance

Eyes of Charming

Price (Level): 18,000 gp (12th)

Body Slot: Head
Caster Level: 10th
Aura: Moderate enchantment
Activation: Standard (mental)
Save DC: 13 + 1/2 character level

These two crystal lenses fit over the user’s eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target’s gaze and concentrating. Those failing a Will save are charmed as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10 + 1/4 character level, and the effect only lasts for 1 minute.

Prerequisites: Craft Wondrous Item, charm person

Eyes of the Basilisk

Price (Level): 36,000 gp (16th)
Body Slot: Head
Caster Level: 14th
Aura: Strong transmutation
Activation: Standard (mental)
Save DC: 16 + 1/2 character level

These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack by meeting a target’s gaze and concentrating (Fortitude negates). This attack can be used up to three times per day. Both lenses must be worn for the magic to be effective.

Prerequisites: Craft Wondrous Item, transmute flesh and stone

Eyes of the Eagle

Price (Level): 2,500 gp (5th)
Body Slot: Head
Caster Level: 4th
Aura: Faint divination
Activation: —

These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Prerequisites: Craft Wondrous Item, farsight

Gauntlets of Giant Strength

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster	4th	6th	9th	12th	15th
Level:					
Aura:	Faint	Faint	Moderate	Moderate	Strong

Aura School: Transmutation
Body Slot: Arms
Activation: —

These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding an enhancement bonus of from +1 to +5 to his Strength score, depending on the kind of gauntlets. Both gauntlets must be worn for the magic to be effective.

Prerequisites: Craft Wondrous Item, bull’s strength

Gauntlet of Rust

Price (Level): 6,500 gp (8th)
Body Slot: Arms
Caster Level: 8th
Aura: Moderate transmutation
Activation: Standard (command) and —

This single metal gauntlet looks rusted and pitted but is actually quite powerful. Twice per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Prerequisites: Craft Wondrous Item, rusting grasp

Gloves of Arrow Snaring

Price (Level): 3,000 gp (6th)
Body Slot: Arms
Caster Level: 4th
Aura: Faint divination
Activation: —

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Three times per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Prerequisites: Craft Wondrous Item, lesser precognition

Gloves of Dexterity

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster	4th	6th	9th	12th	15th
Level:					
Aura:	Faint	Faint	Moderate	Moderate	Strong

Aura School: Transmutation
Body Slot: Arms
Activation: —

These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer’s Dexterity score in the form of an enhancement bonus of from +1 to +5, depending on the kind of gloves. Both gloves must be worn for the magic to be effective.

Prerequisites: Craft Wondrous Item, totemic power

Glove of Storing

Price (Level): 7,500 gp (8th)
Body Slot: Arms
Caster Level: 8th
Aura: Moderate transmutation
Activation: Standard (manipulation)

This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a standard action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If this item’s effect is suppressed or dispelled, the stored item appears instantly.

Prerequisites: Craft Wondrous Item, shrink item

Glove of Storing, Greater

Price (Level): 15,000 gp (11th)
Body Slot: Arms
Caster Level: 12th
Aura: Moderate transmutation
Activation: Swift (manipulation)
This glove functions as a glove of storing, except that the item can be stored or retrieved as a swift action.

Gloves of Swimming and Climbing

Price (Level): 4,500 gp (7th)
Body Slot: Arms
Caster Level: 6th
Aura: Faint transmutation
Activation: —
These apparently normal lightweight gloves grant a +5 enhancement bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.
Prerequisites: Craft Wondrous Item, bull’s strength, cat’s grace

Goggles of Minute Seeing

Price (Level): 1,250 gp (4th)
Body Slot: Head
Caster Level: 4th
Aura: Faint divination
Activation: —
The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 enhancement bonus on Spot checks to find secret doors, traps, and similar concealed objects, as long as the concealed object is within 1 foot of you. Both lenses must be worn for the magic to be effective.
Prerequisites: Craft Wondrous Item, farsight

Goggles of Night

Price (Level): 6,000 gp (8th)
Body Slot: Head
Caster Level: 8th
Aura: Moderate transmutation
Activation: —
The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.
Prerequisites: Craft Wondrous Item, darkvision

Hand of Glory

Price (Level): 7,500 gp (8th)
Body Slot: Neck
Caster Level: 8th
Aura: Moderate divination, evocation, and necromancy
Activation: Standard (command)
This mummified human hand hangs by a leather cord around a character’s neck. If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows

its wearer to use *see invisibility* once per day. In addition, the wearer can create a special *daylight* effect once per day. This functions as the *daylight* spell, except that the light is only visible to the wearer.
Prerequisites: Craft Wondrous Item, animate dead, daylight, see invisibility

Hand of the Mage

Price (Level): 1000 gp (3rd)
Body Slot: Neck
Caster Level: 4th
Aura: Faint evocation
Activation: Standard (command)
This mummified elf hand hangs by a golden chain around a character’s neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.
Prerequisites: Craft Wondrous Item, mage hand

Hat of Disguise

Price (Level): 8,000 gp (9th)
Body Slot: Head
Caster Level: 6th
Aura: Faint illusion
Activation: Standard (mental)
This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.
Prerequisites: Craft Wondrous Item, disguise self

Headband of Intellect

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster Level:	4th	6th	9th	12th	15th
Level:					
Aura:	Faint	Faint	Moderate	Moderate	Strong
Aura School:	Enchantment				
Body Slot:	Head				
Activation:	—				

This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer’s Intelligence score in the form of an enhancement bonus of from +1 to +5, depending on the kind of headband.
Prerequisites: Craft Wondrous Item, totemic mind

Helm of Comprehension

Price (Level): 8,750 gp (9th)
Body Slot: Head
Caster Level: 8th
Aura: Moderate divination
Activation: —
Appearing as a normal helmet, a helm of comprehend languages and read magic grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. Note that understanding a magical text does not necessarily imply spell use.
Prerequisites: Craft Wondrous Item, comprehend languages, read magic

Helm of Telepathy**Price (Level):** 19,500 gp (13th)**Body Slot:** Head**Caster Level:** 12th**Aura:** Moderate divination**Activation:** Standard (mental)**Save DC:** 13 + 1/2 character level

The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). A creature who successfully resists having its thoughts detected is immune to the effects of this helm for 24 hours.

Prerequisites: Craft Wondrous Item, detect thoughts

Helm of Translocation**Price (Level):** 9,000 gp (9th)**Body Slot:** Head**Caster Level:** 8th**Aura:** Moderate conjuration**Activation:** Standard (command)

A character wearing this device may teleport twice per day as if he had cast *dimension slide*.

Prerequisites: Craft Wondrous Item, dimension slide

Helm of Underwater Action**Price (Level):** 12,500 gp (11th)**Body Slot:** Head**Caster Level:** 10th**Aura:** Moderate divination and transmutation**Activation:** Move (manipulation) and standard (command)

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes (a move action) activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe and speak freely. Finally, the wearer takes no penalties to movement or actions for acting underwater.

Prerequisites: Craft Wondrous Item, farsight, freedom, water breathing

Horseshoes of Speed**Price (Level):** 8,000 gp (9th)**Body Slot:** Legs**Caster Level:** 8th**Aura:** Moderate transmutation**Activation:** —

These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Prerequisites: Craft Wondrous Item, expeditious retreat or haste

Horseshoes of the Zephyr**Price (Level):** 4,000 gp (7th)**Body Slot:** Legs**Caster Level:** 6th**Aura:** Moderate evocation**Activation:** —

These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Prerequisites: Craft Wondrous Item, levitate

Ioun Stones

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5.

Regeneration from the pearly white ioun stone works like a ring of regeneration. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a rod of absorption, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see ring of minor spell storing).

Prerequisites: Craft Wondrous Item, (dusty rose) cat's grace or haste; (dark blue) farsight; (clear) create food and water; (deep red) cat's grace; (incandescent blue) owl's wisdom; (pale blue) bull's strength; (pink) bear's endurance; (pink and green) eagle's splendor; (scarlet and blue) fox's cunning; (iridescent) water breathing; (pale lavender) spell turning; (orange) true cast; (vibrant purple) imbue with spell ability; (lavender and green) spell turning; (pearly white) regenerate

Mantle of Faith**Price (Level):** 54,000 gp (19th)**Body Slot:** Torso**Caster Level:** 16th**Aura:** Strong abjuration [good]**Activation:** —

This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

Strong abjuration [good]; CL 20th; Craft Wondrous Item, righteous might; Price 76,000 gp.

Mantle of Spell Resistance**Price (Level):** 50,000 gp (18th)**Body Slot:** Torso**Caster Level:** 14th**Aura:** Strong abjuration**Activation:** —

Color	Shape	Effect	Market Price	Item Level	Caster level	Aura
Dark blue	Rhomboid	+2 to Spot and Listen checks	1,500 gp	4th	4th	Faint divination
Dusty rose	Prism	+1 enhancement bonus to dodge modifier	3,000 gp	6th	8th	Moderate transmutation
Clear	Spindle	Sustains creature without food or water	5,000 gp	7th	6th	Faint conjuration
Deep red	Sphere	+2 enhancement bonus to Dexterity	16,000 gp	12th	10th	Moderate transmutation
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	16,000 gp	12th	10th	Moderate enchantment
Pale blue	Rhomboid	+2 enhancement bonus to Strength	16,000 gp	12th	10th	Moderate transmutation
Pink	Rhomboid	+2 enhancement bonus to Constitution	16,000 gp	12th	10th	Moderate transmutation
Pink and green	Sphere	+2 enhancement bonus to Charisma	16,000 gp	12th	10th	Moderate enchantment
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	16,000 gp	12th	10th	Moderate enchantment
Iridescent	Spindle	Sustains creature without air	18,000 gp	12th	12th	Moderate transmutation
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower ¹	20,000 gp	13th	12th	Moderate abjuration
Orange	Prism	+1 enhancement bonus to caster level	20,000 gp	13th	12th	Moderate divination
Vibrant purple	Prism	Stores three levels of spells, as a minor ring of spell storing	36,000 gp	16th	16th	Strong evocation
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower ²	40,000 gp	17th	16th	Strong abjuration
Pearly white	Spindle	Heal 2 points of damage per round	32,000 gp	15th	16th	Strong necromancy [Healing]

¹ After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

² After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

This garment, worn over normal clothing or armor, grants the wearer spell resistance 10.

Prerequisites: Craft Wondrous Item, spell resistance

Mask of the Skull

Price (Level): 24,500 gp (14th)

Body Slot: Head

Caster Level: 16th

Aura: Strong necromancy and transmutation

Activation: Standard (command)

Save DC: 17 + 1/2 character level

This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 100 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a Fortitude save or be affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+16 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Prerequisites: Craft Wondrous Item, animate objects, finger of death, fly

Medallion of Thoughts

Price (Level): 24,000 gp (14th)

Body Slot: Neck

Caster Level: 10th

Aura: Moderate divination

Activation: Standard (mental)

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*. A creature who successfully resists having its thoughts detected is immune to the effects of this helm for 24 hours.

Prerequisites: Craft Wondrous Item, detect thoughts

Necklace of Wisdom

Bonus:	+1	+2	+3	+4	+5
Price:	2,000 gp	8,000 gp	18,000 gp	32,000 gp	50,000 gp
Level:	5th	9th	12th	15th	18th
Caster Level:	4th	6th	9th	12th	15th

Aura: Faint Faint Moderate Moderate Strong

Aura School: Enchantment

Body Slot: Neck

Activation: —

Although it appears to be a normal pearl on a light chain, a necklace of wisdom actually increases the possessor's Wisdom score in the form of an enhancement bonus of from +1 to +5, depending on the kind of necklace.

Prerequisites: Craft Wondrous Item, totemic mind

Periapt of Nondetection**Price (Level):** 27,000 gp (14th)**Body Slot:** Neck**Caster Level:** 10th**Aura:** Moderate abjuration**Activation:** —

This silver amulet protects the wearer from *scrying* and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + character level of wearer (as if the wearer had cast *nondetection* on herself).

Prerequisites: Craft Wondrous Item, nondetection**Periapt of Health****Price (Level):** 9,000 gp (9th)**Body Slot:** Neck**Caster Level:** 8th**Aura:** Moderate necromancy**Activation:** —

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Prerequisites: Craft Wondrous Item, remove disease**Periapt of Proof against Poison****Price (Level):** 16,000 gp (12th)**Body Slot:** Neck**Caster Level:** 12th**Aura:** Moderate necromancy**Activation:** —

This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Prerequisites: Craft Wondrous Item, neutralize poison**Periapt of Resistance****Price (Level):** (+1) 1,000 gp (3rd); (+2) 4,000 gp (7th); (+3) 9,000 gp (9th); (+4) 16,000 gp (12th); (+5) 25,000 gp (14th)**Body Slot:** Neck**Caster Level:** (+1) 4th; (+2) 6th; (+3) 9th; (+4) 12th; (+5) 15th**Aura:** (+1, +2) Faint abjuration; (+3, +4) Moderate abjuration; (+5) Strong abjuration**Activation:** —

This periapt offers magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Prerequisites: Craft Wondrous Item, resistance**Periapt of Wound Closure****Price (Level):** 6,000 gp (8th)**Body Slot:** Neck**Caster Level:** 6th**Aura:** Faint necromancy**Activation:** —

This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop below 0 (provided he is not dead). The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding

is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Prerequisites: Craft Wondrous Item, cure light wounds**Phylactery of Faithfulness****Price (Level):** 1,000 gp (3rd)**Body Slot:** Neck**Caster Level:** 4th**Aura:** Faint divination**Activation:** —

This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a phylactery of faithfulness is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Prerequisites: Craft Wondrous Item, detect chaos, detect evil, detect good, detect law**Phylactery of Undead Turning****Price (Level):** 16,000 gp (12th)**Body Slot:** Neck**Caster Level:** 12th**Aura:** Moderate necromancy [good]**Activation:** —

This item is a boon to any character able to turn undead, granting a +4 enhancement bonus to the character's turning level when turning undead.

Prerequisites: Craft Wondrous Item, ability to turn undead as a 12th level cleric**Robe of Blending****Price (Level):** 16,750 gp (12th)**Body Slot:** Armor**Caster Level:** 10th**Aura:** Moderate illusion**Activation:** Standard (mental)

When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. In addition, the wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally, unless the wearer wishes otherwise.

Prerequisites: Craft Wondrous Item, blur, disguise self**Robe of Eyes****Price (Level):** 57,000 gp (19th)**Body Slot:** Armor**Caster Level:** 14th**Aura:** Strong divination**Activation:** —

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe.

She also gains 120-foot darkvision.

The robe of eyes sees all forms of invisible or ethereal things within 120 feet.

The wearer of a robe of eyes gains a +10 competence bonus on Search checks and Spot checks. She retains her Dexterity bonus to AC even when flat-footed, and she can't be overwhelmed. However, she is not able to avert her eyes or close her eyes when confronted by a creature with a gaze attack.

Any light spell cast directly on a robe of eyes causes it to be blinded for 1 round per level of the light spell used (minimum 1 round).

Prerequisites: Craft Wondrous Item, true seeing

Robe of Scintillating Colors

Price (Level): 13,500 gp (11th)

Body Slot: Armor

Caster Level: 10th

Aura: Moderate illusion

Activation: Standard (command) and swift (mental)

Save DC: 13 + 1/2 character level

The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors dazzle or bewilder those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Bloodied creatures who look at the wearer are dazed for 1 round (Will negates). Healthy creatures are bewildered instead. This is a mind-affecting pattern effect. The wearer can compel the robe to cease displaying its pattern as a swift action.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

Prerequisites: Craft Wondrous Item, blur, rainbow pattern

Scarab of Protection

Price (Level): 46,500 gp (18th)

Caster Level: Neck

Aura: 16th

Activation: Strong abjuration and necromancy

— This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Prerequisites: Craft Wondrous Item, death ward, spell resistance

Scarab, Golembane

Price (Level): 2,500 gp (5th)

Body Slot: Neck

Caster Level: 6th

Aura: Faint divination

Activation: Standard (mental)

This beetle-shaped pin enables its wearer to detect any golem within a large (50 foot) cone, although he must concentrate (a standard action) in order for the detection to take place. Any material which blocks *detect magic* also blocks this detection. The scarab also enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Prerequisites: Craft Wondrous Item, detect magic, creator must have 10 ranks in Knowledge (arcana)

Slippers of Spider Climbing

Price (Level): 6,000 gp (8th)

Body Slot: Legs

Caster Level: 6th

Aura: Faint transmutation

Activation: Swift (mental)

When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 20 feet. Severely slippery surfaces - icy, oiled, or greased surfaces - make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses. They are activated and deactivated as a swift action.

Weight: 1/2 lb.

Prerequisites: Craft Wondrous Item, spider climb

Vest of Escape

Price (Level): 3,500 gp (6th)

Body Slot: Torso

Caster Level: 6th

Aura: Faint conjuration and evocation

Activation: —

Hidden within secret pockets of this simple silk vest are lockpicks that provide a +5 enhancement bonus on Disable Device checks made to open locks. The vest also grants its wearer a +5 enhancement bonus on Escape Artist checks.

Prerequisites: Craft Wondrous Item, knock, grease

Wings of Flying

Price (Level): 48,000 gp (18th)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate transmutation

Activation: Standard (command)

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability). The wings last for 1 minute per use, and can be activated three times per day.

Prerequisites: Craft Wondrous Item, fly

WONDROUS ITEMS

This is a catch-all category for anything that doesn’t fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.
Activation: Usually use activated or command word, but details vary from item to item.

WONDROUS ITEM DESCRIPTIONS

Standard wondrous items are described below.

Bag of Holding

Price (Level): (I) 2,500 gp (5th); (II) 5,000 (7th); (III) 7,500 (8th); (IV) 10,000 gp (10th)
Caster Level: (I) 4th; (II) 6th; (III) 8th; (IV) 10th
Aura: (I, II) Faint transmutation; (III, IV) Moderate transmutation

Activation: —
This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below.

Bag	Bag Weight	Weight Limit	Space Limit
Type I	15 lb.	250 lb.	5 ft. radius
Type II	20 lb.	500 lb.	10 ft. radius
Type III	25 lb.	1,000 lb.	15 ft. radius
Type IV	30 lb.	1,500 lb.	20 ft. radius

If the bag is overloaded, or if sharp objects pierce it (from outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a bag of holding is placed within a portable hole a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process.

Prerequisites: Craft Wondrous Item, rope trick

Bag of Tricks

Price (Level): (Gray) 1,000 (2nd); (rust) 4,000 (7th); (tan) 16,000 gp (12th)
Caster Level: (gray) 4th; (rust) 8th; (tan) 12th
Aura: (Gray) faint conjuration; (rust, tan) moderate conjuration
Activation: Standard (manipulation)

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears.

It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a bag of tricks produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to three animals can be drawn from the bag each day.

Prerequisites: Craft Wondrous Item, (gray) summon nature’s ally I; (rust) summon nature’s ally II, (tan) summon nature’s ally IV

d%	Gray	d%	Rust	d%	Tan
01-30	Bat	01-30	Wolverine	01-30	Lion
31-60	Rat	31-60	Wolf	31-60	Dire wolf
61-75	Cat	61-85	Boar	61-80	Heavy warhorse
76-90	Weasel	86-100	Black bear	81-90	Tiger
91-100	Badger			91-100	Brown bear

Bead of Force

Price (Level): 2,250 gp (5th)
Caster Level: 8th
Aura: Moderate evocation
Activation: Standard (manipulation)
Save DC: 16

This small black sphere appears to be a lusterless pearl. You can throw it up to 50 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a resilient sphere spell (Reflex negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell’s duration. The sphere is not subject to damage or effects of any sort except from a rod of cancellation, a rod of negation, *disintegrate*, or a targeted *dispel magic* spell. These effects can destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

Prerequisites: Craft Wondrous Item, resilient sphere

Boat, Folding

Price (Level): 7,250 gp (8th)
Caster Level: 10th
Aura: Moderate transmutation
Activation: Standard (command)

A folding boat looks like a small wooden box - about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

Table 4.21: Limited Use Items

Item Name	Market Price	Item Level	Description
Feather token, anchor	50 gp	1/2	Create an anchor
Elixir of love	100 gp	1st	Become attracted to the first thing you see
Dust of tracelessness	150 gp	1st	Remove tracks from large area
Feather token, fan	200 gp	2nd	Create a fan which creates a breeze
Feather token, bird	300 gp	2nd	Create a bird to deliver a message
Elixir of hiding	325 gp	2nd	+10 on Hide checks
Elixir of sneaking	325 gp	2nd	+10 on Move Silently checks
Elixir of swimming	325 gp	2nd	+10 on Swim checks
Elixir of vision	325 gp	2nd	+10 on Spot checks
Elixir of truth	400 gp	2nd	Speak only the truth
Feather token, tree	400 gp	2nd	Create a tree
Dust of illusion	450 gp	2nd	Coated target affected by <i>disguise self</i>
Feather token, swan boat	450 gp	2nd	Create a swift-moving boat
Feather token, whip	500 gp	2nd	Create a whip that attacks foes automatically
Dust of appearance	600 gp	3rd	Dust negates invisibility, some illusions
Elixir of fire breath	759 gp	3rd	Spew gout of flame as <i>burning hands</i> 3 times
Candle of truth	800 gp	3rd	<i>Zone of truth</i> for 1 hour
Dust of dryness	900 gp	3rd	Absorbs up to 100 gallons of water for later use
Bead of force	2,250 gp	5th	Throw to envelop target in <i>resilient sphere</i> , 5d6 damage
Elemental gem	2,500 gp	5th	Summon large elemental
Gem of brightness	2,500 gp	5th	Shine light, blind foes with ray or cone
Dust of disappearance	3,000 gp	6th	Coated target affected by <i>greater invisibility</i>
Bracelet of friends	19,500 gp	13th	Summons friend to you up to four times

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Prerequisites: Craft Wondrous Item, shrink item, rope trick, creator must have 5 ranks in the Craft (shipmaking) skill

Bottle of Air

Price (Level): 6,750 gp (8th)

Caster Level: 8th

Aura: Moderate transmutation

Activation: Standard (manipulation)

This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Prerequisites: Craft Wondrous Item, water breathing

Bowl of Commanding Water Elementals

Price (Level): 43,500 gp (17th)

Caster Level: 16th

Aura: Strong conjuration

Activation: 1 round (command)

This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears.

The summoning words require 1 full round to speak. In all ways the bowl functions as the summon monster VI spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if summon monster VII had been cast).

Prerequisites: Craft Wondrous Item, summon monster VI or summon nature's ally V, summon monster VII or summon nature's ally VI

Bracelet of Friends

Price (Level): 19,500 gp (13th)

Caster Level: 14th

Aura: Strong conjuration

Activation: Standard (command) and standard (manipulation)

This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the bracelet of friends only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Prerequisites: Craft Wondrous Item, refuge

Brazier of Commanding Fire Elementals

Price (Level): 43,500 gp (17th)

Caster Level: 16th

Table 4.22: Unlimited Items

Item Name	Market Price	Item Level	Description
Bag of tricks (gray)	1,000 gp	2nd	Summons random small animals 3/day
Efficient quiver	2,000 gp	5th	Store ranged weapons or projectiles in extradimensional space
Bag of holding (Type I)	2,500 gp	5th	Holds 250 lb. of objects in extradimensional space
Handy haversack	3,000 gp	6th	Conveniently hold 120 lb. of objects in extradimensional space
Bag of tricks (rust)	4,000 gp	7th	Summons random medium animals 3/day
Horn of fog	4,500 gp	7th	Summons expanding fog when played
Bag of holding (Type II)	5,000 gp	7th	Holds 500 lb. of objects in extradimensional space
Bottle of air	6,750 gp	8th	Bottle contains endless supply of air
Horn of goodness/evil	6,750 gp	8th	<i>Magic circle against good</i> or <i>magic circle against evil</i> 1/day
Folding boat	7,250 gp	8th	24 ft. ship contained in 1 ft. box
Bag of holding (Type III)	7,500 gp	8th	Holds 1,000 lb. of objects in extradimensional space
Bag of holding (Type IV)	10,000 gp	10th	Holds 1,500 lb. of objects in extradimensional space
Harp of persuasion	10,500 gp	10th	Add <i>suggestion</i> to musical performance
Chime of interruption	12,000 gp	10th	Nearby creatures must concentrate to cast spells
Cube of frost resistance	12,000 gp	10th	Creates field that absorbs cold-based attacks
Darkskull	12,000 gp	10th	Continuous <i>deseccate</i>
Decanter of endless water	12,000 gp	10th	Conjures stream, fountain, or geyser of water
Eversmoking bottle	12,000 gp	10th	Create smoke clouds when unstopped
Deck of illusions	12,250 gp	11th	Create random illusions that you can control
Dimensional shackles	13,500 gp	11th	Shackled creature affected by <i>dimensional anchor</i> .
Bag of tricks (tan)	16,000 gp	12th	Summon random large animals 3/day
Horn of blasting	16,000 gp	12th	<i>Shout</i> 1/day or more
Drums of panic	18,000 gp	12th	Inflict <i>fear</i> on all in 100 ft. radius 1/day
Crystal ball	24,000 gp	13th	<i>Scrying</i> 3/day
Crystal ball with <i>see invisibility</i>	30,000 gp	15th	<i>Scrying</i> with <i>see invisibility</i> 3/day
Iron bands of binding	37,000 gp	16th	Throw to bind foe 1/day
Crystal ball with <i>detect thoughts</i>	37,500 gp	16th	<i>Scrying</i> with <i>detect thoughts</i> 3/day
Bowl of commanding water elementals	43,500 gp	17th	Summons large or sometimes huge water elemental
Brazier of commanding fire elementals	43,500 gp	17th	Summons large or sometimes huge fire elemental
Censer of commanding air elementals	43,500 gp	17th	Summons large or sometimes huge fire elemental
Crystal ball with telepathy	44,000 gp	17th	<i>Scrying</i> with two-way communication 3/day, plus <i>suggestion</i> 1/day
Chaos diamond	48,000 gp	18th	<i>Chaos hammer</i> , <i>confusion</i> , and <i>prismatic shield</i> , each 1d4 times/day
Greater horn of blasting	49,000 gp	18th	<i>Greater shout</i> 1/day or more
Gem of seeing	50,000 gp	18th	<i>True seeing</i> 2/day
Crystal ball with <i>true seeing</i>	74,000 gp	15th	<i>Scrying</i> with <i>true seeing</i> 3/day

Aura: Strong conjuration

Activation: 1 round (command)

This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the summon monster VI spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a summon monster VII spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Prerequisites: Craft Wondrous Item, summon monster VI or summon nature's ally V, summon monster VII or summon nature's ally VI

Candle of Truth

Price (Level): 800 gp (3rd)

Caster Level: 4th

Aura: Faint enchantment

Activation: Standard (manipulation)

Save DC: 13

This white tallow candle, when burned, calls into place a zone of truth spell (Will negates) in a 10 foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Prerequisites: Craft Wondrous Item, zone of truth

Censer of Commanding Air Elementals

Price (Level): 43,500 gp (17th)

Caster Level: 16th

Aura: Strong conjuration

Activation: 1 round (command)

This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the summon monster VI spell. If valuable incense worth at least 25 gp is burned within the censer, the air elemental is an elder air elemental instead (as if summon monster VII had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which

cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Prerequisites: Craft Wondrous Item, summon monster VI or summon nature's ally V, summon monster VII or summon nature's ally VI

Chaos Diamond

Price (Level): 48,000 gp (18th)

Caster Level: 16th

Aura: Strong abjuration, enchantment, and evocation [chaos]

Activation: Standard (command)

Save DC: 15 + 1/2 character level

This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- Chaos hammer
- Confusion
- Prismatic shield

Each power is usable 1d4 times per day. This is rolled for each power individually and the character does not know how many times each power can be used.

A nonchaotic character who possesses a chaos diamond gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including restoration spells).

Prerequisites: Craft Wondrous Item, chaos hammer, confusion, prismatic shield, creator must be chaotic

Chime of Interruption

Price (Level): 12,000 gp (10th)

Caster Level: 8th

Aura: Moderate evocation

Activation: Standard (manipulation)

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + twice the spell's level).

Prerequisites: Craft Wondrous Item, sound burst

Crystal Ball

This is a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell scrying (Will DC 14 + 1/2 character level negates). As with the *scrying* spell, it takes an hour to use a crystal ball. Any crystal ball can be used up to three times per day.

Certain crystal balls have additional powers that can be used through the crystal ball on the target viewed.

Prerequisites: Craft Wondrous Item, scrying (plus any additional spells put into item)

Cube of Frost Resistance

Price (Level): 12,000 gp (10th)

Caster Level: 10th

Aura: Moderate abjuration

Activation: Standard (manipulation)

This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered

on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Prerequisites: Craft Wondrous Item, protection from energy

Darkskull

Price (Level): 12,000 gp (10th)

Caster Level: 8th

Aura: Moderate evocation [evil]

Activation: —

This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though a *desecrate* spell had been cast with the skull as the touched point of origin.

Prerequisites: Craft Wondrous Item, desecrate, creator must be evil

Decanter of Endless Water

Price (Level): 12,000 gp (10th)

Caster Level: 8th

Aura: Moderate conjuration and transmutation

Activation: Standard (command)

Save DC: 12 + 1/2 character level

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a Fortitude save to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Prerequisites: Craft Wondrous Item, control water, create water

Deck of Illusions

Price (Level): 12,250 gp (11th)

Caster Level: 12th

Aura: Moderate illusion

Activation: Standard (manipulation)

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring

Crystal Ball Type	Market Price	Item Level	Caster Level	Aura
Crystal ball	24,000 gp	13th	10th	Moderate divination
Crystal ball with <i>see invisibility</i>	30,000 gp	15th	12th	Moderate divination
Crystal ball with <i>detect thoughts</i>	37,500 gp	16th	12th	Moderate divination
Crystal ball with telepathy ¹	44,000 gp	17th	14th	Strong divination and enchantment
Crystal ball with <i>true seeing</i>	74,000 gp	—	14th	Strong divination

¹ The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball, as *lesser telepathic bond*. Once per day the character may attempt to implant a *suggestion* (as the spell, Will negates) as well.

forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold
Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A deck is usually complete, but may be discovered with cards

missing. If cards are missing, reduce the price by a corresponding amount.

Prerequisites: Craft Wondrous Item, persistent image

Dimensional Shackles

Price (Level): 13,500 gp (11th)

Caster Level: 10th

Aura: Moderate abjuration

Activation: —

These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Prerequisites: Craft Wondrous Item, dimensional anchor

Drums of Panic

Price (Level): 18,000 gp (12th)

Caster Level: 10th

Aura: Moderate enchantment

Activation: Standard (manipulation)

Save DC: 14 + 1/2 character level

These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 100 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will partial). Drums of panic can be used once per day.

Prerequisites: Craft Wondrous Item, fear

Dust of Appearance

Price (Level): 600 gp (3rd)

Caster Level: 4th

Aura: Faint conjuration

Activation: Standard (manipulation)

This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of blur and displacement. The dust also reveals figments, mirror images, and projected images for what they are. A creature coated with the dust takes a –40 penalty on its Hide checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

Prerequisites: Craft Wondrous Item, glitterdust

Dust of Disappearance

Price (Level): 3,000 gp (6th)

Caster Level: 10th

Aura: Moderate illusion

Activation: Standard (manipulation)

This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object coated by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, but they can be detected by magical means, including *see invisibility* or *invisibility purge*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Prerequisites: Craft Wondrous Item, greater invisibility

Dust of Dryness

Price (Level): 900 gp (3rd)

Caster Level: 8th

Aura: Moderate transmutation

Activation: Standard (manipulation)

Save DC: 16

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, it deals 8d6 points of damage to the creature (Fortitude half).

Prerequisites: Craft Wondrous Item, control water

Dust of Illusion

Price (Level): 450 gp (2nd)

Caster Level: 4th

Aura: Faint illusion

Activation: Standard (manipulation and mental)

Save DC: 12

This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put dust of illusion on a creature, and that creature is affected as if by a *disguise self* glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a Reflex save to avoid the dust. The glamor lasts for 2 hours.

Prerequisites: Craft Wondrous Item, disguise self

Dust of Tracelessness

Price (Level): 150 gp (1st)

Caster Level: 4th

Aura: Faint transmutation

Activation: Standard (manipulation)

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Prerequisites: Craft Wondrous Item, pass without trace

Efficient Quiver

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

Caster Level: 6th

Aura: Faint transmutation

Activation: —

This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with an extradimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what is placed inside it.

Prerequisites: Craft Wondrous Item, rope trick

Elemental Gem

Price (Level): 2,500 gp (5th)

Caster Level: 10th

Aura: Moderate conjuration

Activation: Standard (manipulation)

This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken, a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

Prerequisites: Craft Wondrous Item, summon monster VI or summon nature's ally V

Elixir of Fire Breath

Price (Level): 750 gp (3rd)

Caster Level: 5th

Aura: Faint evocation

Activation: Standard (manipulation)

Save DC: 13

This strange elixir, when drunk (a standard action), bestows upon the drinker the ability to spew gouts of flame. He can breathe fire up to three times as a standard action, each time dealing 5d4 points of fire damage to targets in a medium (20 foot) cone. The victims can attempt a Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Prerequisites: Craft Wondrous Item, burning hands

Elixir of Hiding

Price (Level): 325 gp (2nd)

Caster Level: 4th

Aura: Faint illusion

Activation: Standard (manipulation)

A character drinking this liquid gains an intuitive ability to hide (+10 enhancement bonus on Hide checks for 1 hour).

Prerequisites: Craft Wondrous Item, blur

Elixir of Love**Price (Level):** 100 gp (1st)**Caster Level:** 4th**Aura:** Faint enchantment**Activation:** Standard (manipulation)**Save DC:** 11

This sweet-tasting liquid causes the character drinking it to become attracted to the first creature she sees after consuming the draft (as attraction, Will negates). The effects wear off in 1d3 hours.

Prerequisites: Craft Wondrous Item, attraction

Elixir of Sneaking**Price (Level):** 325 gp (2nd)**Caster Level:** 4th**Aura:** Faint illusion**Activation:** Standard (manipulation)

This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 enhancement bonus on Move Silently checks for 1 hour.

Prerequisites: Craft Wondrous Item, silence

Elixir of Swimming**Price (Level):** 325 gp (2nd)**Caster Level:** 4th**Aura:** Faint transmutation**Activation:** Standard (manipulation)

This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 enhancement bonus on Swim checks for 1 hour).

Prerequisites: Craft Wondrous Item, creator must have 5 ranks in the Swim skill

Elixir of Truth**Price (Level):** 400 gp (2nd)**Caster Level:** 4th**Aura:** Faint enchantment**Activation:** Standard (manipulation)**Save DC:** 13

This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will negates).

She is compelled to answer any questions put to her in that time, but with each question she is free to make a separate Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Prerequisites: Craft Wondrous Item, zone of truth

Elixir of Vision**Price (Level):** 325 gp (2nd)**Caster Level:** 4th**Aura:** Faint divination**Activation:** Standard (manipulation)

Drinking this elixir grants the imbibor the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Prerequisites: Craft Wondrous Item, farsight

Eversmoking Bottle**Price (Level):** 12,000 gp (10th)**Caster Level:** 8th**Aura:** Moderate conjuration and transmutation**Activation:** Standard (manipulation) and standard (command)

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a medium (20 foot) spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a large (50 foot) radius. This area remains smoke-filled until the eversmoking bottle is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+mph) disperses the smoke in 4 rounds; a strong wind (21+mph) disperses the smoke in 1 round.

Weight: 1 lb.

Prerequisites: Craft Wondrous Item, fog cloud, pyrotechnics

Feather Token

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

- **Anchor:** A token useful to moor a craft in water so as to render it immobile for up to one day.
- **Bird:** A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.
- **Fan:** A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.
- **Swan Boat:** A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.
- **Tree:** A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.
- **Whip:** A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Prerequisites: Craft Wondrous Item, prestidigitation

Gem of Brightness**Price (Level):** 2,500 gp (5th)**Caster Level:** 6th**Aura:** Faint evocation**Activation:** Standard (command)**Save DC:** 12 + 1/2 character level

Token Type	Market Price	Item Level	Caster Level	Aura
Anchor	50 gp	1/2	4th	Faint conjuration
Bird	300 gp	2nd	4th	Faint conjuration
Fan	200 gp	2nd	4th	Faint conjuration
Swan Boat	450 gp	2nd	4th	Faint conjuration
Tree	400 gp	2nd	4th	Faint conjuration
Whip	500 gp	2nd	4th	Faint conjuration

This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the gem of brightness to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a Fortitude save. This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created gem of brightness has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Prerequisites: Craft Wondrous Item, daylight, searing light

Gem of Seeing

Price (Level): 50,000 gp (18th)

Caster Level: 14th

Aura: Strong divination

Activation: Move (manipulation)

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though she were affected by the true seeing spell. A gem of seeing can be used twice per day.

Prerequisites: Craft Wondrous Item, true seeing

Handy Haversack

Price (Level): 3,000 gp (6th)

Caster Level: 6th

Aura: Faint divination and transmutation

Activation: Move (manipulation)

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item

usually does.

Prerequisites: Craft Wondrous Item, locate object, rope trick

Harp of Persuasion

Price (Level): 10,500 gp (10th)

Caster Level: 10th

Aura: Moderate enchantment and illusion

Activation: 10 minutes

Save DC: 14 + 1/2 character level

This instrument is normally a golden, intricately carved harp. However, it can be commanded to take the form of any kind of instrument or prop useful for a performance. When used for a performance, it acts according to its new form, but close inspection reveals its true nature. When played, it enables the performer to work one *suggestion* (as the spell, Will negates) into the performance for each 10 minutes of playing if he can succeed on a DC 20 Perform (any) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Prerequisites: Craft Wondrous Item, disguise self, sculpt sound, suggestion

Horn of Blasting

Price (Level): 16,000 gp (12th)

Caster Level: 10th

Aura: Moderate evocation

Activation: Standard (command and manipulation)

Save DC: 14 + 1/2 character level

This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it acts as a *shout* spell.

If a horn of blasting is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it erupts in a musical cacophony, causing the trumpeter to suffer the effects of a *shout* spell, targeted only on himself. If this happens, the horn cannot be used for another week.

Moderate evocation; CL 7th; Craft Wondrous Item, shout; Price 20,000 gp; Weight 1 lb.

Horn of Blasting, Greater

Price (Level): 49,000 gp (18th)

Caster Level: 16th

Aura: Strong evocation

Activation: Standard (command and manipulation)

This horn functions as a horn of blasting, except that it functions as a *greater shout* spell, both normally and when it erupts against its bearer.

Prerequisites: Craft Wondrous Item, greater shout

Horn of Fog

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

Caster Level: 6th

Aura: Faint conjuration

Activation: Standard (manipulation)

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Prerequisites: Craft Wondrous Item, obscuring mist

Horn of Goodness/Evil

Price (Level): 6,750 gp (8th)

Caster Level: 8th

Aura: Moderate abjuration

Activation: Standard (command)

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Prerequisites: Craft Wondrous Item, magic circle against good, magic circle against evil

Iron Bands of Binding

Price (Level): 37,000 gp (16th)

Caster Level: 16th

Aura: Strong evocation

Activation: Standard (command and manipulation)

When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. The bands make a grapple check with a +35 bonus. If they succeed, the creature is pinned. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 45 Escape Artist check. Iron bands of binding are usable once per day.

Prerequisites: Craft Wondrous Item, grasping hand

Lantern of Revealing

Price (Level): 27,000 gp (14th)

Caster Level: 10th

Aura: Moderate abjuration

Activation: Standard (command)

This lantern operates as a normal hooded lantern. While it is lit, if a command word is spoken, it also reveals all invisible creatures and objects within 50 feet of it, just like the spell *invisibility purge*. The lantern can be activated three times per day.

Prerequisites: Craft Wondrous Item, invisibility purge

Lens of Detection

Price (Level): 3,750 gp (6th)

Caster Level: 6th

Aura: Faint divination

Activation: —

This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks.

It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Prerequisites: Craft Wondrous Item, farsight

Lyre of Building

Price (Level): 13,000 gp (11th)

Caster Level: 12th

Aura: Moderate transmutation

Activation: Standard (command) and 1 hour (manipulation)

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a horn of blasting, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 15 Perform (string instruments) check. If it fails, she must stop playing. The DC of this check increases by 5 for each hour of playing after the first.

Prerequisites: Craft Wondrous Item, fabricate

Manual of Bodily Health

Price (Level): (+1) 33,000 gp (15th), (+2) 66,000 gp (20th), (+3) 99,000 gp (—)

Caster Level: 18th

Aura: Strong universal

Activation: 48 hours

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +3 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because this is an inherent bonus, the reader will gain extra skill points if he increases his ability modifier.

Prerequisites: Craft Wondrous Item, wish

Manual of Gainful Exercise

Price (Level): (+1) 33,000 gp (15th), (+2) 66,000 gp (20th), (+3) 99,000 gp (—)

Caster Level: 18th

Aura: Strong universal

Activation: 48 hours

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a

minimum of six days, she gains an inherent bonus of from +1 to +3 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because this is an inherent bonus, the reader will gain extra skill points if he increases his ability modifier.

Prerequisites: Craft Wondrous Item, wish

Manual of Quickness of Action

Price (Level): (+1) 33,000 gp (15th), (+2) 66,000 gp (20th), (+3) 99,000 gp (—)

Caster Level: 18th

Aura: Strong universal

Activation: 48 hours

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +3 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because this is an inherent bonus, the reader will gain extra skill points if he increases his ability modifier.

Prerequisites: Craft Wondrous Item, wish

Marvelous Pigments

Price (Level): 3,000 gp (6th)

Caster Level: 10th

Aura: Moderate conjuration

Activation: 10 minutes (manipulation) and standard (command)

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 100-cubic-foot object by depicting it two-dimensionally over a 10-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. Once the painting is complete, the artist must speak a command word to create the depicted object. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments - precious metals, gems, jewelry, ivory, and so on - appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Prerequisites: Craft Wondrous Item, major creation

Mattock of the Titans

Price (Level): 16,000 gp (12th)

Caster Level: 14th

Aura: Strong transmutation

Activation: 10 minutes (manipulation) or 1 hour (manipulation)

This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan

+3 adamantite warhammer, dealing 2d8 points of base damage.

Weight: 120 lb.

Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, move earth

Maul of the Titans

Price (Level): 10,500 gp (10th)

Caster Level: 9th

Aura: Moderate evocation and transmutation

Activation: —

This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 greatclub and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, she takes a -4 penalty on attack rolls.

Weight: 100 lb.

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

Necklace of Breath

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

Caster Level: Amulet

Aura: 8th

Activation: Moderate transmutation

— This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and allowing him to breathe and speak, even underwater or in a vacuum.

Prerequisites: Craft Wondrous Item, water breathing

Orb of Storms

Price (Level): 53,000 gp (19th)

Caster Level: 18th

Aura: Strong abjuration, conjuration, and transmutation

Activation: Standard (command)

This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a control weather spell, and once per month, she can conjure a storm of vengeance. The possessor of the orb is continually protected by an endure elements effect.

Weight: 6 lb.

Prerequisites: Craft Wondrous Item, control weather, endure elements, storm of vengeance

Pearl of Power

Price (Level): (1st) 1,000 gp (3rd); (2nd) 4,000 gp (7th); (3rd) 9,000 gp (9th); (4th) 16,000 gp (12th); (5th) 25,000 gp (14th); (6th) 36,000 gp (16th); (7th) 49,000 gp (18th); (8th) 64,000 gp (20th); (9th) 81,000 gp (—); (two spells) 70,000 gp (20th)

Caster Level: (1st, 2nd) 4th; (3rd) 6th; (4th) 8th; (5th) 10th; (6th) 12th; (7th) 14th; (8th) 16th; (9th) 18th; (two spells) 16th

Aura: (1st, 2nd, 3rd) Faint transmutation; (4th, 5th, 6th) Moderate transmutation; (7th, 8th, 9th, two spells) Strong transmutation

Activation: Standard (command)

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to regain the use of a spell slot, just as if it had

never been used. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower). A character can only use one pearl of power per day.

Prerequisites: Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled

Pipes of Haunting

Price (Level): 4,000 gp (7th)

Caster Level: 6th

Aura: Faint enchantment

Activation: Standard (manipulation)

Save DC: 12 + 1/2 character level

This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 50 feet (except the player of the pipes) who hear the tune must succeed on a Will save or become frightened for 6 rounds. Creatures with 7 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day.

Faint necromancy; CL 4th; Craft Wondrous Item, scare; Price 6,000 gp; Weight 3 lb.

Pipes of Pain

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

Caster Level: 12th

Aura: Moderate enchantment, evocation, and necromancy

Activation: Standard (manipulation)

14 These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the bestow curse spell).

Prerequisites: Craft Wondrous Item, creator must have the bardic music class feature, bestow curse, sound burst

Pipes of the Sewers

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

Caster Level: 6th

Aura: Faint conjuration and enchantment

Activation: Standard (manipulation)

Save DC: 11 + 1/2 character level

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's tele-

pathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Weight: 3 lb.

Prerequisites: Craft Wondrous Item, charm animal, summon nature's ally I, wild empathy ability

Pipes of Sounding

Price (Level): 1,000 gp (3rd)

Caster Level: 4th

Aura: Faint illusion

Activation: Standard (manipulation)

Save DC: 10 + 1/2 character level

When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound*.

Prerequisites: Craft Wondrous Item, ghost sound

Portable Hole

Price (Level): 20,000 gp (13th)

Caster Level: 12th

Aura: Moderate conjuration

Activation: 3 rounds (manipulation) and full-round action (manipulation)

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface (a process which takes 3 rounds to complete, though it can be accelerated by having multiple people working together), it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up (a full-round action). Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. Time passes normally for creatures and objects within the portable hole, and they can continue to act normally while inside. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process.

Prerequisites: Craft Wondrous Item, plane shift

Restorative Ointment

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

Caster Level: 8th

Aura: Moderate necromancy

Activation: Standard (manipulation)

A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*, without the immunity to poison). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 3d8+8 points of damage (as *cure serious wounds*).

Weight: 1/2 lb.

Prerequisites: Craft Wondrous Item, cure serious wounds, neutralize poison, remove disease

Ring Gates

Price (Level): 61,000 gp (20th)

Caster Level: 18th

Aura: Strong conjuration

Activation: —

These always come in pairs - two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a ring gate. A Small character can make a DC 13 Escape Artist check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a “entry side” and an “exit side,” both marked with appropriate symbols.

Weight: 1 lb. each

Prerequisites: Craft Wondrous Item, gate

Rope of Climbing

Price (Level): 4,000 gp (7th)

Caster Level: 6th

Aura: Faint transmutation

Activation: Standard (command)

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Weight: 3 lb.

Prerequisites: Craft Wondrous Item, animate rope

Rope of Entanglement

Price (Level): 3,500 gp (6th)

Caster Level: 6th

Aura: Faint transmutation

Activation: Standard (command)

Save DC: 11 + 1/2 character level

A rope of entanglement looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. A creature struck by the rope can attempt a Reflex save to avoid becoming entangled. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a rope of entanglement is severed (all 12 hit points lost to damage), it is destroyed.

Prerequisites: Craft Wondrous Item, animate rope, entangle

Salve of Slipperiness

Price (Level): 1,500 gp (4th)

Caster Level: 4th

Aura: Faint conjuration

Activation: Standard (manipulation)

This substance provides a +20 enhancement bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold sovereign glue (see below).

Prerequisites: Craft Wondrous Item, grease

Scabbard of Keen Edges

Price (Level): 6,000 gp (8th)

Caster Level: 6th

Aura: Faint transmutation

Activation: Swift (command)

This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard causes any weapon stored in it to be made keen for 1 minute.

Weight: 1 lb.

Prerequisites: Craft Wondrous Item, enhance weapon, magic weapon

Shrouds of Disintegration

Price (Level): 1,200 gp (4th)

Caster Level: 12th

Aura: Moderate transmutation

Activation: Standard (command)

These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Weight: 10 lb.

Prerequisites: Craft Wondrous Item, disintegrate

Silversheen

Price (Level): 250 gp (2nd)

Caster Level: 4th

Aura: Faint transmutation

Activation: Standard (manipulation)

This substance can be applied to a weapon. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

Prerequisites: Craft Wondrous Item, enhance weapon

Sovereign Glue

Price (Level): (per ounce) 2,500 gp (5th)

Caster Level: 10th

Aura: Moderate transmutation

Activation: Standard (manipulation)

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of salve of slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the salve of slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of sovereign glue, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8+1, minimum 1), with the other ounce of the flask's capacity taken up by the salve of slipperiness. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union, as if they had been originally created as a single item. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when universal solvent is applied to the bond. (Sovereign glue is dissolved by universal solvent.)

Prerequisites: Craft Wondrous Item, fabricate, make whole

Stone of Alarm

Price (Level): 3,000 gp (6th)

Caster Level: 6th

Aura: Faint abjuration

Activation: Standard (command)

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Weight: 2 lb.

Prerequisites: Craft Wondrous Item, alarm

Stone of Commanding Earth Elementals

Price (Level): 43,500 gp (17th)

Caster Level: 16th

Aura: Strong conjuration

Activation: 1 round (command)

A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but place it on natural stone or earth and utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the summon monster VII spell. (If sand or worked stone is the summoning

medium, the elemental that comes is Large instead, and the stone functions as the summon monster VI spell.) The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Prerequisites: Craft Wondrous Item, summon monster VI or summon nature's ally V, summon monster VII or summon nature's ally VI

Stone of Good Luck (Luckstone)

Price (Level): 24,000 gp (14th)

Caster Level: 8th

Aura: Moderate enchantment

Activation: —

This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +2 enhancement bonus on saving throws and checks.

Prerequisites: Craft Wondrous Item, divine favor, heroism

Stone Salve

Price (Level): 2,500 gp (5th)

Caster Level: 10th

Aura: Moderate transmutation

Activation: Standard (manipulation)

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* use of the *transmute flesh and stone* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Prerequisites: Craft Wondrous Item, transmute flesh and stone, stoneskin

Strand of Prayer Beads

This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

A lesser strand of prayer beads has a bead of blessing and a bead of healing. A strand of prayer beads has a bead of healing, a bead of karma, and a bead of smiting. A greater strand of prayer beads has a bead of healing, a bead of karma, a bead of summons, and a bead of wind walking.

Each special bead can be used once per day, except for the bead of summons, which works only once and then becomes nonmagical. The beads of blessing, smiting, and wind walking function as spell trigger items; the beads of karma and summons can be activated by any character capable of casting divine spells. The owner need not hold or wear the strand of prayer beads in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand.

Prerequisites: Craft Wondrous Items and one of the following spells per bead, as appropriate: (blessing) *bless*; (healing) *cure serious wounds*, *remove blindness/deafness*, and *remove disease*; (karma) *true cast*; (summons) *plane shift*; (smiting) *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight*; (wind walking) *wind*

Special Bead Type	Special Bead Ability	Market Price	Item Level	Caster level	Aura
Bead of blessing	Wearer can cast <i>bless</i> .	750 gp	3rd	4th	Faint evocation
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that character's items and places a geas upon him as punishment in the very least.)	6,400 gp	8th	16th	Strong conjuration
Bead of smiting	Wearer can cast <i>chaos hammer</i> , <i>holy smite</i> , <i>order's wrath</i> , or <i>unholy blight</i> (Will partial).	6,750 gp	8th	8th	Moderate evocation [chaos, good, evil, law]
Bead of healing	Wearer can cast his choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .	12,000 gp	10th	10th	Moderate necromancy
Bead of karma	Wearer gains a +2 enhancement bonus to caster level. Effect lasts 10 minutes.	18,750 gp	12th	10th	Moderate divination
Bead of wind walking	Wearer can cast <i>wind walk</i> .	27,000 gp	14th	14th	Strong transmutation

walk

Sustaining Spoon

Price (Level): 3,000 gp (6th)

Caster Level: 6th

Aura: Faint conjuration

Activation: —

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Prerequisites: Craft Wondrous Item, create food and water

Tome of Clear Thought

Price (Level): (+1) 33,000 gp (15th), (+2) 66,000 gp (20th), (+3) 99,000 gp (—)

Caster Level: 18th

Aura: Strong universal

Activation: 48 hours

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +3 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because this is an inherent bonus, the reader will gain extra skill points if she increases her ability modifier.

Prerequisites: Craft Wondrous Item, wish

Tome of Leadership and Influence

Price (Level): (+1) 33,000 gp (15th), (+2) 66,000 gp (20th), (+3) 99,000 gp (—)

Caster Level: 18th

Aura: Strong universal

Activation: 48 hours

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical

effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +3 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because this is an inherent bonus, the reader will gain extra skill points if she increases her ability modifier.

Prerequisites: Craft Wondrous Item, wish

Tome of Understanding

Price (Level): (+1) 33,000 gp (15th), (+2) 66,000 gp (20th), (+3) 99,000 gp (—)

Caster Level: 18th

Aura: Strong universal

Activation: 48 hours

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +3 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because this is an inherent bonus, the reader will gain extra skill points if she increases her ability modifier.

Prerequisites: Craft Wondrous Item, wish

Unguent of Timelessness

Price (Level): 800 gp (3rd)

Caster Level: 6th

Aura: Faint transmutation

Activation: Full-round (manipulation)

When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Prerequisites: Craft Wondrous Item, gentle repose

Universal Solvent

Price (Level): 3,600 gp (6th)

Caster Level: 12th

Aura: Moderate transmutation

Activation: Standard (manipulation)

Save DC: T

This substance has the unique property of being able to dissolve anything it touches, as the *disintegrate* spell. It must be stored in a special bottle imbued with a force effect which holds the solvent at bay. Applying the solvent is a standard action, and requires breaking the bottle which holds the solvent.

Prerequisites: Craft Wondrous Item, disintegrate, resilient sphere

Well of Many Worlds

Price (Level): 61,000 gp (20th)

Caster Level: 20th

Aura: Strong conjuration

Activation: 3 rounds (manipulation) and full-round (manipulation)

This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world - a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.) The well can only be connected to three worlds per day; after it is moved away from the third world in a given day, it no longer functions until the next day.

Prerequisites: Craft Wondrous Item, gate

Wind Fan

Price (Level): 4,000 gp (7th)

Caster Level: 6th

Aura: Faint evocation

Activation: Standard (command)

Save DC: 12 + 1/2 character level

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a gust of wind spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Prerequisites: Craft Wondrous Item, gust of wind